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GAMES

INDIANA JONES!



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SABOTEUR II, STORMBRINGER, HYDROPOOL, WIZBALL REVIEWED**

CARTOON'S MOST ELUSIVE CHARACTER
HAS FINALLY BEEN TRAPPED.....

ROCK RUNNERS




ATARI
GAMES

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CD-ROM	£9.99	Age
	£14.99	Old
Spectrum 48K	£8.99	Age
Amstrad	£9.99	Age
	£14.99	Old
Atari ST	£24.99	Old

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C+VG team

EDITOR Tim Whitehead DEPUTY EDITOR Paul Beagrie (EDITORIAL ASSISTANT) Leah Walker SUB-EDITOR Suzanne St John (PI)
EDITOR Colin Kennedy ASSISTANT EDITOR ANDREW Smith SOUTH CAMPBELL Steve Bonington NORTHERN WOODS MAURICEAN CORRESPONDENT
MARCUS W. TECHNICAL ARCADES Glenn Edgeley SOFTWARE CONSULTANT'S Tony Takdushi PUBLICITY Clive Pennington ADVERTISING ASSISTANT MANAGER Gary Williams ADVERTISINGMENT EXECUTIVE Katherine Lee AD PRODUCTION Debbie Pearson PUBLISHER Tony Pratt COVER GARY WOOD EDITORIAL AND ADVERTISING OFFICES: Philly Court, 38-33 Parkington Lane, London, SE24 8AP Tel: 01-891 8333 July-December 198 57p



WHAT'S ON DOUGLAS ADAMS' KIND MOUNT?

● DON'T PANIC! IT'S DOUGLAS ADAMS



● COMIX/P94



● ARCADE ACTION/P88



AS ADAMS/P58



● HYPROFOOL/P34



● THING COMPETITION/P104



● STARGLIDER/P108



● WIZBALL/P23



● BOND DOSIER/P85



● PREVIEWS/P100



● DEBBIE/P61

Inside Story

Why this issue of C + VG off the shelf and you'll learn all about it, the universe AND computer games. Come face to face with Indiana Jones the wild and wonderful hero of the silver screen come to life in computer form. Meet the Master of Fearful (Stephen King) and wonder why none of his books have been turned into games. Meet intrepidable hitch-hiker Douglas Adams on a quest for a cup of tea and a hi adventure. Meet an Alameda the Warlock guides you through his battle with the Terminators. Try to win an almost genuine gangster game, or 500 games! Try to win a truly genuine Galton or men-of-fer (cheap music) layers in among the neighbours with! And after you've done all that wrap up your quest, and we mean GRANT, totally free (Barbarian poster) All this plus part two of the Bond Dossier, hot articles, all the latest games fit to review. See You!!



● DINK! REVIEW/P16



● INDIANA JONES PREVIEW/P116



sinclair

123

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News

■ If you're under 14 you must stop reading this. What follows could put you in grave moral danger.

Atlantis Software Inc.



released an "adult" adventure called **Dungeons, Amethysts, Alchemists 'n' Everything**.

It contains the occasional nude word and sexual innuendo, service

rust, strangled lovers and lusty heroines, according to Atlantis. That's why this game — on the Amstrad — has a warning on it. The cassette title also contains an awful spelling mistake — humorous instead of humorous.

■ **19**, the number one hit for Paul McCartney, is being turned into a game by **Comcast**.

The player takes the role of a



19-year old at the time of the Vietnam war who is given the choice: "Will you fight the war or be drafted?"

If he decides to fight the war the game will proceed with an arcade type action game. If he decides to fight the draft the game will change into a text/graphic adventure with you joining the Peace Corps and campaigning against the war.

The game will feature the chart-topping music.

■ **After 17** owners can now digitize their own pictures and sample their own choice of sounds for under \$20.

Owners of **Microdon's ST-Reply** can sample musical instruments, TV speeches or directly through their own hi-fi system.

Once sampled, the sounds no longer need the reply cartridge if the monitor speaker is used. The cartridge can serve the further purpose of a hi-fi interface.

allowing you to enjoy amplified sounds on your hi-fi.

ST-Reply is supplied as a cartridge which connects directly to the ST via the cartridge port and is capable of sampling from any source similar to the output of a cassette player, hi-fi or (optional) disc player (no phone plug).

ST-Reply comes complete with the reply sampling, editing software and ST-arco. Loading is also included for using computers with machine-code programs and dot fonts. **After 19** and **1988** follow.

Price is £17.95 for the cartridge and the software.

■ **Play Frog**, I just heard it's the game for the first lesson featured in a computer game!

"That's right, **Time Base**. It's because we'll be another three average years."

Firebird will release their game around the lovely Room-20-Born cartoon game this autumn but **Play** must have the football old friend **Boo Boo** from a further before the Microdon edition comes once again to Polytechnic Park.



■ The influence of the well being is always infinite in Spectrum. **Amstrad**, **MSX** or **Atari** near you. But never best, **Flash Gordon** will save the world.

Mastertech releases **Flash Gordon** for three computers — it's been out for some months on the Commodore 64 — sometime this month.

Wing has targeted the earth with killer missiles. Many must die for the earth to live. Great arcade adventure of a Chicago price.

■ Some of the world's top science fiction and fantasy writers and film makers will be appearing at the **45th Science Fiction Convention** this summer.

The convention — called **Conquest '87** — will be at the Brighton Centre and Metropole Hotel, Brighton, between 27th August and 1st September.

The big names appearing will include **Brian Aldiss**, **Gore** **Lanning**, **Larry Niven** and **Robert Silverberg**.

There will also be films, videos, talks, workshops and

Combat School may well do for on-line manufacturers. **Comcast** what **Track & Field** did for **Inte** a few summers back.

The game is played on the same lines as that you have to beat your best marks in a series of "events" and make sure you finish with a

good time to ensure going onto the next challenge.

It's super fast action all the way and possibly even more fun on the arc and trigger longer than **Track & Field**. One thing is for certain, it'll make a great conversion for **Comcast**.

Speech throughout is very clear, and the events take you through an obstacle course, a shooting range (very difficult, the less than nice, arm-wrestling, fighting your instructor and actual combat).

Play **Combat School** and see out your summers.



□ **Waaaaa-ould** Now this is what I call a cut-up conversion, right? C + W3! Tony Takashi, these pictures come from **Sega's** own conversion of **Space Harrier** for their very own **Sega System**, the new dedicated video games machine. As you can see the graphics come pretty close to the console original, give or take a couple inches! The game also comes with a little booklet which gives the first recorded translation of ALL the alien war blood hero in the light houses encounters along the way.

The best news is not ETL! don't know when you'll be able to get your hands on the system, never mind the game! What are these people playing off?

Space Harrier plays just like the arcade game — although you can't hope to produce the hydraulic action of the real thing — unless you've got one of those chairs which spin up and down of course. More news on the System as soon as we know.



demonstrations by experts in specialist fields such as computers, role playing games, space exploration, and science.

To get in you must be a member of the committee, however you can join at the door. The cost of adult membership for all six days is £28 and for seniors is £16, even able it's half price. A single day's membership will cost £13.

■ How would you like to have a lady like **IndyPC**, or you've got too busy. But how would you like a lady like **Paul's** meeting? You bet you would! And we've got 20 beautiful **Kanami** **Wanabi** t-shirts to give away to the first people to rush up to get and bring for me. What would be worth! Don't forget to tell us your best and remember — postcard

ONLY places. If you're unlucky or you don't fancy your chances, C + W3 can offer you a good deal on the **Kanami** **Wanabi** t-shirt. You can get one direct from **WV Supplies**, **Bank Buildings**, **Bank Street**, **Newton Abbot**, **Devon**, **TQ12 3JL** for just £3.95 including postage and packing, but make your cheque/postal order payable to **WV Supplies** and allow 3-5 days for delivery. As well as t-shirts **Kanami** can also supply a soft-suit-dub — details from the above address if you're interested.

■ Why now the result of the general election should be known, but if you haven't had enough of politics by now you could try playing **Virgin Election**. You play the leader of one of four political parties — **Matchless**, **Merrily**, **Charing** and **Pig Iron** and **Global Point**.

UPON GAME PRESENTS



Should you wish to buy **Election** will cost you £9.95 on the CD-R.



■ **Shogun**: **Shogun** Software's award-winning game, has made its debut on **PC's** Saturday morning show **Get Fresh**, in a seven-week competition running for 17 weeks from May 19th to August 20th. In six game-sets called **Get Fresh**, two teams compete for the highest score on two specially-edited **Shogun** versions of **Shogun**. At the end of 20 seconds, the winning team has the pleasure of releasing a bucket of water over the unfortunate loser.

■ **Shogun**'s custom releases will include **Shogun**, an arcade adventure combining strategy and **Real L.I.F.E.**, a multi-language

shoot 'em up. Both games will be out for the Spectrum, Commodore and Amstrad.

■ **Keep in mind!** You're about at the end of our super **Amstrad Summer Events** CD campaign collection which will enable you to get up to £2 off the price.

Summer Events will cost £1.95 in the shops but thanks to the generosity of Amstrad you can get £1 or £2 off the price.

Last month we printed our first £1 off token. This month we print the second.

Send your cheques to Amstrad / C + W3 Summer Events, Amstrad Marketing Ltd, 14 Westgate House, Spinal Road, Dartford, Kent. This offer closes on July 15th.

SUMMER EVENTS 1

MINIATURE EVENTS COUPON COLLECTION

Name

Address

Fill in one and two tokens which enable me to £1.95 off the price of Summer Events.

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



Swordies - U.S. Gold. Enter a world of numbers, mazes, mystery and combat in the ultimate role-playing fantasy game.



Tai Pan - Ocean. Struggle to 19th Century Hong Kong for action and excitement with piracy, smuggling and more.



Midracers - U.S. Gold. It takes lightning reflexes to get past the pitfalls, obstacles and forbidden zones to reach the other side. And that's just the beginning!



Arkaniad - Imagine*. The latest smash hit turn-up game! Are your reflexes quick enough to handle 30 different play screens?



Star Raiders II - Atari. Star Raiders are the only force strong enough to hold off the J-punks. Your task is to command the Marauder - are you up to it?

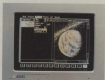


Flight Simulator II - Sublogic. Take the controls of a classic 180 or 190 (or 286), with high speed 80 graphics for take offs, landings and aerobatics. It's just like the real thing!

But it's not all fun and games.



MS Word Plus - 5.0.0 - Professional word processor featuring full spellings and integration of graphics including full font for full control of form letters etc.



Superbase Personal - Personal Software all the features of GB* combined with full relational database power. Easy to set up. Flexible. Easy unique picture index facility.



Word Perfect Publisher - Microsoft the complete desk-top publishing package. Does you page make-up, columns, text and graphics for applications and professional-looking documents.



Lotus 1-2-3 - Lotus Development Corp Professional is an integrated spreadsheet, database, and graphics package. IBM environment plus Lotus 1-2-3 compatibility.

Mixing business with pleasure is no problem with an Atari 520 ST. Not when you've got over 1,000 software titles to choose from.

You'll find all the latest games and a huge range of business titles from the top business software houses. And the targets growing all the time.

You won't be short of power, either. The Atari 520 ST is twice as powerful as most business micros.

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

If you're musically minded, 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
WORD HARD - PLAYS HARD

*Screenshots are from the original Arcade game.

News



■ Has this already cheapie just beaten Sam Fox at step-pedal? That's not it — but it just beat a complete mental breakdown thanks to three olive oilmers at **Marché**. Poor old programmer **Simon Nichol** has been working on **Mega Apocalypse** since completing **Crazy Concess** in 1983.

Now **Marché** urgently need highly skilled chess "set-up" play-theater to help push the game to its limits. If YOU enables to help write to **Marché**.



■ Have you ever wanted to weight your joystick to cheat? We don't think so but **Wink**, makers of the **Speed King**, seem intent on testing their joystick to addition.

The **Speed King** took for almost three weeks at a constant 400 ruggles per minute, according to tests.

Our picture shows the **Speed King** in the death grip of an electric drill linked to a computer to keep check of the ruggles.



■ Fancy a break from word processing on the Amstrad PC16? What about **Fun** instead with **Disturbances**, a three game compilation from **Design**

Design for the £250-£512 range.

■ One of the games, **On the Run**, about climbing on a chemical spillage, and **£12 AD**, dealing with mad computers, have been out on other formats. The third game, **Neat**, is new. You have to prevent an alien from copying the "ultimate weapon". **Disturbances** will cost £14.95.

■ Apologies about the blunder over our **Auf Wiedersehen**.

Many **Coupon** collection offer to get off Graham's latest information Mole game.

At the bottom of the name and address panel the word "free" kept in. It was a mistake as everybody who bothered to read the story will know. So if you wrote to Graham still sending any money don't be surprised if you don't hear anything. Sorry to Graham, sorry to all confused readers.

■ The 15th Official Commission Showmen from Friday June 14 at the National, Hammersmith, London, this year.

■ Here of C+VG we get loads of calls from programmers asking how they can protect their creations from poachers and get some sort of copyright coverage. There have been only official way of doing this — and now: **The National Software Register**, has been set up to solve the problem.

The only practical recourse to someone selling your program without your permission, and worse, without paying your royalties, is the loss of copyright. This is the same law as applies to books and other written material. The law states that the moment the program is written it is your copyright. On receipt of your program the NSR will make a copy for security purposes, storing the original and copy in separate locations. In addition the NSR will issue a Certificate of Registration and a unique number called the NSR Code, which will be displayed on the program as proof of registration. Sounds pretty interesting. For application forms, information or advice contact: The National Software Register, 225 Chancery Lane, London, EC4A 3DF.

■ Programmers aren't the best dressed people around. James T. Holt, leather jacket or gear, seems to be traditional wear.

By even by these standards **Stonewinger** programmer **David James** is behind in the fashion stakes. He's not anybody told for that their real and formal tailors wear out centuries ago!

Actually David — as if you hadn't already guessed — is promoting his new

Meteorological game **Stonewinger**, the last in the Mega Knight series of games, **Finder's Keepers**, **Spellbound**, and **Knight Tyme**.



■ Do YOU love a Mega Hamster, an Alpha Amulet or even a Lord of Death? If you do, WE want to hear about it! **Wings Hammer** game set us thinking about YOUR pets — and we're sure there will be capable or multi-talents in the normal multi-talented International Exploding Gooey Amulet! So if you think your pet could win the C+VG Mega Hamster Competition send us a photograph of it in action. You know the sort of thing.

Your hamster celebrating the Flying Islands Death Day is the winning Jack Russell we'd love. We can't wait to see them. We'll give the best pictures and regulars give the winner a special C+VG Mega Hamster certificate. Send your entries to Computer + Video Games (Mega Pets Competition, Priority Court, 30-32 Farringham Lane, London EC4R 3AL).

■ In the April issue we gave the correct address for **Random Software**, publishers of the adventure **8088**. In the May issue, we completely omitted their address in members of **Castle Series** and **Shipwreck** adventures! We use **EVER** get a right! The games mentioned are available by mail-order only, and the C2000/C1 address of **Random Software** is: 61 Bells-Norris Crescent, Moorpark, Angus, Scotland DD10 1QJ.



■ More news of **Pete Cooker's Microport**, due to be released on the **Mezz** last next month. In it you get your original a giant computer-filled with parasites. If your job is keep the computers free of bugs and to transport that energy around to keep the computer going. The game is packed with Pete's usual gimmicks including a neat "looker" change option for the control panel. Definitely one to watch out for. Full review next issue — watch out for that one!

■ The search is on for Britain's Best Amusement Arcade. And we want YOU to help us find it.

Summer's here and thousands of C+VGers will be taking their holidays, heading for all parts of Britain. What better time for checking out the coolest!

There are thousands of arcades in Britain, in cities, towns and in the country. When it comes down to recognizing great games, quality and value for money, our readers are second to none.

The winning arcade will get a specially awarded C+VG trophy. And the reader who sends in the winning entry won't go empty-handed either. Know what we mean!

When you find what you consider the best 50 in the land and send it to us, in no more than 30 words, tell us why you think it's the best. There's no closing date for entries but we hope to have found a winner by the autumn.

C+VG SEARCH FOR BRITAIN'S BEST ARCADE

NAME: _____

ADDRESS: _____

My choice for best arcade is:

NAME: _____

ADDRESS: _____

Send your entry form — plus the 30 words — to Britain's Best Amusement Computer + Video Games, Priority Court, 30-32 Farringham Lane, London EC4R

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the aliens



and defeat the
taxman,

we've massacred
the price.



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So as well as saving you from the enemy, the 520 STM will also save you £184. You'd better hurry though, because it won't be long before our stocks are wiped out.

ATARI 520 STM
WORD HARD - PLAY HARD



CATCH 23

TOP SECRET . . . TOP SECRET . . . TOP SECRET . . . MISSION CODENAME: CATCH 23 . . . INTELLIGENCE: CR 93 ORBITAL
INTERCEPTOR HAS PASSED MAJORITY FLIGHT . . . MISSION STATUS: GO . . . DROP 9500 HOURS . . . GOOD LUCK . . . STOP

Catch 23 is a real time animated arcade adventure, featuring 3D Surface "Wingscoping". It's the closest they get to actually being there!

Spectrum 68128 Converter £7.95

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ATARI

COMMODORE

SPECTRUM

SPECTRUM



WOOLWORTHS TOP 30 COMPUTER SOFTWARE

JUNE 1987



AMSTRAD

COMMODORE



POSITION	TITLE	SOFTWARE HOUSE	MACHINE	PRICE
1.	4 Road	Elite	Spectrum	199
2.	Deluxe Paint	Amstrad	Spectrum	199
3.	4 Road	Elite	C64	199
4.	World Games	U.S. Gold	Spectrum	189
5.	Sea Raiders	Exotic Dreams	C64	189
6.	Galaxian 2	Demon	Spectrum	185
7.	Atlantis	Granite	Spectrum	180
8.	Atlantis	Granite	C64	180
9.	Seaquest	Frederic	Spectrum	185
10.	Nemesis	North	Spectrum	185
11.	Enduro Race	Technic	C64	180
12.	Samurai Shogun	Granite	C64	180
13.	King Rex	Orion	Spectrum	185
14.	Big 4	Demon	C64	185
15.	Nemesis	U.S. Gold	Spectrum	180
16.	Enduro Race	Technic	Amstrad	180
17.	Antroid	Orion	C64	185
18.	Orion	U.S. Gold	Spectrum	180
19.	Antroid	Orion	Spectrum	180
20.	Orion	Interphase	C64	1495
21.	Arny Nova	Orion	Spectrum	180
22.	Ransom Cash-Up	Imagine	Spectrum	180
23.	Pipeblow	Elite	Spectrum	180
24.	Leatherhead	U.S. Gold	Spectrum	180
25.	Nemesis	U.S. Gold	C64	180
26.	Ransom Cash-Up	Imagine	C64	180
27.	4 Road	Elite	Amstrad	180
28.	Star Raiders	Frontier	Spectrum	180
29.	Star Games Vol. 1	Renegade	Spectrum	180
30.	Popcycle	Elite	C64	180



COMMODORE

AMSTRAD



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WOOLWORTHS

A Great Deal in Entertainment



* Some titles longer than 30.

* Some subject to availability.

COMMODORE

SPECTRUM

AMSTRAD

SPECTRUM

► REVISION: CD
► SUPPLY: MS-100
► PRICE: \$2.99
► REVIEWER: Tom

Go on. Make a pig of yourself and grab a copy of *Dink!* You won't be sorry. These addictive games for the genre of one make a fine total value for money package.

OK, so the games aren't all original — but they are definitely well put together and guaranteed by their publishers — probably best known for Jet Set Willy.

The main aim of the game is to help Leslie Fogg, the partner-in-crime of DINK!, the cut-

comic rapidly taking over the printed, to get his name listed out on time.

Here at C+VG we know ALL about the hazards of producing a magazine — but we've never had to condemn Peter's

Purple, Rubbishman or Tom Flagg when we're attempting to beat our deadlines. But YOU will if you decide to take on the editorship of *Dink!*

The idea is quite simple really. You play the three sub-games to earn points and use to fill up your issue of *Dink!*

You can read the games you win as you go — these contain words of wisdom, jokes and puzzles. Beating these games provides a break from the frantic action of the games themselves.

As you play you build up your reputation — and you beat C+VG a 100,000!

Let's take a look at the three sub-games one by one. First up is Peter's Purple. Like the other games this is based on extremely loosey — on rhyming words in the words. This is a nice CD or maybe even a nice CD-ROM strategy board



▶ GAME OF THE MONTH

Bigger, better and bolder than the rest. Try it, buy it. Don't miss out.

▶ C+VG HIT

Miss the hits at your peril. They are the business!

▶ THE REVIEWERS

TOM MCGRAW:

The Ed man with the fastest joystick of all.

When his word is heard your better listen.

PAUL SONGHOM:

Shoots from the lip. Likes zip in his rap.

LEE SLEIGHT:

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

CHRIS CAIN:

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

DAVID SIKKOP:

So an Amiga fan. The Bishop promises what he practices. He is also full of praise for the Atari II.

STEVE BRUNET:

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

NICKY FREYTT:

Exclusive Nicky has the beach with the BBC.

Brian Webber:

Sees all, hears all, plays all.

JERRY MEIR:

Games expert Meir has the Atari II-65 between his teeth. Something to like it.

► REVISION: CD or 128K
► SUPPLY: THUNDERBOLT
► PRICE: £19.95
► REVIEWER: Tom

Perhaps *Siren's* is the last game should be reviewed. The Amiga is just on its last legs.

It's built on incredible 14 months of go since word of this capital and epic began to spread. Now I can properly say that I have seen the 64 version of the game.

Fans of *Siren's* 3 games will know that they haven't got the greatest reputation for bringing new games out on time. But when the product does arrive it's worth the wait — it's actually been worth the wait — for the ultimate because of International Karate.

So is the last hope worth the wait? Yes, but it is. And when you thought nobody would come up with a new and interesting model for the market are the formula, *Siren's 3* manages it.

The 3 are *Ninja* is a

combination of fighting, exploration, strategy, smart thinking, all mix up with some really ingenious money which rewards by giving a bonus to the game, considerably enhancing the atmosphere and adds to the excitement.

The game is big, coming in six levels. In every game multi-tasking can't be the smoothness of play but with the Last Ninja that doesn't happen.

The alternate aim of the game is to locate the Ninja and find the secret scrolls hidden in the palace at the end of the game.

The final two levels are set in what would be described as a wilderness outside the game. It's really a maze, trees, bushes, rivers, streams, trees, bushes, birds, evil guards and dragons.

The *Ninja* must explore his surroundings. This only

requires for him to start with are his hands and feet, the required weapons that he can collect a sword, a bow, and a staff. He'll find some scrolls that really have to search for these because some are really difficult to find.

But one especially fun for me was C+VG's featured television.

For the most of playing up an object as a little of *Siren's*. Coming to the right position is essential. You have to get all level and get the scroll's ready to reach out and touch the object.

That's why it was chosen as the most fun game in the series because it's about to be really hidden with all the

Last of the Ninja





Breakout type game

You launch Popy's Pongle around the screen tracking out the blocks and blasting swarming aliens and collecting mystery bonuses. There are 10 different screens. Great fun and all the panels on page one of your issue will be filled five-page back and only the two other screens for Bonus panels which you can place where you like in your magazine.

Substansian is a fun, visually stimulating, fast-paced action game with a unique collecting game through six hazard filled zones — mapping obstacles and collecting objects.

Each zone is a unique landscape, by the first you have to control Substansian's attitude by moving the joystick left and right while blasting away at the same time.

He has to fly under and over hazards while avoiding around objects — floating winds, grey areas and walls and finally to our fans, earn extra points by hitting blocks marked with question marks.

Fly at ground level as much as possible, as flying high uses up energy at a faster rate — and Substansian can collapse just as easily from lack of power.

All the end of each zone Substansian enters a section where the controls are altered.

Here he has to dodge incoming objects and hazards. Some can be removed, others can't. Oh how he just flies nice power when he's dead.

Complete a zone and you get a bonus panel. This is possibly the most difficult game to get into in the package until you get the hang of both the joystick movements controlling your airplane and working out what you can fly over without getting impact.

When getting to grips with these unique principles you'll be able to enjoy an entertaining world, tag us.

Can 'Thug' still, if you're as old as we you'll remember a certain role-playing value. **Barrett, Tom Thug is here—don't start, please.** It's a mixture of what and the 'Lunar' style of game currently trendy among gamers.

You manoeuvre Tom's Thug inside around, stepping robots and generating deadly floating bombs, while desperately searching for booty, stocks, which, when acquired, give you all manner of powerful qualities.

Trusty mind this is the best of the best games — fast moving and challenging, results the asking price of 99 pence.

Watch out for the campaigner for public morals, Mary

Lighthouses, who wants to stop Mike Pigg doing his job.

If you don't know the comic it doesn't matter in the least. The points don't have that much to do with it apart from using the character's names.

All you DO have to know is that Chris I appreciate the new trend towards value for money packages from software houses.

DAK! is brilliant value for money and the games are all very playable.

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

10
10
10
10



Life-saving apocalyptic bubble game

You have 30 different combat objects to use to complete the level.

By stepping on the objects and playing you can see what's about what is needed, and if it's a good idea.

All you have to do is approach the object and you automatically attack down, the object starts to vibrate in a good way to reflect against as a mirror. For example, with the first level it is necessary to have a power.

Fight up with guards with weapons like ring, strength

and with your power level

with 40 different objects to use to complete the level. By stepping on the objects and playing you can see what's about what is needed, and if it's a good idea.

The minimum of 99 pence is a nice touch, but the bubble game with low-level play through 300 screens.

To complete each level you have to complete a task. Oh

level one of it how to get by the

objects which people and all the DAK! It's a possibility to get by the minimum being toward into a number of learning items. The trick is to get low to sleep for long. That's the problem.

And there are lots of

many enemies waiting.



I could have done with you, and all enemies don't have to be the best. The Last King is a mistake.

The graphics are really good, especially in the later stages of the game as the characters and objects

- ▶ Graphics
- ▶ Sound
- ▶ Value
- ▶ Playability

10
10
10
10

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person. Among those in the
QUARTET, he serves the fastest.



148

He is well known for his quick and skillful maneuvering of his white bear pit.



MARTY

Your kid, her parents were killed by space pirates. Although similar to the others, she is very proficient in operating her powerful bazooka.



'...the coin-op-fave...'
Your Sinclair
magazine



THE SIMPSONS HIT & RUN



THE SIMPSONS: THE GAME

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Metrocross

- **ALTERNATE:** 1942 (1993) (THORN)
- **DEVELOPER:** GIGAWATT
- **PRICE:** \$4.95 (PC); \$4.99 (THORN)
- **RECOMMENDATION:** 3.5
- **REVIEWED:** TBS

Nintendo's *Metrocross* hits the small-screen as the US' best kick off their string of 64-biters.



conversion releases for the summer.

The original *Nintendo* coin-op wasn't a success by any means and the US' 64-bit programmers haven't done a bad job

converting it. But Nintendo's level too easy to play and later levels too difficult.

More on that later — but in case you haven't seen the game before, here's a quick run-down on what it's all about.

You find yourself in the futuristic space of a futuristic planet out in break speed rounds in a mad-scientist race across a 23rd-century site.

The streets are full of hazards — stairs, missiles and explosive. It's your task to run, jump and dodge as fast as you can and beat the clock — earning mega-points and progressing to the next, more-difficult level.

That's the *Mez* — how about the execution? Well, as you'd expect, the Atari ST version looks closest to the original — although the jogger character is fine. Scrolling is pretty smooth and the same almost identical to the original. Graphics are nice

— watch out for the Cole cast, like a nice cast feature in the Atari's version too — but the graphics are generally chunky and the animation of your jogger is fairly crude.

Perhaps the most disappointing reason is on the 64-bit since again you're faced with chunky graphics.

The music is good — but just by playing the game with it turned off. Where are the sound effects? A few effects and bursts for jumps and an explosion sound for the landmines. That's it. No running sounds at all.

You might think yourself captured by the game for short periods — but unless you're a fan of the original and don't want to spend any more money trying to beat it, I reckon you might find the asking price of nearly £10 for some versions a bit too much.

	BT	AMIGA	CD
► GRAPHICS	3	3	4
► SOUND	1	1	2
► PLAYABILITY	1	1	2

Milk Race

- **ALTERNATE:** 1942 (1993) (THORN)
- **PRICE:** \$4.95 (PC)
- **RECOMMENDATION:** 3.5
- **REVIEWED:** TBS

Get on your bike! No, this isn't the old *Nintendo* telling you what's good for you again. It's a topical

game from the budgetmasters released in time to coincide with the Milk Race — the sound Britain's government which means the Four de France.

The computer version is a hot racer on the bike than the real 1,000-mile dash from Newcastle to London — but it's still a

challenging game to attempt.

An first glance you might think, no-hum, this isn't too hot. But grab your joystick and start pedalling and you'll soon be hooked.

Milk Race is basically a horizontally scrolling-dodge and weave game.

Your rider has to avoid being hit by other bikes and cars while aiming to pick up as many bottles of milk as he can to keep all important energy levels up.

Make sure you keep an eye on the gears as well. You're in charge of a stick 10-speed shifter, like three and gear changes are crucial to a good time on special stages.

Some sections of the race are timed, some aren't. Fail to complete a timed section within the limit and it's all over. And watch your energy meter. 1,000 miles is a long way and you don't want to burn out before you reach the finish line, do you?

To start with you'll find

yourself on your bike in the top-most of the time — riders and cars coming up from behind can knock you off as

easily as go forwards and crashes.

The best graphics were as you race — that's without a quick gear change will gain you vital time — and maybe an extra few places in the race.

There are 64 other bikes to beat before you hit the last position.

Background graphics — no animals, and scrolling and animation are smooth. There's a nice driving force to keep things moving along as well.

Milk Race doesn't break any new ground in gameplay — but it is entertaining, exciting, rapid and good value for just two quid.

► GRAPHICS	3
► SOUND	2
► PLAYABILITY	3



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firebird

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PLACE?... WHAT IS... **THE
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Wizball

- MACHIAVELL: CAN BE SUPERHEROICALLY BOLD
- SUIPER: SCALA
- PUNCH: ERIN SCARLETT, ERIN SCALA
- VIBRANT VISUALS: CAN BE SUPERHEROICALLY BOLD

Every so often a game arrives in the office with out-of-left-or-righter appeal—excellent quality, cleverness, and a plotline. Brilliant sound and great choice of all properties, originality. Welcome to Wizball.

Step into the colorful realm of Wizard where the Wiz and his crew fend happily until the evil Dark stole all the colour making it dull and grey. Conquering Wizball, and its servants Catalina, you've got to restore Wizard to its former brilliance.

Each of Wizard's landscapes is made up of three colours. By shooting the red, green and blue colour bubbles and getting Cat to collect the trophies all they shoot to the ground, it's possible to fill the landscape displayed at the bottom of the screen until the target colour is achieved.

When you stop an alien, green points are deposited on the ground. If Wizball can pass over it and pick it up it lights the first hole at the top of the screen. The Wiz can now select the feature. Obviously the more points collected, the more weapons available. You can use: Climb more control

over the Wizball, allowing it to move left and right. Acting as both the perpetual bouncing of the Wizball.

Wiz Two, Brain—the super, brain-reducer, Double—both the Wiz and Cat get automatic two-dimensional fire power. Both three, Catalina—Wiz gets a cat.

Wiz Four, Blazer—Super power for the Wiz and Cat—Wiz Four, Star Spray—magic space protection. Cat Spray—stars for the Wiz and Cat. Wiz Five, Wizard—limited protection for Wiz and Cat. Wiz Seven, Smart Bomb—the ultimate ally.

The Wizball is fantastic. It's difficult to control first of all, almost to the point of hair-tearing frustration. If it had a glow about this game it is that it's a little too difficult to get going.

By the way, check out how the Wizball stabilizes on the screen. It appears to come out of its own accord. Clave them. You can get into the ball using the controls, hitting the fire button for the weapons. The Wizball is a great round the first three levels—you drop through holes, holes or stars to achieve this.

This is the best Ocean game for a long time.

- QUALITY: CAN BE SUPERHEROICALLY BOLD
- SOUND: ERIN SCARLETT, ERIN SCALA
- VISUALS: CAN BE SUPERHEROICALLY BOLD
- PLAYABILITY: CAN BE SUPERHEROICALLY BOLD



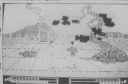
- MACHIAVELL: CAN BE SUPERHEROICALLY BOLD
- SUIPER: SCALA
- PUNCH: ERIN SCARLETT, ERIN SCALA
- VIBRANT VISUALS: CAN BE SUPERHEROICALLY BOLD

From the focus which brought you Play of the Year and Average Game (the most best-of-the-year, Samurai Trilogy.

Based on the ancient samurai warriors, the game is a combat simulation in the vein of Play. In this case you have to train in various ta-mo — karate, kendo and then samurai — to achieve the ultimate title, Samurai War Lord.

The three different styles have their own set moves, but you only get about three attacking ones to choose from in each. The moves are spin kick (roundhouse), punching and a

C+VG REVIEWS 4



Samurai Trilogy

tying kick in kendo, overhead, side, and low cuts in karate and multiple moves in samurai. But in kendo you get an extra smacking move. Good!

Once you have made a choice of what to do, you are given your opponent's case history. Favourite and favourite weapon!

Then you may be asked if you think he will attack you.

If he says OK, you then choose five points between the four fighting attributes, skill, speed, stamina and strength. Why did they miss out balance?

You must do this twice, once for attack and again for defence, after which you fight.

As soon as the fighting screen pops up, you notice the game's novel point, the graphics. The graphics, if you can call them that, are of a Vis 26 standard, featuring yellow characters with eyes like cyber-warriors.

After the initial shock is over, you must get down to it. Your attack and defence strength bars are shown in red, your opponent's in blue. The idea is

to tank your opponent's defence by training.

This is easier said than done, and as you have a time limit, it becomes even more infuriating. Sharp's the time my opponent had only a goal left on the bar, while I was still strong, and the time ran out. Annoying, is that?

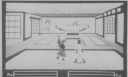
After each fight you must review your attack/defence strategy, while doing this you are supposed to be practising.

Should you beat all your opponents, you may think of a victory and then samurai.

Samurai Trilogy was a great idea, but failed badly because of the graphics and terrible standard of animation. How software companies can release stuff with such a high standard of quality I'll never know.

Having said that, the music is great. Really "samurai" and it goes with the idea of the game.

- QUALITY: CAN BE SUPERHEROICALLY BOLD
- SOUND: ERIN SCARLETT, ERIN SCALA
- VISUALS: CAN BE SUPERHEROICALLY BOLD
- PLAYABILITY: CAN BE SUPERHEROICALLY BOLD





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FIFTH QUADRANT



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MIRO PROSE

Computer for IBM, Macintosh, Commodore, Atari.

Stylye



- MACHINE: AMSTRAD CPC
- TITLE: STYLYE: THE MEGAMAFROCK
- YEAR: 1984
- VERSION TESTED: AMSTRAD CPC
- REVIEWER: DAVID

Stylye is a platform, multi-action arcade software from the house of the Power of Play, who produced the excellent Jet Set Willy and the classic Asterix for the PC.

Set in the magical Kingdom of Stylye, few players take on the fight of the Power of Play, set in The Great Mafrocks who, according to the game notes, is "the latest success of all releases".

As you know, games come in all shapes and sizes, and one that is really small, Stylye becomes great fighters, others renowned warriors, but all are well-versed in the art of magic. Stylye features two

legendary heroes in a form a 100-year-old hero, and Stylye makes Stylye look like a performing feat. Your job is to guide one or both of these half-saint heroes through the Kingdom, defeating the Gates of Evil as you go. Finally, if you're still alive, you must find and destroy Mafrocks himself, deep inside his lair known as the Black Pit.

GFL Championship

- MACHINE: C64
- SUPPLIER: GAMESIDE
- AUTHOR: GAMESIDE
- YEAR: 1984
- REVIEWER: TIM

GFL Championship can't take a back seat to any other game in the world of American Football — it's the most realistic and exciting simulation of the sport ever. And it's MULTI! Yes, I've been playing GFL Championship Football — the most sports sim to have a crack at bringing the action of

American Football to the small screen.

And it's a pretty good try. This game will be available in the back of the cabinet of the best dressed all-arounder in the world of American Football games.

You feel yourself being to head with the ball, and you'll be able to move the ball down the

field.

You can run with the ball or attempt to catch a bouncing one from your quarterback — which isn't easy. And that's just the beginning of the game. You see your "hands" at the bottom of the screen — and if you're made of the right metal, the ball will slip smoothly into your waiting

hands. The graphics are top and the sound is great. And that's just the beginning of the game. You see your "hands" at the bottom of the screen — and if you're made of the right metal, the ball will slip smoothly into your waiting



Since Marvel's rise to power, many thousands of fictional beings have poured through the Gates of Evil and created Faerie. These include Kullback, Green Goblins, Voids and Phantoms, all of which have different characteristics, mostly man.

Faerious objects can be selected to help you with your quest. Of these, the most useful are keys and potions. Keys are given you upon to the next region of Faerie. You can only pick up a good key when in possession of a silver one.

If Faerie, the skeleton, uses a potion, it will destroy all enemies together with any Gates of Evil on the screen. A potion is Grief's friends will only identify the game. Other objects include Faerie for water and a chest containing magic and experience points.

Each region of Faerie is filled with trees, lakes, bushes, walls, hills, some houses in some levels, hills, continents, and, of course, a forest smattering of evil Faeries. All of which block your path. Often you'll have to use a ladder or enter to get to a key or the exit to another region.

The screen is divided into the action area, occupying the top two thirds, and a status area containing the vital statistics of each game. Here you'll find a



Inventory, energy meter, and your current score.

With a novel-looking screen, a comprehensive save player option, choice of characters in the one player version, reasonable sound effects, and very responsive controls, *Saboteur II* is a good bet if you have a computer which can play with the impressive graphics and graphics.

- ▶ MICHAEL SPECTOR
- ▶ SCOTT GURIN
- ▶ PAGE 114
- ▶ NOVEMBER 1988

There can't be many games around to feature a woman as the main character. Well, Quark has broken this association with *Saboteur II*—Arving Angel. As a girl, it's not the game, it's not that. As a woman, it's not so good to the highly enjoyable *Saboteur II*.

The plot of this story involves the high banking and a doctor's room. It's a story building that is a computer role which contains the names of real leaders and information about the deadly events.

Saboteur II

In *Saboteur II*, you play the role of the girl's beautiful sister. She must hang onto the doctor's new command center and office complex on top of a mountain which is also filled with underground tunnels and openings. The game-upside over 100 screens.

She must search for pieces of a punched computer tape that control the missile launch paths, collect the missiles before they blow off and then escape by motorcycle via the computer's one and only exit.

Most of the screen is taken up with the playing area display. Objects which you are near — such as a speaker or vent — are displayed. You can take the object which is then displayed in another box. Some objects are shown as a question mark.

There's also a timer which ticks off the vital moments before the missile launch. There's also a "day display" which shows the girl's progress. These group as view-related pieces of info in somewhat detail the bodies of the player around the complex.

Your energy level is represented as a red bar. You start the game high in the



side on a hand-guided moving light above the complex, making the the complex will release you and then it's a long drive down into the complex. Judging the right moment to a fall into the complex and know the other. Sometimes you can fall for good, and when you inevitably fall the ground your energy drops alarmingly and you'll be in no state to fight off any quarks.

Good luck as you play is a small map outline of the complex. For you're not always outside but a more detailed map may be essential. The whole price is paid by the game's graphics. The graphics have a nice and simple theme, the theme. The cassette notes also mention various facts, but I don't see any of these.

Fighting is typical stuff, all basic, hold and shoot. Quite tricky. It's all very same stuff and not particularly exciting.

After the final *Saboteur II* game is over, *Arving Angel*?

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

Football

receiver on the field, you will have to follow — very accurately — the "receiver" to catch "play" you choose. Otherwise you end up getting punched flat.

Each play requires you to take a certain number of "steps" in certain directions as indicated at the bottom of the screen by arrow icons and explained in English in the instructions.

You can pick the game up and play if you want, but you could end up being ultimately punched flat, unless you're an America Football expert.

On the tape version there's a long and boring run-up before the play which you choose the play you want to play each play as if you want a one or two player game. Once you've decided, you have to wait again as the main game starts.

You can select how long you want the game to last as well — my advice is to go for short quarters to start with.

There is a time to catch your breath every 100 yards. The program is not perfect. The screen swaps from the playing field screen when the ball starts place to the main screen

where you choose your next play and see how the opposition defended your last catch without injury.

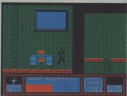
There's a touchdown and the goalposts — but there aren't any wide receivers jumping up and down to cheer your team or to cheer you.

At the end of the game you see a scoreboard — that's it. No victory march or any other celebrations. A bit disappointing.

And the instructions say you can set up again by simply hitting the RETURN key which will restart the game. But an error code doesn't — and I was surely prompted not to bother to restart it.

GA, Championship Football is a nice little which doesn't have some of the — it lacks the realism of other, it's not that bad for this sort of game. But the rest of the US Football class has been arranged to capture the spirit of the game — like the 10th and 11th which you can't find.

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



THE GAME



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The Wiz

REVIEWS
C+VG



► **MOVING:** Can you move your wizard? ► **MOVING:** Can you move your wizard? ► **MOVING:** Can you move your wizard?

to think the latest Stephen King novel or a set of Game Instructions? There's enough reading in this title for The Wiz to last you a week — well, a couple of days anyway.

And you, you just *have* to read it this time. There's no way you'll get sleep with sitting down and playing the game during the night — you'll end up going nowhere fast.

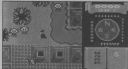
That's the bad news. Once you master all the instructions you can go on and master the game. *Wiz* isn't half bad really. At first glance it looks like yet another *Wizard* clone — your little hero advances around slapping creatures, zombies and anything else that wants to stop him completing his task — which is *just* what you

As every day passes, more and more evil hovers through from the dark side, in seeming abundance to you, a more than level wizard, that the long former had meaning of the world to invent. In the Magical Isle, where in places the world of light and dark meet, the manifestations of evil are reaching epidemic proportions.

The Council of Wizards are reluctant to act. They see no way of governing the disaster other than destroying the ancient links between worlds. In doing so they would lose much of their magic, the loss of the four spheres from which spells are prepared can only be found in the land of darkness.

Depending on their greed for magic, you resolve to act alone. You find, however, a powerful fifth wizard, whereby the spell you need to break the links and separate the two worlds forms.

The wizard has already learnt of your quest and seeks to prevent you completing it. By their own rules they are barred



from interfering with the magical advancement of a wizard. Consequently, no wizard can release or teach you spells of your magical level unless you have been openly hostile towards him.

Given this, they have other means of obstructing you. Your shielding against attacks, normally maintained for lower level wizards by the fifth level wizard, has been removed.

As a result, you are more vulnerable to the power draining attacks of evil beings.

As if this were not enough, it is rumored that T'zaur has been summoned and should you stay in one place for long, it will find you and come through from the dark side. Once in this world, it will pursue you relentlessly.

When you start the game and you will see your wizard in the center of playing area. At the top right of screen there is a scroll containing your current score, magical power and wing level.

At the bottom right of the screen there is a spell book open at the "zap T" spell description.

We operate in four modes: Move and cast, Prepare Spell, Read Spell Book, Fly Spell, Move and cast mode. This is represented by a Red Medallion. As you move, an arrow will show you your direction on the medallion. By pressing fire or space you cast

the last selected spell. Repeat though, an existing spell will bring about your power. Every time you cast a spell you use up one unit of magical power. If you run out of power you die.

Prepare spell mode: To move into this mode from Move and Cast press the space bar. You will now notice that the medallion has changed. It is now blue and has three in place of wizard's arrow.

If you select a spell, move the joystick towards the desired name. Spells are prepared by selecting the name in the correct sequence written on the screen.

As you select each name it appears in the scroll above the medallion and the appropriate rune level goes down.

When you press fire the spell book will display the details of the spell you just prepared. Spells can only be cast by pressing fire when in move and cast mode.

Read spell book mode: Once entering this mode from Prepare Spell mode you will notice that the medallion has again changed.

It is now grey with only three directions the left. By moving the joystick left and right you can read through the spell book which contains all the spells you have learnt so far, plus the ones you started off with.

As only five you prepare spells currently in the book.

Buy spell mode:

The medallion changes again. It is now purple with up to four different symbols.

If a wizard is on the screen when you enter this mode, the medallion shows the symbols of the spells he is qualified to teach.

There may be up to three. You can purchase these spells by selecting the appropriate direction. Press fire and you will try to buy the highest priced spell from the "buy" screen. "buy" means "buy or lose" and will take you back into move and cast.

A preview appears in the spell book and normally shows the name of the spell the symbol for the spell; the amount of magical power you will use on learning the spell, and wizard level you must attain before buying.

Attempting to buy a spell for which you do not have enough power will tell you. If a failure to buy the spell is indicated by the spell book page becoming blank.

Keep an eye on your score every time you fly down. It may rise and you will soon learn the best way to achieve a high score.

However, getting a high score isn't a matter of personal pride. It is the way to higher wizard levels.

Look to do as you can see — as the usability of this game is guaranteed. *Playability* (Wiz), I have to say that I found it difficult to get in grips with the game to start with.

But spent a bit of time on *Wiz* and you'll be rewarded with an entertaining mode advance.

► **MOVING:** Can you move your wizard? ► **MOVING:** Can you move your wizard? ► **MOVING:** Can you move your wizard?



Current mixer also climate for Amstrad games, only modern software I've seen worth it.

The game itself draws on *Zaxxon* for part one. Fastball in part two, and *Dobby* steering to round off proceedings in part three. Unfortunately, all three stages from Sigma 7 reproduce the graphical or entertainment excellence achieved by these games.

From a technical perspective, the conversion is of first average, resulting in clumsy screen handling and frustrating gameplay, especially in part one. At a price of £7.99, this is the level of full priced title that most major Mastertron retailers handle with glee. Unless you've got good reason, give this one a miss.

■ GRAPHICS	4
■ SOUND	4
■ VALUE	4
■ PLAYABILITY	4

Mercenary

■ GRAPHICS	4
■ SOUND	4
■ VALUE	4
■ PLAYABILITY	4

Armored gamers often have to exhibit extreme patience before the maximum of Commodore's machine converted to the machine. Never has patience more truly been rewarded, which has finally been rewarded for the Amstrad CPC range.

What the game means is that it's been converted to the Amstrad version of the game. Now you can play the game on the Amstrad CPC range. It's a bit of a pity that you can't see on the Amstrad CPC range. It's a bit of a pity that you can't see on the Amstrad CPC range.

Had to fire. A Mercenary is a game that has been converted to the Amstrad CPC range. It's a bit of a pity that you can't see on the Amstrad CPC range. It's a bit of a pity that you can't see on the Amstrad CPC range.

■ GRAPHICS	4
■ SOUND	4
■ VALUE	4
■ PLAYABILITY	4

Leaderboard

■ GRAPHICS	4
■ SOUND	4
■ VALUE	4
■ PLAYABILITY	4

Armored golf fans can now enjoy a round or two on their computer computers via the *Leaderboard*, now available for the CPC range on disc and tape.

This conversion faithfully recreates the slow, gradual and erratic ball movement which gained the Commodore version so much popular success.

An Amstrad version, one to four players can see off on any one of four courses.

There is no problem choosing range when you can walk up on your hand held. The course hole and the hole including the hole and water which means to be in the hole of the wrong hole.

Once you've mastered the controls of the game, you can play for an hour or so as well as playing for an hour or so. The game is a very good one. It takes to be a good one. It takes to be a good one. It takes to be a good one.

■ GRAPHICS	4
■ SOUND	4
■ VALUE	4
■ PLAYABILITY	4

Fight Night

■ GRAPHICS	4
■ SOUND	4
■ VALUE	4
■ PLAYABILITY	4

Turkey Tim steps into the ring to face his third fighter in his bid to become the champion.

Turkey Tim is facing his third fighter in his bid to become the champion. Turkey Tim is facing his third fighter in his bid to become the champion. Turkey Tim is facing his third fighter in his bid to become the champion.

Fight Night has to be the best boxing game you can see. It's a bit of a pity that you can't see on the Amstrad CPC range. It's a bit of a pity that you can't see on the Amstrad CPC range.

Another thing that improves this game is that you can define your own boxer and then train him to build his muscles up. This makes the game a lot more interesting and easy to follow. When you are happy with the boxer it can be a very nice idea but not so easy.

An option for tournament play allows players to set boxing (human controlled) to get their wins against each other in the ring.

The graphics are very well defined, as is the sound with musical tunes to fill heard upon losing or winning. The point-of-the-boxer being hit is of the highest quality. The value of *Fight Night* increases if you are buying the disc version.

■ GRAPHICS	4
■ SOUND	4
■ VALUE	4
■ PLAYABILITY	4

Robbitor

■ GRAPHICS	4
■ SOUND	4
■ VALUE	4
■ PLAYABILITY	4

Robbitor too that isn't a mistake, there are meant to be three (or four) computers to have a "highly original" experience.

What that means is that a space ship returning from a long voyage is running short of fuel and is forced to land on the planet to recharge the on-board computer (a stretched energy resource). Using three "Robbitor"s you must get fuel back to the ship.

What's a Robbitor? A "highly original" experience. It's a bit of a pity that you can't see on the Amstrad CPC range. It's a bit of a pity that you can't see on the Amstrad CPC range.

And to that a load of very little games and you end up with a load of old time.

■ GRAPHICS	4
■ SOUND	4
■ VALUE	4
■ PLAYABILITY	4

Xenon Ranges

■ GRAPHICS	4
■ SOUND	4
■ VALUE	4
■ PLAYABILITY	4

Four old Xenon Ranges. He has gotten himself lost in a strange place, and you must help him get back to his own world.

Yes, this game is one of those others. It happens every day. type of games. It's a bit of a pity that you can't see on the Amstrad CPC range. It's a bit of a pity that you can't see on the Amstrad CPC range.

By flying X's all around the top half of the screen, you can shoot down any nasty thing. With simple graphics, and no sound, you should think that it was a fight box. Well, you're right.

However it did have a slight oddity in the way.

■ GRAPHICS	4
■ SOUND	4
■ VALUE	4
■ PLAYABILITY	4

Shorts Shao-Lin's Road

■ GRAPHICS	4
■ SOUND	4
■ VALUE	4
■ PLAYABILITY	4

As the sequel to the successful *Yu Ai* (Bubbler), *Shao-Lin's Road* is a game that is a bit of a pity that you can't see on the Amstrad CPC range. It's a bit of a pity that you can't see on the Amstrad CPC range.

The game starts with you in the original position, which is a bit of a pity that you can't see on the Amstrad CPC range. It's a bit of a pity that you can't see on the Amstrad CPC range.

Control is very tight, jump over obstacles, jump up and down between the three levels of the mountain, and the use of magic power to get you to the top of the mountain.

Considering the limitations of the machine, this conversion is not at all bad, that is if you want to play yet another of the old games. It's a bit of a pity that you can't see on the Amstrad CPC range. It's a bit of a pity that you can't see on the Amstrad CPC range.

■ GRAPHICS	4
■ SOUND	4
■ VALUE	4
■ PLAYABILITY	4

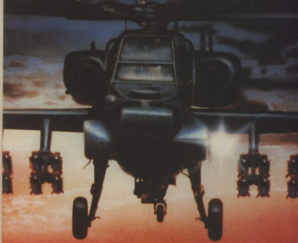
Sigma 7

■ GRAPHICS	4
■ SOUND	4
■ VALUE	4
■ PLAYABILITY	4

Darell has converted this three part, seven level arcade society to the Amstrad. But the question is why? Making previously failed to see the word on line with *Sigma 7* and Commodore's version of *Sigma 7*. And considering the

Shorts

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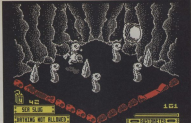
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Hydrofool

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- ▶ **ARTIST:** GARY BIRCH
- ▶ **DEVELOPER:** PUL-GANGWYLE GAMES
- ▶ **PRICE:** £1.99 (SPECTRUM) £2.99 (AMSTRAD) £3.99 (AMSTRAD 6128) (AMSTRAD 6128) £4.99 (AMSTRAD 6128)
- ▶ **VERSIONS TESTED:** SPECTRUM, AMSTRAD 6128
- ▶ **REVIEWER:** TIM

By-Blard! That's the only word to describe Hydrofool — the continuing adventures of Gweewo.

Thank you, here's a round of playing games. Yes, I have to admit it. You know how it is. You've had a day where nothing has gone right — your mum has found your favourite sodgy frog under the bed, Uncle Roger holds his noisy challenges and you keep getting wiped out on the first stage of madness.

Then, suddenly, along comes a

game that takes you by surprise and keeps you up until the early hours, restoring your faith in the great games programmer in the sky.

Hydrofool is one of those games. It's fun, terminally addictive and packed full of puzzles and jokes. If you thought Gweewo's World was the boss, guess that you're going to go down mysteriously OTT over Hydrofool. The plot? Do you really want one? OK, here it is.

Gweewo, fresh from his success on his "world", returns to the Rube-Maze only to be given another great job: cleaning out the Deathfool.

Now, the Deathfool is a giant planet-sized aquarium which has become so polluted and packed with mutant creatures that the only thing to do with it is to plug it. Or rather plug.

Gweewo, armed with a deep sea diving suit, has to find the objects that will release the four plugs and empty the planet by placing them on pedestals in the "plug rooms".

The objects are scattered around all rooms over six levels. Some are guarded some aren't. But you'll have to work out just what to do with what. And it's fun finding out.

Gweewo can light off the electric switches using weapons he finds in the many Gweewo rooms. I'm not sure, but I think baroque get rid of baby whales

(what about Gweewo's?), spoons will get jellyfish, while horseshoes wipe out, what else, Seemoses.

Other objects help — a bone turns an enemy ahead of Gweewo slipping flat away while he catches a gnomie. Why a gnomie? Who knows — a further explanation of the game should explain.

You'll have to learn how to use an bubble to take you from level to level, or simply help Gweewo overcome other obstacles.

Note: the bubbles to find out how high they'll take you. You'll soon discover when they take you. You'll also have to use bubbles to reach target objects tucked away in seemingly unreachable ledges in some of the rooms.

Whirlpools transport Gweewo to lower levels. Some of them are specially placed just inside doors — so you end up being sucked down even if you don't want to go!

Gweewo can collect oil and use it to keep his suit going in the polluted waters. It turns an enemy as you enter the water. Run out of oil and it's back to the surface again.

Gifts and jokes appear in message windows at the bottom left-hand side of the screen — which is similar in layout to Gweewo's World. You can start the game from any one of four different

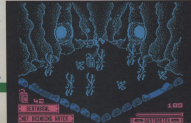
locations — but can anyone tell the who they are? Armed after Steve Preece songs? (Pence to Sweden), All House Rock, O Sole O Mio and Hair Break Hotel — is this another subtle Greg Poole plant? Answer on a postcard please!

The excellent music — yes, even on a Sinclair! — comes from some other than Rob Hubbard — and is more than just a collection of beeps and bops. Gophers are — as you'd expect from Gweewo — pretty good. I particularly like the baby whale.

Overall, Hydrofool is the great fun you'll have with your Spectrum this summer — probably this year. The best game on the planet since Gweewo. If you thought the arcade adventures were dead, think again — and think about getting your piggy bank to collect the cash for your very own copy of Hydrofool. Don't miss this one.

Stop press! Just discovered that baroque kill of the 'middle Wolf fish and that the Amstrad version is just as good as the Spectrum game. And an extra added for 604. Inside the pedestals in the plug room for a clue to the objects you need.

- ▶ **GRAPHICS:** 9
- ▶ **SOUND:** 9
- ▶ **VALUE:** 9
- ▶ **PLAYABILITY:** 10



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Enterprise

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Question: What is the name of
 the game in which you zoom off
 into the depths of space, trading
 with aliens, buying food, fuel
 and upgrading the interplanetary
 police? **Answer:** Enterprise.
 That fooled you. Heads up.

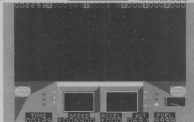
Somebody else said Enterprise. Thought so. Well you would be forgiven for Enterprise is indistinguishable from the classic Elite. It even is possible that these games could be identical twins.

In Enterprise you play the part of an entrepreneur or, to put it more accurately, a loner.

Having decided to sell yourself up as an Interplanetary Merchant Pilot you find you haven't got the resources to buy a space ship. So you whip one which dispenses the law and means you're in for a jail prison sentence if you stick around. Then it's off to deep space with the aim of earning enough money to return to the Paradise Planet.

You do this by collecting minerals and selling them to anyone who's fool—or desperate—enough to buy them.

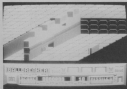
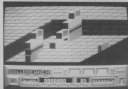
As well as selling to them, you can buy food, fuel, and insurance from the traders and get your ship repaired. Some traders are more friendly and more honest than others. The more you receive deposits not only boost the state of the economy, but also the entry of the minerals on that particular



Ball Breaker

- **QUESTION: ANSWER: CPG**
- **MAKER: CPG**
- **PRICE: \$24.95**
- **VERSION: TESTED: ANYTIME**
- **OS: DOS**
- **REVIEWER: DAVE**

Every so often, you see screen shots for a forthcoming release. Well are so thoughtful that you simply have to have that game the day it's





planet. Most planets offer discounts on bulk items and be careful not to lose your insurance bonus on the insurance.

Despite receiving interest on your starter fleet (the "Blue Star Star" credit against the amount of interest received) relative rates increase with inflation.

You also have an inventory which provides you with all the information about your current status, bank balances, retirement target, insurance cover, insurance premium, food supplies and amount and type of minerals carried in the cargo bay.

A storage report gives the status of all the stock in your equipment, Engines, Boosters, Holograms, Landing gear, Photon shield, Cargo bay door, food storage system and so on.

Damage may be done to the ship either by collision with asteroids, police ship or during entry into the atmosphere. Damage to the engines or Boosters will cause them to run less efficiently, using more fuel until their eventual failure.

To claim on your insurance policy you must first take out a policy from one of the planets. The price is based on the status

of the items being insured and the earnings of the planet you live in. If you lose a subsequent claim on your policy then the item claimed upon (Ship, Food, Fuel) will be returned to the condition it was in when the policy was first met.

Moving the cursor with the joystick into one of the planets shown on the screen that is within your hypercube range. Press fire on planet to take the coordinates of that planet and set the hypercube coordinates, fire to return to ship.

When trading with alien you may like trying with alien you. They usually arrive after you and the less helpful of them often try to digress, but by chatting to them it is possible to ascertain more about their general character and strategy which will be useful in your future.

A dictionary definition of *Discretion* includes the following phrase "being swift" and "to be discreet." It's directly from the comic book.

▶	DISCRETION
▶	DISCREET
▶	DISCRETE
▶	DISCRETELY

Missiles will also destroy any blocks on the screen, but should only be used in moments of acute embarrassment, because your stock will soon run dry. The number of missiles remaining is shown in an extremely faint, but almost totally useless, status area.

Although the design of the graphics in *Ball & Waker* are extremely good, the gameplay is positively awful. The movement of your bat is slowed down by other things happening on the screen.

And to this the difficulty of judging where your bat is in relation to the ball, the total absence of any instructions, and it seems so difficult that many players may never get past it, and you've got a recipe for disaster!

Although graphically and musically pleasing, and a brave conception idea, *Ball & Waker* fails miserably at the last hurdle. Because it simply isn't playable compared with the *Demomol* and *Krabax*.

▶	DISCRETION
▶	DISCREET
▶	DISCRETE
▶	DISCRETELY



- ▶ MAJING: COMBATPECTOR
- ▶ MATHS: GUY
- ▶ MUSIC: TAYLOR
- ▶ SOFTWARE: GUY
- ▶ STORY: TO BE CONTINUED
- ▶ ART: GUY
- ▶ MUSIC: GUY
- ▶ MUSIC: GUY
- ▶ MUSIC: GUY

Now this is the mission. It is 2 MP and your name is Matt Deane (sorry about that). An anomaly has appeared in the Alpha Centauri sector, a force through which come invasion craft from another dimension. The only way to close the hole is with one of the one hundred pieces of the wing field generator hidden by the end

Dogfight

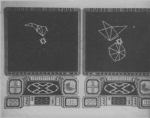
code throughout the universe. You steal a new interstellar fighter and take off for the stars.

Basically, *Dogfight 2 MP* is another space shoot 'em up. At each screen the player has to shoot down all the "invasion craft" in the sector, which gains from one piece of generator. In some screens he also gets the chance to refuel in the "rogue water probe scanner" of a nearby planet. He can then warp into the next sector to take on the next set of invaders. Eventually coming to the sector containing the hole, which he must refill with his piece of generator and goes back for more. All this is run by a 16-bit, 60hz real-time clock, which is the first time to complete the mission.

▶	DISCRETION
▶	DISCREET
▶	DISCRETE
▶	DISCRETELY

Disappointing, the enemy fighters being only shown in wire frame, and the planets as a series of concentric squares. Anyone who is not a very fast shot will also find themselves running out of fuel and ammunition long before they can find a planet. The instruction booklet in four languages is not help at all in discovering how to succeed this. The big gobol of the game is that it offers two side-by-side cockpit displays, and can be played three-handed. By one player against the computer, two players against each other, or the player against the computer.

▶	DISCRETION
▶	DISCREET
▶	DISCRETE
▶	DISCRETELY



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THE JOINT VENTURE IN EUROPE



Stiffflip

- MARIKIN: 104
- BUFFALO: 104
- PAUL: 104
- REVEREND: 104

Trust Binary Vision to come up with something different. Well, they had to go some to follow Justice like it's hot.

Well, *Stiffflip*'s Justice is but it does use some of the most "understanding" that you come to know and love after playing that first classic game. *Stiffflip* is very clever and very playable.

If you read our previous a couple of issues here you'll know that the Binary programmers delved back into the Bay's Dem adventure style stories to bring you an even driven graphics adventure featuring liberally ideas in a business republic.

The screen is set up like a comic book page — the pictures are often cartoon style and you get two panels of action per

page. The adventure, like *Justice*, your actions are controlled from a series of icons and menus.

The first of these icons is an *Inventory*, the second is the *Help* icon, the third is *Battle* icon, the fourth is *On* *One's* *Shell*, the fifth is *State* of *Play* and the sixth is *Change* *Setting*. All pretty easy to understand.

On the right hand side of the screen about you will see three icons showing three different characters. The top character who has the system is Colonel R.L. Borgia, the second is Professor Brinkworth and the third is Miss Patmore Pemberton.

The first character you get to control is *Justice* himself. Look at our screen shot.

The first thing to be read to the character in the immediate past means one of two:

say something on the lines of "Nice! You have been."

The four characters each have a role to play in the adventure — as you won't be able to complete it unless you keep them all in and well. Each character has which come in useful — but you might have to swap them around in certain circumstances to achieve the stated effect.

Read the speech bubbles and examine each "page" carefully for clues to the notes which open up areas of the adventure to further search.

There's plenty of humour — you may not laugh out loud but you'll definitely giggle to yourself.

Also if you manage to defeat the

desperate for something different then take a look at *Stiffflip*. If you're already a Binary Vision fan, you won't want to miss this. Like me, you'll enjoy it a lot. Oh yes, there's some great tunes too!

It's not to your worst but when and on whom to use physical force, it doesn't always look to your advantage.

- GORDON: 104
- PAUL: 104
- PLAYABILITY: 104



"page". As you move through the game the "pages" flip. A really nice effect.

You can control any one of four main characters, but you'll encounter other helpful or unhelpful people as you travel

things. Either he moved away very quickly by entering the escape-off area, or Justice beat him in a fight. If Justice were to talk to the character, the sort of thing he would say would be "Have look here my good-man", where you can *Stiffflip* would be attacked.

In the other illustration *Stiffflip* is seen with a *Barman*. If *Stiffflip* was to talk to this character he would be likely to

will *Colonel* *Charleston* you've a better chance than you. The only real "brave" people in the game is *Justice* — which is a little the attack sequence in *Justice*. You have to fire up an icon on a touching layout and in the fire button is off your opponent. You can hit "believe the best" but this will affect the final outcome.

Stiffflip might not get the accolades it deserves because in a sort of in-between game. In between an adventure, an arcade adventure, a bit like *Justice* in fact.

But if you're a games player





at your disposal, but to put them, you must collect the two herbs that each one requires. The herbs are grown mainly in Mike's herb garden, but watch out, Herb doesn't take too kindly to you poisoning his herbs, and he charges you doppelt, bringing your energy down whenever he touches you. He doesn't seem to notice the Lessons, though, which seems a bit odd for this.

Once you have your herbs, you mix them in your cauldron, and then take off after Lessons, following your compass, which always points toward his form. It is best to use more offensive spells, such as fireball and lightning bolts, because these can be used more than once, and very often, your herbs go down. "I'm a Wise Fool" — at only £1.99, is a virtual gem, and it'll have you playing long into the night.

In *Wizards of Waverley*, the *Wizards* are on the loose and it's up to you to defeat them. You'll see a lot of the usual helping hands, but the best asset is a pet and his job. *Wizards* is a great game for the whole family.

You'll see a lot of the usual helping hands, but the best asset is a pet and his job. *Wizards* is a great game for the whole family. You'll see a lot of the usual helping hands, but the best asset is a pet and his job. *Wizards* is a great game for the whole family.

You have at your disposal the two weapons, Magic, and Robot and Space, all of which have strange characteristics.

For more info, you have to be on the lookout. Magic and Robot and Space are always in the background, and you'll see a lot of the usual helping hands, but the best asset is a pet and his job.

The thing is, being behind enemy lines, it's a bit dangerous. In fact, it's a bit dangerous. In fact, it's a bit dangerous. In fact, it's a bit dangerous.

You have to be on the lookout. Magic and Robot and Space are always in the background, and you'll see a lot of the usual helping hands, but the best asset is a pet and his job.

The screen does scroll quite smoothly, and the 'cogger' sound effect is quite neat, but



■ Four

this doesn't make up for the fact that *Sea King* is just your average third, that you have to use a ridiculous display of manoeuvres a few times. *Storm Flayers*, not this one's. Give it a miss.

Oh no, an eight, an eight, an eight... With a strategy of good ideas, *Sea King*, from *Flayers*, is something where you've been only by the last ship saved.

It's a game that might have made it to the top of the charts. It's a game that might have made it to the top of the charts. It's a game that might have made it to the top of the charts.

You have to be on the lookout. Magic and Robot and Space are always in the background, and you'll see a lot of the usual helping hands, but the best asset is a pet and his job.

You'll see a lot of the usual helping hands, but the best asset is a pet and his job. You'll see a lot of the usual helping hands, but the best asset is a pet and his job.

It's a game that might have made it to the top of the charts. It's a game that might have made it to the top of the charts.



■ Terminus

especially if you can get rid of your own. *Wizards* is a very addictive, and quite challenging with it. Take them off the shelves — you won't be disappointed.

In the year is 2007, and the world has been overtaken by a global war. It's a game that might have made it to the top of the charts.

It's a game that might have made it to the top of the charts. It's a game that might have made it to the top of the charts.

The game team heavily on *Borderlands* for inspiration, and it doesn't quite come off. You see, these levels are spectacular, and can be turned through the world, and can be turned through the world.

Sounds great, but when you discover that the earth-mover can easily get trapped with all the falling boulders, and that the level design is almost no use at all, then things start to get messy.

It could be a reasonable game, I suppose, if you have the chance of a skilled farmer. Don't forget.

Give this one a miss, it's pretty half at least.

- *Wizards of Waverley*
- *Storm Flayers*
- *Sea King*
- *Terminus*
- *Survivor*

MSX extra

MSX extra

Following the success of C+VG's MSX-tos in June, Gary Langley is back with another round-up of games for his law machine. Feed and Axl Wiedersehen Moby come out tops.

It must be well over a year since the last Moby game was reviewed, so let's see through Graham's fog together the best superbats.

Well, you got it wrong. *Axl Wiedersehen Moby* is the best you did, as it was from *Terminus*. It just means you're losing.

Feed Moby is all over the place, and has had a lot of trouble since. The reason is that it's a bit of a mess, and you'll see a lot of the usual helping hands, but the best asset is a pet and his job.

Unfortunately, *Feed Moby* is all over the place, and has had a lot of trouble since. The reason is that it's a bit of a mess, and you'll see a lot of the usual helping hands, but the best asset is a pet and his job.

And, as you can see, there are plenty of games to be had. *Wizards* is a great game for the whole family.

Overall, for an exciting game that requires a lot of skill, *Wizards* is a great game for the whole family.

So, the good news is that the *Wizards* are on the loose and it's up to you to defeat them. You'll see a lot of the usual helping hands, but the best asset is a pet and his job.

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C+VG**REVIEWS**

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- ▶ **PRICE:** \$19.99 (SUGGESTED RETAIL)
- ▶ **RECOMMENDED AGE:** 7 AND UP

Well, I was completely and utterly addicted to the arcade version of this, and so when I saw the advertisement for Mario Bros. a few months ago, I couldn't wait for it to arrive.

Well, it has, and I must say I was rather disappointed by it. Don't get me wrong, it is about as close to the original as is possible with the limitations of the hardware. But for some inexplicable reason, it just doesn't seem to have the same "grab-you-by-the-throat" compulsiveness of the arcade original.

Anyway, putting that aside for the moment, here's the plot.

Somehow, my name (as Mario, and his twin brother, Luigi), we work in a shoe factory, which has a very sloppy floor, and has inhabited by less than savory creatures. We also have a very hard head, which we can get to bend as Platforms, and knock these rotten animals into their backs, where we can foot them too kingdom come!

Right, you can now read in English. All the features of the original are there, undisturbed, whether you play, as is the two-player mode, either working together as a team, or against each other. The graphics are fairly close copies of the original, as is the sound, which is why I cannot understand why this isn't held as much dear as the arcade version. For some reason, the comic style humor isn't there any more, which is probably why some of the magic has been lost.

Overall, it's not a bad game, and it could just be that I was expecting too much of Ocean to capture the spirit of the game I was so addicted to in the arcade. Try before you buy in the store with this one; if in doubt, it is good. But very slight can be a little bit disappointing.

- ▶ **GRAPHICS:** B
- ▶ **SOUND:** B
- ▶ **PLAYABILITY:** B

Mario Bros



Army

- ▶ **AVAILABLE ON:** ATARI 2600, ATARI 5200, ATARI 7800, ATARI 800, ATARI 8800, ATARI 9500, ATARI 1300X, ATARI 1300XE, ATARI 1300XEP, ATARI 1300XEPX, ATARI 1300XEPX2, ATARI 1300XEPX3, ATARI 1300XEPX4, ATARI 1300XEPX5, ATARI 1300XEPX6, ATARI 1300XEPX7, ATARI 1300XEPX8, ATARI 1300XEPX9, ATARI 1300XEPX10, ATARI 1300XEPX11, ATARI 1300XEPX12, ATARI 1300XEPX13, ATARI 1300XEPX14, ATARI 1300XEPX15, ATARI 1300XEPX16, ATARI 1300XEPX17, ATARI 1300XEPX18, ATARI 1300XEPX19, ATARI 1300XEPX20, ATARI 1300XEPX21, ATARI 1300XEPX22, ATARI 1300XEPX23, ATARI 1300XEPX24, ATARI 1300XEPX25, ATARI 1300XEPX26, ATARI 1300XEPX27, ATARI 1300XEPX28, ATARI 1300XEPX29, ATARI 1300XEPX30, ATARI 1300XEPX31, ATARI 1300XEPX32, ATARI 1300XEPX33, ATARI 1300XEPX34, ATARI 1300XEPX35, ATARI 1300XEPX36, ATARI 1300XEPX37, ATARI 1300XEPX38, ATARI 1300XEPX39, ATARI 1300XEPX40, ATARI 1300XEPX41, ATARI 1300XEPX42, ATARI 1300XEPX43, ATARI 1300XEPX44, ATARI 1300XEPX45, ATARI 1300XEPX46, ATARI 1300XEPX47, ATARI 1300XEPX48, ATARI 1300XEPX49, ATARI 1300XEPX50, ATARI 1300XEPX51, ATARI 1300XEPX52, ATARI 1300XEPX53, ATARI 1300XEPX54, ATARI 1300XEPX55, ATARI 1300XEPX56, ATARI 1300XEPX57, ATARI 1300XEPX58, ATARI 1300XEPX59, ATARI 1300XEPX60, ATARI 1300XEPX61, ATARI 1300XEPX62, ATARI 1300XEPX63, ATARI 1300XEPX64, ATARI 1300XEPX65, ATARI 1300XEPX66, ATARI 1300XEPX67, ATARI 1300XEPX68, ATARI 1300XEPX69, ATARI 1300XEPX70, ATARI 1300XEPX71, ATARI 1300XEPX72, ATARI 1300XEPX73, ATARI 1300XEPX74, ATARI 1300XEPX75, ATARI 1300XEPX76, ATARI 1300XEPX77, ATARI 1300XEPX78, ATARI 1300XEPX79, ATARI 1300XEPX80, ATARI 1300XEPX81, ATARI 1300XEPX82, ATARI 1300XEPX83, ATARI 1300XEPX84, ATARI 1300XEPX85, ATARI 1300XEPX86, ATARI 1300XEPX87, ATARI 1300XEPX88, ATARI 1300XEPX89, ATARI 1300XEPX90, ATARI 1300XEPX91, ATARI 1300XEPX92, ATARI 1300XEPX93, ATARI 1300XEPX94, ATARI 1300XEPX95, ATARI 1300XEPX96, ATARI 1300XEPX97, ATARI 1300XEPX98, ATARI 1300XEPX99, ATARI 1300XEPX100

Right, left, cheat out, stomach in, you're in the army now. The going's gotten get rough and tough. Only the fit will survive a battle with Army Bros.

Kid Vid has developed his resources in fly's to build it out with Dynamic Software's game for Imagine.

Wow! "Take No Prisoners" Willie became involved with an Imagine which lasted days on the Commodore 64. Paul "Shut it off" Boughton involved a full frontal assault on the Spanish version.

Here's Brian's report from the war zone.

Wow! This is great! Army Bros is the one game I've played every single day, for at least an hour, since the copy arrived on my desk.

The game is split into seven sections, and comes in two levels, the second, I assume, is after level four because I haven't got passed that yet!

You are a member of the Special Operations Corp, which has been asked to go into the enemy's camp, to retrieve some vital information, that could turn the battle around. To get there you must negotiate many hazards, such as crawling jungles and rivers.

The first four sections are basically crawling about "on eyes, in the same vein as Mission Buggy except that you drive jeep-like helicopters. Level five onwards is more on foot, trying to get the plans, and get back to the barracks.

This is basically it. A fairly run of the mill game, and in some respects, a little run of the mill game, but for some inexplicable reason, I am totally addicted to this. Yes readers, me, the one who hates this type of shoot 'em up.

The graphics, which although are not mega brilliant, do their job well, and from what I've seen of them are well above average.

Soundwise, again, this is above average, with a brilliant imitation of "Colonel Buggy" that would put the original Marley Marley game to shame. For the first few games it



Moves



REVIEWS



might tend to be off putting, but I found I couldn't give without it. When you've completed the first section, you are given a code to enter, that allows you to load the next part. So send your

codes to IDEAS Central at the usual address. Overall, this has to be about the best piece of software I've used in months, and at the price it's a steal. Miss it at your

Perse
Now for Paul's favorite fighting title. It's a blood you all in about the plot of Army Moves so I won't bother. The Spectrum

version seems pretty much the same.

The graphics are pretty hurt but that doesn't really matter. Army Moves is a strangely playable.

It's hellishly difficult to get going. You jump approaches a whole in the bridge which is most leap. You slide down the vertical climb but you can't stop it. Just when you've found out to choose but to jump the gap to plunge into oblivion, you see an enemy jump heading towards you, or helicopters heading closer to you you.

Army Moves is nothing if not annoyingly addictive. I keep saying "I'll give it one more go." You know how it is? Thirty years later you're still willing to give it a go.

	GRAPHICS	SOUND	PLAYABILITY
ARMY MOVES	4	4	4
ARMY MOVES	4	4	4
ARMY MOVES	4	4	4

Stormbringer

- GRAPHICS: SUPERB
- SOUND: GOOD
- PRICE: £24.95
- PLAYABILITY: 4

This system originally consisted of just four modules. "Big and low drive" titles. That's all there is to it really. But a large number of white space looks a bit odd.

Stormbringer is the final game in David Jones' wonderful series of Magic Knight games. Remember Spellbound and Knight Tyrant? All the rest of Knight Tyrant Magic Knight had introduced a problem to two white space modules to get back to his own era.

He was split into two people, now there's Magic Knight and the Old Knight Knight. It's the old knight, Stormbringer.

Stormbringer is the opposite of good. That means he's bad. Very bad. He gets his name from the very powerful stone about his feet. You can't walk with weight he intends to destroy the good guy.

You can't destroy Stormbringer because that would mean you would destroy yourself. Oh, and what you

have to do is merge with him.

Once again Jones has used what he calls Windmation as a means of giving the player command choices. That means a series of windows open on the screen, each with its own information, commands etc. It's the same system he used in the other two games to great effect.

Magic Knight is controlled by joystick as usual. He travels back and forth over a series of backgrounds (flat graphics). Picking up objects and avoiding the annoying little blue which acts a barrier to getting back to you.

There are 68 locations to explore on the MSX version and 84 on the IBM version.

If you played any of the previous games you'll need no saying to go and buy Stormbringer. It's got great graphics, sound, funnily problems and great game play. And at £24.95 you can afford not to miss out. This is how all knight games should be.

	GRAPHICS	SOUND	PLAYABILITY
STORMBRINGER	5	4	5
STORMBRINGER	5	4	5
STORMBRINGER	5	4	5



out on the
15th of July



James Bond, 007, loomed over the shattered body. It had been a tough fight but Bond had triumphed. He leaned down and whispered into the terrified man's ear: "That will teach you not to miss Computer Vision Games each month — especially when it has the first review of my latest computer escapade *The Living Daylights*!" he said.

And you'll be equally shattered if you miss the world's best-dressed computer magazine with Denmark's *The Living Daylights* and competition which, unlike Bond's martinis, will leave you stirred AND shaken.

We'll also have the latest on *The Living Daylights* film — starring Timothy Dalton as 007 — which is about to explode onto the silver screen this summer.

Top Secret. Even as you read this, C+VG is involved in high level talks to stage one of the most spectacular stage negotiations ever. Such is the delicate stage negotiations have reached that we can't tell you what it is. However the prize would make Bond's arch-enemy Goldfinger turn green. Or blue. Or even purple and grey. What's the colour of money, in other words.

The C+VG crew are also plotting a trip to a "fantasy island" somewhere in England where warriors, wizards, warriors and magic will rule supreme. Join us next month to see if the Ed did not in time to stop a muscle-bound barbarian leaping his head off his shoulders.

Guy history man Steve Rodsary has been waging war again, revisiting all the latest from the strategy front line. He's also yapped down to Surrey to interview R.T. Smith, Britain's top war games programmer.

There's also a look at the world's hot spots for new games. Reports from America, Mexico, France, Germany and Scandinavia. All these plus affairs of reviews — well, almost — news, competitions and lots more. From C+VG, With Love.

Next Month

Next Month



ZYNAPS



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A wacky comic character, brilliant game. And now the totally essential players guide. *C+VG* Game of the Month, Nemesis the Warlock, gets the **EMAS** Central treatment thanks to programmers Dave Daw and Steve Boynton. Read this and you're on the way to bringing about the death of Terpsichore.

BACKGROUND STORY

Nemesis the Warlock leads the resistance movement against Terpsichore, Grand Master of the Terpsichorians. Nemesis has sworn to destroy the evil empire of Terpsichore which Terpsichore has abandoned of all those he calls allies. Terpsichore is recognized as the protector of human life on the planet and sees the extinction of all "allies" as a religious crusade. Once Terpsichore has been destroyed, old Terry sets his sights on the rest of galaxy — and only Nemesis can save the allies.

In the game, Nemesis sets out to find Terpsichore and destroy him — but hundreds of Terpsichorians are out to stop him dead!

Each screen is packed with hazards — and Terpsichorians. Nemesis has his trusty sword *Excalibur* and a limited laser pistol. Ammo for the gun can be collected on each screen. If all else fails, Nemesis has the ability to split into twice per screen.

NEMESIS — THE FIRST SIX SCREENS GENERAL HINTS

Remember that as Nemesis stands below a platform his head protrudes over the top. So Terpsichorians walking above him will drain his

Hitpoints as surely as if you allow them to walk into him. Don't die! There's a Terpsichorean above. Jump if you're on a higher platform if enemy walks below.

Edges of the screen are usually safe places to wait for the Terpsichorians to come to you. But watch out for those nasty little traps who jump from higher platforms onto your head.

Avoid killing Terpsichorians near enemies as the body more often than not will land on it and prevent Nemesis plinking it up.

Terpsichorians cannot be shot at close range as they'll waste ammo attempting to kill him with a gun. Run them through with your sword and you'll lose less the force.

Avoid enemies of all sorts. Remember they take four shots to kill.

Only one solid on *Excalibur*, as if you are close to death. You get a maximum of two solid splits per screen.

Always keep a shield on the number of Terpsichorians left to shoot on each screen — the number on the bottom left hand side of the screen. When you have them on the left it's about time towards the exit — marked on the map — in order to avoid having to rush when the number reaches zero.

Map



MEGASIS

players
guide

THE WARLOCK

SCREEN GEMS!

■ **Screen Four:** Put a body on the middle platform to reach 5.

■ **Screen Six:** The way out is down. Shoot enough Terminators **BEFORE** falling down into the pit.

■ **Screen Seven:** This one takes a while to complete. Fall down the gap and go left or right before you land. Shoot Terminators as they fall through the gap. It is possible to build a bridge of bodies in order to reach the screen.

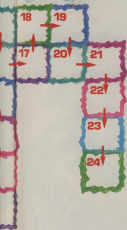
■ **Screen Nine:** Build a pile of bodies on the right hand side of the screen so you can climb to the exit, top right.

■ **Screen Eleven:** Shoot Terminators in the back — target priority. These guys are dangerous so they will fall on the platform creating yet another bridge for yourself to climb to the top.

■ **Screen Thirteen:** Velocity for Terminators! Pick bodies up on the left hand side of screen and walk over them to exit top left.

■ **Screen Eighteen:** Jump through the screen wall on the right to land safely on the next screen.

■ You can read the latest adventures of Megasis every week in **MEGASIS**, and catch up on old adventures in the collected works of Megasis published by Titan Books.



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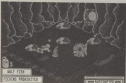
Search for a Champ



• URIDIUM



• ENDURO RACER



• HYDROFOOL

Could YOU be the CHIP CHAMP we're looking for? Along with VIDEO & CHIPS the T.V. computer show, on L.T.V television every Wednesday at 4.20pm, we're searching for the ultimate computer game champion. To enter all you have to do is send us your scores on three out of the five games listed below, cut out the coupon and send it to Computer and Video Games, Chip Champs, Priory Court, 30-33 Farringdon Lane, London EC1R 3AU. You'll also be able to find entry details in TV Times.

C-VG will be helping to organize the qualifying rounds — but the *Grand Final* will be played out ON the VIDEO & CHIPS show. So YOU could be showing off your game playing skills in front of millions of viewers. Fancy that? Then enter your high scores today!

• The qualifying games are *Uridium*, *Enduro Racer*, *Sentinel*, *Hydrofool* and *Arkanoid*. Remember, you don't have to own all five games to enter — scores of three of the games will do. And don't forget to get a friend or parent to verify your scores BEFORE you send them in.

VIDEO & CHIPS CHIP CHAMPS ENTRY FORM

Name _____

Address _____

Age _____

Qualifying scores:

Uridium: _____

Enduro Racer: _____

Sentinel: _____

Hydrofool: _____

Arkanoid: _____

Scores verified by: _____

Computer owned _____



Wayne here again, this issue I am not only bringing you the latest in F.R.M. news and reviews, but I'm also going to ask for your help.

It is with great regret that I have to inform you that *Auto Archer's* computer-modified fantasy wargame *Archeria* has been closed down. The owners, E.J.C. Games claim that (despite the fact that the name game is their trademark), so much so that it infringes E.J.C.'s copyright. Legal steps were taken by E.J.C. to stop *Auto Archer's* and *Archeria* and the game has now been closed.

Let this serve as a warning to all C+VG readers who are thinking of starting up their own FRM game. If your idea is not unique, think twice about launching it. You could find yourself in big trouble.

One brighter note, I can confirm that *Auto Archer's* related fantasy computer-modified FRM, this time it is an AI-based and is called *Mastered Wizard's* (Mini-reviews in June C+VG).

All six-A wargame players have been offered their money back on a starting position plus full credit in the new game. I am concerned *Mastered Wizard's* would attract all the *Archeria* to give it a go.

■ **Concepts** the computer-modified American football FRM run by Mike Karpovich, has now finished its preview stage and has been officially launched. The date, I've got to wish a game against the computer, however

none the players has limited all future opponents will be human, so all its all things should be under (single review). Overall the game looks like well you will find all American football fans will love it.

■ For a limited period anyone who writes into the mag about FRM, to enquire about FRM in general or to take up one of my offers, will be sent full details of a random FRM game. I am paying the names of all correspondents on to a FRM FRM company, who will, free of charge, send you details of their games. Please note, if you don't want to receive the details state so in their letter.

■ I got asked to review or play one of many different FRM games each week, but I have to turn a lot of them down as put them on hold, as I play about 15 games already and I just can't cope with any more! Therefore, I'm asking YOU to review the games for me.

You will play the game, 80% of the time for working, and to will be your job to do all you can to stretch the game to its limits, trying to find holes or sticky patches in the games.

You will also have to write into me once a month and let me know what you think of the game overall and tell me what you have or haven't done in the confines of the game.

The games can be anything from single character fantasy games to computerized wargames.

There are even sports orientated FRMs.

So how do I request a reviewing position? Simply write to me, care of C+VG, and tell me what type of game you would like to review and why I should choose YOU to review it.

Then, once a month I will select the people who have convinced me that they should review a game and set on them up as a playtester. I don't intend to keep a waiting list, so it will be up to you to write in each month if you are not selected first time.

Reviews: *Archeria*

■ **Concepts** is a computer-modified initial FRM run by N.A.B. Software. It is based on ancient times on a society which is not too different from the ancient Egypt we have all read and seen films about.

The play of the game is governed by a yearly cycle with six moves a year. Each move represents two months of the year. Certain actions like farming, herding and collecting taxes may only be performed in certain months.

You play the leader of a tribe of people with two main aims — to survive economic hardship and group political power.

Your tribe may be any one of seven political types: Herding Tribe, Nomadic Tribe, Nomadic Nation, Farming Tribe, City State, Republic or Empire.

A player starts the game as a herding tribe and — all they want — progress up the hierarchy of political organizations. Your political organization affects how many people you control, what they may be, (only types allowed and how much territory you can control).

You create your tribe by selecting up to three types of craft workers and two types of animal. This part of the game is crucial and you should put a great deal of time and effort into considering what to put as your workers, as it could prove disastrous if you get the wrong combination of the workers and animals.

Depending on the number and type of craft workers you have created, you then decide on the numbers of troops, steers, weapons and arrows you are entitled to.

Once you have set this tribe off, you then receive your order sheet and it is up to you to try and become successful in the tribes in your category. You do this by using your workers to collect on your order sheet. Some examples of orders are: **Build:** This order can be used to

construct walls, bridges and irrigation, depends on your supplies and money.

Go: This order is used to move your tribe or an expedition force. You can head in either any of the four major points of the compass and you also get the option to move or follow seas and rivers, as well as move in an aggressive mode.

Protect: You may wish to choose an army commander for another player. By using this order your troops will chase after another army until they have caught up with them and cannot pursue them any longer due to various reasons like fatigue or impossible terrain for example.

The combat system is very realistic. You don't get any of the usual "You can't get an arrow to pierce through the leather" kind? A battle may only occur when forces belonging to different players end in the same square and each player has indicated the status in fight.

Players will be killed and when they are fighting, if involved in a battle you will be sent a battle set up form to complete and submit with your next turn. This is required as the first action of your next order.

This means that like real war, you plan the coming action without knowing the result of the battle. When you enter a battle situation you have quite a few orders to choose from, which include retreating before the battle is all out against.

Your troops can be anything from the common *Infan* or *Archer* to the tactical and well equipped *Legionaries*.

The main reason why the combat system is so realistic is because fighting battles only occurs when you've declared a tribe your enemy and NOT just when you run into them.

There is a system in the game that gives you the chance to declare whether the tribe you have just met is either an offensive ally, defensive ally, neutral or enemy. You must negotiate with each player to decide which a result.

All players are deemed neutral to each other at the start of the game, until specified otherwise.

Success is not an open ended game. When a certain number of requirements are reached and completed the game will end and the winners will be announced.

One winner will be judged for each level of political organization. This is judged on various factors, the size and quality of armies, economic status and holdings, to name but a few.

Wayne's verdict

N.A.B. Software has taken a brave gamble importing *Archeria*

in from the USA, where it is a standard PBM game. They have been running quality PBM's in the UK since 1980 and Agrippa is their biggest commercial release to date. Each game can accommodate up to 120 players and the world is mapped over 100 by 100 squares.

There are other points of the game that I have to like: the space is constant open or depth, but you can get involved in naval combat, encounter sea monsters, harvest food, mine, create weapons and lumber trees.

The game is undoubtedly a good one, it covers quality and style. It presents a comprehensive portrait of ancient times.

The rule book, which is well produced and nicely set takes you through the game step by step. I also like the concept of the game: it is a suitable commercial strategy based game, with the warfare option included if you need it.

It is not a "back and forth" back weapons. A lot of time, effort and pre-planning has to go into winning your wars. You also have to consider a lot of other players to ensure that you enjoy the game to the full.

I would not recommend this game to novices or beginners as they would find it too difficult.

However, if you have played a few PBMs and are looking for a new challenge, then give it a try. It is easy to lead an army into battle, but could you ensure that battle gives you the foundations of an empire? Agrippa gives you that chance on that too.

The price for the rule book and set up package in Agrippa is £7 however the price for playing vary according to the political power you play. They cost per set of orders: Shading Table, £2.00; Fanning Table £2.50; Nonadic Chess £2.75; City Mine, £3.00; Nonadic Nations, £5.00; Republic, £1.50; Empire, £4.00.

Notes

- You should compete with only the players who have chosen the same political structure as you.
- Don't let aggressive players with different aims: it is a waste of valuable resources.
- Fight battles when you need to and defend because you want to. If you go around fighting all the time you won't last very long!
- Keep in mind that although each turn represents one month or less time, it is possible to make a noticeable breakthrough which will in game terms bring your nation historical development up by tens or even hundreds of years.
- Contact other players and form alliances. This will help you survive longer in the game.

Wayne's Minder Offer

If you write to me and enclose the picture of one of the top of the page you will be able to set up for half price and get a FREE item! Send in your cheque on postal order for £3.50, made payable to N.A.B. Software, and I will post them on. This offer only stands for this month — so act quickly.

■ I have received a lot of requests for names and addresses of PBM companies that I have mentioned in previous columns, so here goes.

Panzer:
CUI Award Games,
74 Avenue Hill,
Dunblair,
Stirling,
G12 7 2L.

Markets and Mails:
CDS Historical Publishing (UK),
The Stable,
Great Withersham,
Cambridge,
CB3 5JF.

Further into Fantasy:
CUI The Laboratory,
The Loft,
15 Colchester St.,
London,
W1G 2EP.

AE's:
CUI Legend Inc,
16 Gordon Drive,
Chesham Bucks,
Reading,
B46 4EA.

Kings of Steel:
CUI Book Enterprises,

P.O. Box 82,
Northampton,
NN1 7HG.

It's A Crime,
CUI RAC Games,
PO Box 11,
Clevedon,
Blairstown,
Lanes FY5 2UL.

Master of War:
CUI Lads Games,
P.O. Box 54,
Leicester,
PO10 6NA.

■ I have also been inundated with letters from players all over the world who have complained that my system of allowing the first ten players who write in to win a prize is unfair on players who first abroad, as they receive their copy of C+90 later than all the British readers and the post takes a longer period of time to get to Pearly Lane if you live abroad.

Well the foreign readers will be pleased to know that I agree with them, and from this issue onwards the people who win prizes in my competitions will be the first ten people down out of the hat when all the entries have been received. O.K.?

■ Brian Howard of Redford Green, London writes in and asks what sort of things PBM games cover. Well Brian, you can play almost anything by mail!

Apart from the very popular, simple character fantasy role-playing games and computer mediated wargames

which I have already covered in other issues, there are also the following types of games:

Financial/Economic games: Here you have to try and either run a country or a nation by other means or economic means. You have to make your nation produce certain goods and in so as well as keep the workers happy by paying their wages and fixing them.

Sporting games: I know of postal games for American Football, Soccer, Cricket and, believe it or not, Racing!

World Domination Games: These games are usually set on the present or slightly in the future and you play a country and the idea is to be the first player to build a major city and drop it on your neighbour! Economics play an important part, but so does your conventional forces and the other player alliances that you build within the confines of the game.

Universal games: I know of an attempt to produce a Golden Age game, where you have to escape from a German P.O.W. camp, an up and running Napoleonic period wargame based on Waterloo, a superhero's board game, where you can play the equivalent of Batman or Wonder Woman, a PBM where you play a henchman in the prohibition era of America and I even know a game where you can play a character out of the nineteenth century and try and alter the face of the nation.

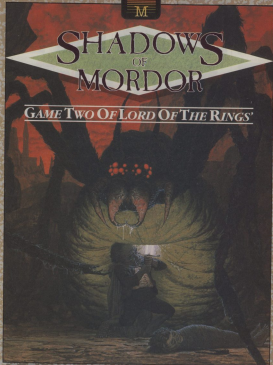
■ Finally, I would like to say hello to Joseph Cummings and all his friends at Goodbook Island, Minnesota.





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So get your camera and
film together and prepare
to remember the 11/11
Douglas Adams Big head
1 round (the hundreds of
your pages will be hand
of numbered pictures of
the creator of *Dirk Gently*
What you have to do is
not think of work, which means
not on a separate piece of
film card. Once you've
seen that, you'll see the
other side pictures from
numbered in film and, though
the hundreds of the frame
there.

Then you've got your 11p
card — and you'll have
some of the world's
Douglas Adams-style use
a film simply slipping the
frame. Simple huh?
(Thanks to Marshall M.
Rosenblatt for the picture
and the use of the 11p
film. Look down which
side it's all possible.



DON'T PANIC!

THE name DOUGLAS ADAMS
should ring a few bells. If it doesn't,
try *The Hitch-Hiker's Guide to the
Galaxy*. The original book spawned
a radio series, which in turn became
a TV show, an adventure game and
it's soon to be a full-length movie. Mr
Adams has been working with
Inferno in between cups of tea and
hug our intergalactic
correspondent MARSHAL M.
ROSENBLATT patches up with him
to bring you a run-down on
BUREAUCRACY. Guaranteed free
of red tape. . .



Just a brief overview
just that has heard
of *The Hitch-Hiker's
Guide* and the other books
that make up the *Hitch-
Hiker* trilogy. But that you
know that being in Adams
also spent time writing
Doctor Who scripts — a
golden period this, with
Adams writing and Tom
Baker playing the
ultimate Doctor — that
he was involved with
Lucy's James
Division during the
development of
Labyrinth, the David
Howe movie spin-off.

Hitch-Hiker's Guide has
already been transformed
into a game — but
Bureaucracy is Adams'
first purpose-written
adventure. So, you want to
know more?

Why not just invite him
over, put down some
beer and tea, and ask?

Unfortunately, Adams
doesn't seem to be the
kind of party animal you
can relate with back
Spooks.

So a phone call to make
and a clever plan to pose
into office. Men here of
CITIZEN Smith, Division
disagree themselves in
Douglas Adams, and light
inside the mirrors of his
hidden London flat.

Then, whilst Adams
innocently checks his
appearance and runs a
finger through his hair —
WHAM — he becomes the
contents of an air-mail
package heading for New
York City.

By the way, it's not easy
getting a photo why he's a
tall banded up inside of a
crate marked TEA —
THIS END UP!

You'd expect the creator
of Arthur Dent to be kind
of a little guy retd in

galaxies, and the size of
Miami Beach.

That now he's at our
party, and interviewer
off into questions. Just the
Adams and Ford Prefect in
the Vegas apartment. He
begins the interrogation...
CITIZEN Douglas Adams,
didn't just spring to life
with the Vegas and
Earth's destruction. What
type of things were you
doing before *Hitch-
Hiker's Guide to the
Galaxy*?

D.A.: That's a pretty
question, because somebody
found for me yesterday
yesterday last year I've about
stories which I had done
when I was 12. They were
published in a comic called
The Eagle, which I used to
read as a kid. I was even paid
some ten shillings for each
story. Much later, I wrote
the *Poplight Club* at
Cambridge, and just missed
by 18 and 15 years.





respectively John Cleese and Dudley Moore. But I did get a bit involved with Monty Python since the end of the series and a few bits of mine did make it on the air.

C+VG: Did you work with any of the Python guys?
D.A.: Graham Chapman and I did a pilot for a comedy featuring Ringo Starr, but it never got anywhere. It also helped Graham write some of his stand-up material, but mostly I would find him drink a lot of gin.

C+VG: What year did you get involved with BBC television, and it's great!
D.A.: Right. It was the 1976 edition of Doctor Who, with Tom Baker as the Doctor. I got a number of scripts, like Private Planet and The City of Death. I was also the script editor the following year, and ghost-wrote a few more episodes. Doctor Who was a bit of fun. I mean, it wasn't super high budget by any means. Books would violate the rules—there weren't so much you would do with limited resources.

Also, there was such a high shooting schedule that you ended up running so fast, so you would just be there behind. I think that the old black and white episode worked better because the lighting was so much more flattering. Color is a lot more destructive than an asset in sci-fi, because television lighting for color makes everything too bright and badly realistic.

C+VG: Where do most of your ideas come from?
D.A.: Where? Mine's was really my first major thing, so a lifetime of ideas hanging around in the back of my mind wanted out real bad. It's a matter of being open-

minded, of knowing what you want to do. At the time, I wanted to write a science-fiction comedy. Some things happen to you that are perfect to add to papers as well.

C+VG: So the images, or influences, toward happy scenes from real life?
D.A.: You indeed. I was vacationing with friends in Greece, going out to beach. Every morning they'd have trout grilled and wait for me because I couldn't find a good place to eat.

C+VG: It seemed to you that, as a writer, I come to feel that someone ready together, one who was well organized, would always know where his towel was. I thought of it as a Universal Truth.

C+VG: Did you map-out solutions to all the problems Arthur would get into before and after?
D.A.: Not at all. Writing has to take the writer, as well as the reader, by surprise.

When I had Arthur and Ford get tossed into space, well—that seemed to be the end of it all right there. I worked my brains trying to find a way to rescue them without "with one bound, Jack was free" entering in. Then I remembered a TV show on Jack I had seen. A small man gets into a heavier opponent because he's using the other's weight against him. So here I was with the problem that any solution I used would be highly improbable. So, make improbable the solution, and it leads you on into other things. Thus creating the Infinite Improbability Drive.

C+VG: What did you enjoy most in writing the Hitch-Hiker books?
D.A.: Being able to bring together the utterly ordinary, the utterly extraordinary, the scientific and the religious.

C+VG: Are you going to continue the trilogy?
D.A.: No, absolutely not. I've a new book coming out, Dirk Gently's Holistic Detective Agency. Next all these great show hosts will have to come up with some new questions.

C+VG: Spawning of new works, will we have better luck asking about your new interactive text game, Paradoxology?
D.A.: Definitely. This is an exercise in the search of bad-tips, of small minds and vast horizons. Of being catapulted into appalling adventures and catastrophes. Repetition after repetition. Incomprehension because of confusion which just get progressively worse the more you try to sort them out.

As if to illustrate the point of meaningless redundancy, everyone dines Douglas Adams' music. Adams declares, noting that he: "Already has me on."

C+VG: What happens?
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Stephen King is the world's top horror writer. In his latest book, *Eyes of the Dragon*, King has turned his hand to fantasy with instant success. John Gilbert, whose own horror novel, *The Devil's Children*, is due to be published late next year, looks at King's career and his future plans.

King

Stephen King undoubtedly the world's best-selling living writer, is about to enter history.

Within the next 14 months he will publish four novels, several of them straight horror, continuing on the profitable path which is making him more than the gross field and his other seven horror novels and two readers are giving that their name to Stephen King than any other in the current market, published books which have done their highest sales.

King, who celebrates his 50th birthday in December, has the longevity of a lion furthered by a prolific output, which he continues to improve, but continued with little interruption and the horror.

He already published 14 novels under his own name, but three made of eight of those, as well as having the weekly *The King* magazine an American pulp play and horror magazine since.

It is certain that, although more than 50 million copies of his books have been sold worldwide, he would have taken longer to get to first novel published if it had been for his wife, Tabitha, who also is credited with a high profile in the US.

In 1982 he started work on short story about a girl with the psychic power to sense others. At that time he was living in a middle-class farmhouse, which is Maine, New England, and working in a part-time teacher.

He worked himself into depression and began to believe that he'd never make it as a writer — despite the offers of short stories, some of which he published and their needs for his own.

Finally, he'd completed a manuscript for his first novel and would it. He convinced him to complete the manuscript, which grew into a short novel, and submit it to US paperback publisher Doubleday.

It was accepted and King received a royalty of \$2,000. He was happy but almost had a seizure when Doubleday announced that the paperback rights had gone to First American Library for a whopping \$100,000. King bought his wife a second car, a television, and gave up teaching to write full-time.

OUT OF THE CLOSET

When *Castle* was published Doubleday is interested in horror/horror writer. There's a reason in the writing because that genre books — science fiction, romance and horror — usually sell between 1,000 to 100,000 copies, while mainstream fiction, which contains a little of everything to attract everybody, can sell up to a million copies or more.

King like other authors, rather than what horror fans, for a few years wrote published — *Nelson's Laird: The Story* — it became a best-seller, even to be spun, that he was long-term success of the genre and marketing his own. He really became worried he would be stuck with the genre even for the entire rest of his career, so he had to find one a month of adventure and suspense in his work.

How do you follow the success stories of a book — one that has been the *Police* film — the *Queen*?

In 1978 King played around with the idea that a small town, but amongst the New England countryside, could become gay in a strange. The successful condition disappeared, like the *Star* Centre, so he never knew why. King's approach was associated with the idea because it was another theme that had to start the novel, which then moved forward, which was published was written, *Nelson's Laird*.

When *Nelson's Laird* was published King was already working on his next novel, a book about the *Shy* (later called *Shy*) which eventually became a best-seller called *The Shy*. His plans underway a dramatic change when he signed up a writing deal, called *The Shy* in a film case of the way (later called *Shy* Paris). It was about that up after a three-month course and eventually was being, the book was nearly done.

The *Shy* film used changes, and so was used springs, to control character a day with the ability to "alter" a person to use heavy words, treated with a perfect film and well-known member to a new level, treated book, King wanted the word *The Shy*.

THE TV FILM

The movie rights to *The Shy* were taken by book was published. Warner Brothers owned rights — 20th Century Fox — to film with book — *Paul's Banner* —. Subsequent to the changes, such as the film writer and director, Howard, which, *Everyday* seemed fine, but Warner's wanted to change the film.

He has already created attempts to change the film of the TV into some kind of *Nelson's Laird* to *The Shy* Case, so *King* the *Nation*, but he continued the movie.

One of the major decisions in the book is about the role of *Ballroom*. The film company was interested in *Shy* was a gay was rural scene during book to film. That, three days before the start of



It is certain that, although more than 50 million copies of his books have been sold worldwide, he would have taken longer to get to first novel published if it had been for his wife, Tabitha, who also is credited with a high profile in the US.

While King has turned away from his horror roots, he has not abandoned the genre. He is currently working on a new novel, *The Shy*, which is a horror novel.

LET'S TALK TO KING

While King has turned away from his horror roots, he has not abandoned the genre. He is currently working on a new novel, *The Shy*, which is a horror novel.

He also wrote *Castle* in 1982, which was published by Doubleday. It was a horror novel, which was published by Doubleday.

The *Shy* is a horror novel, which was published by Doubleday. It was a horror novel, which was published by Doubleday.

The original manuscript was accepted by the publisher but as a novel, around 1,000 pages of the manuscript had to be cut down to 400 pages. The original manuscript was accepted by the publisher but as a novel, around 1,000 pages of the manuscript had to be cut down to 400 pages.

Of Horror

more highly professional than necessary to move faster through a short round of King's work than to make *The Shogun* a hit.

Several writers have produced variations on even King's attempt would take up a marathon week from the time, fall, and the water are not mentioned in the present as we in Italy in an extremely serious of the film before the end of the decade.

The Italian writers by King and Deane, is slightly longer than *The Shogun*. It contains a story's outline, in this world parallel world, in a language which will take the reader of course and will take the space of the narrative, the other word, from truth.

Deane stated King's intention in *How to play the book*. They had to write each other when King had to write each word unique for Deane's book and had certain things they wanted to make approach *From* split, in their way of writing the book.

They play the book into books. Each writer compares sentences in each paragraph. There was no need to trust and discuss each other parts of the manuscript as they had to be in one's mind and read from one's response to the other on the telephone line.

King had discovered the new technology on which all the books are now written. It takes his authors only a few 1,000 words almost every day of the year.

SUMMER HOLIDAY

King's abruptly speaking, in the summer of his life and decided to give his family a rest. He's wanted that after eight King years from the mountains of writers writing in.

The publication of new books will stop for a few years, but Table suggested that he should consider of the film before he published and that's why four new King novels will see the light of publication the end of 1980.

The film, *Out of the Darkness* — originally titled *The Apogee* — was just been released. It's a very late summer for King's family home — until he was in and there — later here but includes the same real estate that makes King's work a word, in two years from other home fantasy world.

"There's been a great big thing here and here, his way through close behind following up into the fire in the gray of his own house, and already something appears who's treated that the world who follow by your magazine

Plans who also appears as the last part in *The Shogun*.

Later this year Henry King's entire vision of the future of fantasy-writer fiction, a new publication. It's about *Frankenstein*, a writer of science fiction, a fan of "number one fan" who have in a constructive fantasy horror, Henry, when he called it to the book that he would start to do some "writing" writing *The book's due to horror* — at one point the stated or more the end of all of the last to establish their company — but it's more a light comedy than a novel now.

King's new science publication long into science fiction. *The Shogun* book, appears next year. It contains the old saying "Don't touch what you don't understand."

The book starts as a writer attempts a speaking in the book, said. Nearly everyone who comes into contact with it develops powers which enable them to interact with the natural world in ways that are not possible in our world. They're always being writing around the corner to live up to your face if you don't understand what you're reading.

WILD WEST AND MEN IN BLACK

In the time of publication *Spider* is probably his best point up to the eyes in the volume of King's short stories, collectively called *The Last Dance* it comes through a series of more extended short stories about his last published book *Wild West* Fantasy which would make it a story and fiction.

Henry's quest is to find and kill the man in black, a sort of magician and horror artist. Each short story advances the quest and his progress towards the Dark Tower when his destiny will be known.

Although Henry plans to publication of these short stories, King says that he has already written and later that they could be done. He also has a number of novels which are unlikely to see print, because there are some things just not yet in public, but have already been in progress in the *Chronicle*. To give just a taste of it's about a group of people trapped in a world with only themselves for company and nothing to do.

SEAS OF THE DEEP

All of King's work has been optioned by the companies and now of them have found their way into the British cinema

without critical success. King's favorite film is *Clay*, for the film with the screenplay, but, at least in the film industry of the other production and all most feature film, *Shogun* *Rainbow*, *The Shogun* a case in point.

British audiences will be treated to three King films during the summer as well as *Shogun* by film, which is a television set. All of these new productions within the past two years that *Clay* *Shogun* *Shogun* is anticipated. It's the sequel to *Clay* *Shogun*, which made up of several story segments in the form of a comic book with a graphic nature of illustrations called *The Corp* is later taken between scenes.

King writes the screen play *George* *Benjamin* and *King's* young son he took a career into in the film's first and that segment.

All the stories in the novel have been written by King but George Deane wrote the screenplay. It includes *The Girl*, a short story from *Shogun* *Clay* about a group of teenagers stuck in a hall in the middle of a lake and stranded — and eventually killed — by an old monster which lives across the water.

From the *Shogun* book are being turned into film. The film, *The Shogun* *Shogun* will see limited screenings from first to second the Dark Tower film, as in a summer on the screen. *Shogun* *Clay* *Shogun* where to summer appear a series of film books for just print in a way.

King's greatest film project, but one which is probably final, is *Benjamin* *Benjamin*. It's the film that is directed and written. The plot is taken from *Purks* a short story in *Night* *Shogun* in which technology, in particular an artificial form

with a genetic map from, comes to life and creates human who have to keep their motherhood.

Benjamin *Benjamin* was finally set by TV screen. It appeared in limited test runs in the US screen but critics statements when it started to run in Italy. King puts the screen partly in himself and partly on the screen which in the US screen the number of years since, an entire and good indicators to his satisfaction.

In the UK the film may be better because he's worked on screen only one summer studio genre and said it's the highest in contemporary film and the confidence depending on the general view of it.

Regenerated by their production but down's hard to do it again for a while. In some reports the reason is the same he had wanted to publish something new for a few years. He doesn't want to be a writer on the film.

The *Shogun* *Shogun* that the film screens, the entire and screen one, the film

was screen for it to be the public eye, in small doses, until he dies, or until the public gets tired of him. In their stories could get up.

Robert King has not been to *Clay* *Shogun* *Shogun* but not by his secretary *Shogun* *Shogun*. It offers articles about King and related subjects, information about new books, and short stories by him or other authors. Also see his *Clay*, PO Box 1200, Bangor, ME 04401.



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Brides is coming up with a gruesome murder mystery in

Jack the Ripper.

Without the crime franchise for which St. Bride's has become famous, **Jack the Ripper** will be a serious adventure, in which

your task is to convince the police that you are not in sympathy with Gilbey's new Professional Advantages Writing System, the adventure will be available during June for Spectrum, with Commodore and Amstrad versions to follow later in the year.

■ **Fergus McNeill's** new company, Abstract Concepts (exclusively licensed to C+VG) last year has set up an office in Southampton, and will produce the more serious type of adventure, leaving the sports under the Droids label. The first of those will be the **Barbarians**, and in a recent deal, all products after this one will be published by Activision.

■ **Faith's Chick** has left the fold, but Colin Buckle and Jason Somerville remain in Fergus' youthful and successful team.

■ **The BBC's** adventure **Village Of Lost Souls**, released by Magna, never achieved its full market potential, says Robson Software. In a deal with Glen McQuerry and Martin Mowbray, who wrote and programmed the adventure, Robson will re-release it in a new updated format, reworked to fit in with the current Robson range. The game will be written **Barbarians Of Chess**, and two more to make up a trilogy also planned, and the first is already under way.

The adventures will be available for BBC's and Electron, with Amstrad and Atari versions planned.

Let's hope Robson's will follow this with Glen and

NEWS

Martin's comedy adventures, which were written mainly for fan, and never published. Glen and Martin, both professional maintenance programmers from Worthing, have a wicked sense of

humour, and have produced a couple of really painfully funny adventures. Having played these in depth 'in my own time' as it were, I can promise a more review in advance! Take note, Robson!

MAIL

■ I have often played adventures and I think they are real fun. The best thing about them is the way advertising taxes your mind, breaks it into pieces, and awakens your brain. If you succeed in solving a problem you feel great — a sort of inner pleasure like when you have passed an exam.

If you find a solution printed in C+VG's pages your fun is spoiled, if you can't find an adventure or can't check a problem, leave it for some time (usually half an hour) and then return to tackle it with renewed energy.

Change your mind, Keith. We trust you. An adventure who writes to you asking for a complete solution is not a true adventure.

Mervyn Ansdobek.

Paris

Keith's reply: That's all right if you're clever or stupid enough to complete the game!

■ **The Flood** is gradually taking over C+VG! Although I had no real success as a bit according to what the magazine, I feel like getting a bit less much space to air his views.

I can assure that he is a member of the C+VG staff — remember the Robson's 'Garnet Incident'? William Evans.

Deborah

Keith's reply: I can see you are a reader of long standing. William! You obviously read the second C+VG yearbook! But the Flood is NOT one of the staff.

■ I just finished reading the February issue of C+VG, and I have a request here to pick with you concerning your review of **Band's Tale**. It's bad enough that it took you guys a year to finally review it, but when you finally did, you gave it such a bad review.

When I finished the page and saw the review I thought "Wow, they finally reviewed it!" And then I read the review. I can't get into words the shock, the anger, and the rage! My friends also could not believe your review. The **Band's Tale** is the best game I ever played. It has atmosphere, style, class, and some not bad graphics.

I'll go down on my hands and knees if that's what it will take to make you rewrite your review or at least make some type of apology in your magazine to all those fans and those I can think of (many people off hand who are already planning your assassination).

Evans Kyle
Canada

Keith's reply: There is little point in reviewing a game in C+VG until it is released, so about to be released in the UK, Robson, even assuming we have a copy, **Band's Tale** was already released a lot later here than in Canada.

■ **Marvel Comics** characters will soon be making a return to the computer screen, but this time Stefan Ulferski will be writing the script. **Adventure Soft** plans to release an adventer one based on **Captain America**, in time for release at September's PC-W. More.

■ **Hit on the back of** **Barbarians**, two more **Barbarians** titles will be available during June. **Barbarians II** is the latest game by **Barbarians**, an offshoot of the **Dark Trilogy**, an offshoot of other popular titles such as **Star Wars** and **Spellbreaker**. **Star Wars: The Emperor's Challenge** ■ **Monday** will also make a welcome return, with a sequel to **Planetfall**, entitled **Planet Fall**. Meanwhile, with an eye on the competition, no doubt, **Barbarians** are in the process of upgrading their system.

Graphics there will not be — yet. "But," explained Martin Lebling, "we will be building in the necessary hooks, so that we can incorporate graphics on the new system at a later stage."

■ **LS Gold** announces the release of three new titles from **Bruderslov**, **Minibotter** and **Knee** are joined by a third "Electronic News" entitled **Electronic News**, all retailing at £24.99.

■ **The final conversion of The Flood** has been released. Text only, it is for the Spectrum 128, including the Spectrum +2 and +3, and priced at £14.95 on cassette.

■ **The gentle ladies of 96**

ADVENTURE



HELPLINE



"Do you know that if you look the *Princess* with the wily hounds in *The Pawn*, you can remove her discs?" asks **Iain C. Bennett** of *Beamsoft*.

What a concept, another well-known maker of adventure might have replied. What a naughty adventurer you are, Iain! I always thought that *Princess* were reserved for reasons of charity, not lechery!

But wait! I do take an inquiry! He only took the discs off, it seems, so that he could try to steal it himself—a task he spectacularly failed to do! Those *Leather Goggles* certainly started something!

The *Myraan* problem mentioned by **Ham Howells** has been answered by **Mike Thomas** of *Campbell*. But to print it would require a complete page!

Basically, what you have to do is get a drum, climb it and re-creep to get a ring, which is inserted in a can.

Then the hole can be blocked with the can, after which you should get a bag and wear it, block the hole with the hat, climb the creosote, cut the creosote with the can, and keep-swinging until it is safe to jump. . . Well, that should put you on the right track.

Mike returns the game that poses *The Fiend's* stringent criteria, in *The Pawn*. Wrong Mike! *The Fiend* only has a DEC Spectrum, as far as I know, and has yet to get

himself against *The Pawn*. I don't mention the gamely came, for fear of Swedish reprisals, but within the range of games to which he has access, I tend to agree with him. It is a very much underplayed game, but generally get good reviews, but not such good sales.

And it was the subject of a special C+VG feature a year ago.

After *The Fiend* comes — **The Riddler!** "I'm the master of all riddles," he writes. "Eh! Good! I've written because of some terrible riddles for clues. Do you think you're good? Well, even *The Fiend* won't catch me!" We'll see, **Master Riddler!**



■ **Someone** who calls himself **The Mike**. — (Doesn't anyone have proper names anymore?) Eh! has solved the courtyard problem in *Dracula* (see clue) but is himself stuck for need of a sharing mirror. Every time he shares he cuts himself. I do the same even with a mirror, but that's because I'm so sharp!

Dracula loves no time to pass on him. Try patting the tray, or unrolling one, or falling that, gone a hazard!

A new adventure, **The Sandman** comes with a review by **Mike Turner** and his name from *Star Dreams*, who have had a number of listings printed in C+VG. It's a pity that *Sandman* didn't take off in the way that it deserved. Still, here at least is one player of the game. **Andrew Edney** has the three globes in part one of the 807 section, and doesn't know what to do next. Is there another player who does?

Who can help **Stephen**

Guano in *Melody Affair?* **Stephen** cannot progress beyond interviewing the caretaker, detective, soldier, and Hubert Delandus.

What was is a police uniform, if you get arrested for wanting it? That is the problem troubling **Richard Hughes** of *Tantrum*, who is playing **Boopy**.

Mr. Lambert of *Driftwood* is having a problem with **Kevin Stone**. Whatever he types in a reply "You can't." **Mr. Lambert** says he tried my review. Well, **Mr. Lambert** — you can't say you weren't warned!

Suddenly everyone is playing **Terror Of Tranzee**, the adventure written by **Ham Jam**, released by *Amulet*. After months of silence, one of our best letters about the game comes from **Mike Fulcher**. He cannot get past the paratroiler, or open the crystal lid.

Microchips, **Steve Carlson** has been stuck in the same game for six months! After trying for so long, he decided the time had come to write to the **Helpline**.

Just your luck, **Steve**, that there seems to be not one single clue for *Tranzee* in our files!

No, who can remedy that, and help Steve in the process? **Steve**, who lives in South Shields, needs to know the meaning of the names at the gates of *Guano*, and those on the staff!

If you think six months is a long time to keep nagging at a problem with no solution, here about **Deane Levenshik**, from *Demon* 1!

He has been stuck at the beginning of *Oldwell's Mindbender* for 1980 years! **Oldwell** is still languishing in the cell — the only way out he can find is down, whereupon he falls screaming into cold



slut water.

Does anybody want a free copy of **Deane Levenshik's** Don't all rank, **Mike Thomas** is only baffling in making the off-! life is walking because he is stuck on the bank road in part two, with an "incredibly helpful gang who are as talkative as a pair of hamsters."

"Just how can I enter the bank, and who are the correct numbers to return to the gang?" asks **Mike**.

Finally, a few inquiries. Still on *Drinky Greener*, "What do you do after *Drinky* follows you?" asks **Jeremy Hollow**, of *Strating*.

A heavy old BBC adventure re-issues, and surprisingly, the clue is right on the clue sheet. Who can tell **Mr. Wilson** where to find the *Sphinx* in *Sphinx*?

And **Ben** of *Reading*, is stuck in another BBC title, *Gateway To Rome*. Who can help him on his way out of the hidden valley?



■ With recent re-issues **Scott Adams** adventures are getting a new lease of life in the **Helpline** mail.

Although in comparison with today's adventures, the text content is minuscule, they are still delightful adventures with their baffling problems and atmospheric plots.

And they are well remembered by **Andrew Bethell**, an adventure player and C+VG reader since our first issue back in October 1981.

"Deeply Scott Adams' games having a total lack of location descriptions and a parser that wouldn't look out of place on a Z800, there is something so atmospheric about these games. . . . It may be nostalgic!" **Andrew Bethell**.

Neil Talbot of *Beamsoft*, disagrees. "I'm sorry, but I

ADVENTURE CLUES

● **Highly** comes this month from M. Blackley, *Blackstone The Maze*, Wyea Blackstone, Andrew Griffiths, *Kinross*, Chris Abbott, *Horston*, Stephen Davidson, *Keyhole*, Hans Brunelle, *Blackstone*, Paul Talbot, *Northampton*, Sean Allen, *Hoghton-Spring*, Paul & Glenn Gibney, *Carrickfergus*.

● **Highly** comes this month from M. Blackley, *Blackstone The Maze*, Wyea Blackstone, Andrew Griffiths, *Kinross*, Chris Abbott, *Horston*, Stephen Davidson, *Keyhole*, Hans Brunelle, *Blackstone*, Paul Talbot, *Northampton*, Sean Allen, *Hoghton-Spring*, Paul & Glenn Gibney, *Carrickfergus*.

don't like any of the adventures of his I've sampled."

These Neil lists as *Adventureland*, and the three *Questbooks*. "Chiggers do indeed!" says Neil.

Are you suggesting that chiggers are a fiction, Neil? It may come as a surprise to both past and present players of *Adventureland*, that Chiggers do indeed exist!

The *Encyclopaedia Britannica* has full details. Otherwise known as the Scrub Mite, Harvest Mite, or Hair Mite, the chigger ranges in length from 1 to 10mm. The common chigger that attacks man occurs from the Atlantic Coast to the Midwest, and south to Mexico.



The tiny larvae penetrate clothing, and when on the surface of the skin, they attach themselves to it, and inject a fluid that irritates tissue.

This causes intense itching, and can give rise to dermatitis. The surrounding tissue hardens, leaving a tubercle.



through which the larvae feed. They then drop to the ground, and shed their skin, to become nymphs. These adults, however, feed, is not listed as an antidote!

Arncliffe failed to include the map with their UK volume of *Band's Tale*, says *Snajaj Making of Fensley*.

"Unfortunately the game becomes totally unplayable without it, as it contains information vital to the game, including where the banders are located." Black mark, Arncliffe!

But help, as usual, is at hand. David Church, who kindly offered to supply maps

for *Zork 1* and 2, recently, can now offer one for *Zork 3*, that more importantly, for those players deprived of their map by Arncliffe. Dave also has two maps for *Band's Tale*—one for ground level, and one for below ground.

Dave has been assisted with requests for maps, and it



is costing him a fortune! Please, for asks, could you enclose 50p per map as well as a stamped addressed envelope? This will cover his photocopying costs.

Who has played an adventure called *ARENA*? Announcing it as an advert in January's C + VG, Vanzath, the publisher, offered a prize of

"up to 100,000" for the first answer to a single question on the gameplay. Now just what does "up to 100,000" mean? 15p or 150,000,000?

Heinz Schulte of Crest in West Germany sent off for the game, and duly received his. Spends an hour, but after three months of playing it, he has become totally frustrated. The game arrived with no instructions whatsoever. There was no game description, no little booklet of background information, nothing but the prize question.

Heinz wrote to Vanzath to point out that even the £25,000 prize game *ARENA* had full playing instructions, and would they send him some, please, for *ARENA*?

The game, claims Heinz, is almost impossible to play without information on valid

commands, abbreviations, **SAVE** and **LOAD** instructions etc.



I cannot help, as Vanzath didn't think fit to send me a review copy. And in UKGAT works, Vanzath have not stirred themselves to reply to Heinz's letter.

Come on Vanzath—get on with it! Support your customers like any other self-respecting advertiser would! It shall be keeping a close eye on *ARENA* and its prize money.

I like nothing less than a prize game being torn to a rag, or even better, being lost. If you hear anything relevant, or can help Heinz to play his game.



1 REVIEWS

THE BIG SLEAZE

- ▶ SUPPLIER: PIRRIANA, NEWYORK, N.Y. 10014
- ▶ MAILING: SPI, 181 M, CANTON, MASS. 01913, AUSTIN, TEX.
- ▶ PRICE: \$25
- ▶ DISTRIBUTOR: K&N

Hot on the heels of CBL's *Murder Of Miami*, comes another American detective adventure from Forgas McNeill, this time published by Pirriana. And the two games could hardly be more different. Forgas stresses that this one is a Delta 4 product, whereas *Miami* wasn't, although what that means in practice is probably only of interest to the fanatic!

Regardless of that, it can safely be said that Forgas is back on form, with this parody of the great American Private Eye, or Private Dick, as he is referred to (of course!) in the adventure. Slummy office full of dog-eared, containing trophy Private Dick's mug hanging on the wall, and a rather strange safe.

As you are contemplating your new surroundings, SHE arrives at the office, sends a shapely woman on the broken glass panel of the office door, and kicks it in. Her father has made good to the tune of a million, but has failed to turn up to a celebratory reunion at Joe's Diner.

She'd waited a fortnight, but no sign of Dad. Is there foul play behind it? Of course you'll take the case.

With no more info you set off in your old heap of a car. Bobbies cry, internal cabs flourish, Clara Sinclair launches a non-standard Malibu Falcon, and you get

blow to the face. That'll teach you to examine everything carefully!

Never mind, you DID make a name, didn't you? The obvious place to head is Joe's Diner, to pick up the trail. After a little difficulty with a wine merchant, you get your first real lead, amidst the grease and grime of this dubious establishment.

Now it's off again in the car, and behind a pink door you meet Mrs., and find another clue. But what about the redneck you were supposed to keep? And so on...

The *Big Sleaze* is a Quality adventure, and in true Forgas style, there is plenty of humorous text.

I found that the jokes stand up better than in anything he has done before, and the narrative suits the subject well. If rather put me in mind of a fictional 'eye' I used to read — Glenn Bowman was his name, Harley Howard his author.

There are a few graphics, but not too boring, and you get the choice of using a tape, disk, or rom. The game comes in three parts, on cassette.

Detective stories are a natural for the adventure format, and adventure players should be well suited to solving them. Every adventure has its sleazy hero, it's been eye for spotting clues and making deductive inferences — it's all part of the game.

There is a game that is not too difficult, the vocabulary is less heavy than any other Delta 4 adventure, and it sets it as Forgas' best to date. If you enjoy a bit of sleazy American style, then do it with a smile on your face, with *The Big Sleaze*.

- ▶ THE SLEAZER
- ▶ PHOTOGRAPH
- ▶ PERSONAL
- ▶ VALUE





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ADVENTURE



2 REVIEWS

BUREAUCRACY

- MACHINE: INTERCOM ACTION
- SUPPLIER: ATARI ST, APPLE II SERIES, APPLE MACINTOSH, AMSTRAD PC 5, DOS/MS DOS
- PRICE: \$4.95
- REVIEWER: KEITH

Unfortunately, that's a radio connected to my brain. You could not expect anything other than something completely easy from Douglas Adams, although word is that his original story has been substantially modified to fit the latest Infocom adventure.

In *Bureaucracy* you have just moved house and changed jobs. Unfortunately, the removal firm has hit a snag, and been unable to deliver your furniture to the new address—but not to worry, you are about to start Paris for a fortnight. All expenses are paid by The Bureaucracy Corporation, for they are sending you on a training

course. All you have to do is to take their letter to the travel agent to collect your airline ticket, pick up the \$70 cheque they have mailed to your address, and head for the airport. One thing at least, is in your favour—listed in your address book is the phone number of Gatwick Airport Cab. Now where's that cheque?

Outside, your mother has a letter in it. It's all about what wonderful graphics adventures in blue boxes have. Yes, Infocom are having a go at Microsoft, aren't they?

Nothing is by increments of a single point, out of 21, but it is also necessary to keep a watch on your blood pressure.

Bureaucracy tends to have the effect of raising it, and perhaps this game is a warning to the world against letting a jargon of checks get in a position of authority for which they are neither qualified, nor have the intelligence to handle.

With the £70 you were promised having failed to arrive, and your credit cards either expired, or had their limit exceeded, money becomes quite a problem. You



have the airline ticket, but how will you pay for the cab?

There is plenty of text, born out by the fact that although the game isn't written in Infocom's large Informatic Fiction Plus system, the game is only available for the Plus range of machines—Plus with at least 128k of memory. Although a very funny game, occasionally the humour is overdone with too much text, to the extent of becoming a little childish.

On the whole, though, that is worth putting up with for the

good bits, which account for most of the game.

For £4.95 seems a helluva price to pay. £10 less would be a lot more reasonable—so if you are a potential purchaser, watch out for clubs and mail-order firms offering discounts.

Look mate, I ain't got all day. Unfortunately, that's a radio connected to my brain. What'd'ya say to THAT??"

- VOCABULARY
- ATMOSPHERE
- PERSONAL
- VALUE

- MACHINE: SPECTRUM 48K, 512K, IBM PC COMPATIBLE, ATARI ST, ZX SPECTRUM
- SUPPLIER: GEMSTONE GAMES, 1991
- PRICE: £14.95
- REVIEWER: STEVE

The story begins once more in the back of David, where you have returned after defeating the evil Lord Dragon. Battered with Writ the Owl, you learn (and you do) what has happened during your absence. As first you are overjoyed upon hearing that your companion Stodge the Dwarf is not dead, as at first you feared, by the hands of Dragon.

It was soon apparent that many unwelcome things had

GOLDEN MASK

happened during my absence. My first move in the game led me to a fire with the smouldering body of a dragon on top of it. However this was no bad thing as quick examination revealed a golden mask which would serve the well during the forthcoming adventure.

Making my way to a cave nearby I happened once more to be stopped in my tracks by a statue which moved and blocked my way. A quick read of the strange symbols on this ancient proof of stone soon

revealed a word I remembered from my first adventure, and all was revealed. Once through the caves, a quick spot of DRY as a bone, and I was sailing across a lake and found myself beside a deserted church. Here was the first of many mansions where the golden mask would prove useful.

An argument with a guard left me feeling a little irked by having to give money to find out an obvious direction, until the obvious struck me in the thail

of the chair.

Although the Golden Mask is a "Quake" graphics adventure, the author John Lemmon, has somehow managed to impart some of the quality of *Demon* from the Quake with this one. In fact the only thing which prevented me awarding it a personal rating of 10, was the irritating way some descriptions were read from the screen before I had had a chance to read them. Apart from that, the Golden Mask is an excellent adventure and well worth digging into your pockets for.

- VOCABULARY
- ATMOSPHERE
- PERSONAL
- VALUE

'THING' BOUNCES BACK TEST DRIVE A THING TODAY!

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Following his world saving exploits against the evil tin goblin and his monstrous boys, Thing's enjoyed his much needed recuperation, used his spring and is now vying to go. What best... he must finish his job properly without the factory computer auto producing those hideous toys.

But as quick as he was as well as he can move there's finger hidden around every bend... goblins lurking in distasteful, water rushing to bowl his over area chickens hiding sinisterly deadly eggs.



A quick hand and dogged determination are needed if you're to get anywhere with Thing in his latest escapade. Fast and furious action is the order of the day and a good sense of direction would be helpful to guide Thing round such a complex location.

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Rock On

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► FAVORITE RECORD

■ LABEL: **ATLANTIC**
■ **LAURENCE TERRY** / *LAURENCE*

■ When I heard this band's first album, Skopje's *Apocalypse* in 1985, I met them in one of the up and coming metal bands. Well, it's taken quite a while for them to release their second album thanks to various legal problems with their mid-American label. But with all that behind they have finally delivered the goods!

With this album they have found the right balance between speed and heavy metal. Fast and furious, with masses of guitar solos from both of the band's guitarists, Juan Flores and Herman Verrey. I think the album's quite well done.

What makes this album for me the John Zilla's record. He has a voice similar to Zilla's, but with the depth of Coverdale's and the soul of Dio's. His sings, shouts and screams his way through this album with a pleasing clarity. To sum up—great voice and growing guitars make a great album.

► FAVORITE BAND

■ LABEL: **CHRYSLER**

■ With out a doubt this is my all-time favorite band of the year already! If *Apocalypse* had more speed and

heavy metal, the *Skopje* boys have missed all the rock rap, dub, hip hop and body poppin' and come out with a wild sound which will follow your mind. You can't get a label to this extent as there isn't one in existence and if there was it wouldn't fit.

You have to hear it to believe it. It can well remain in most lists of music, but honestly I have never — EVER — heard anything like this.

They have a raw, rough sound which gives your speakers a hard time! They have almost every recording principle in the book and it works.

You all must have heard the single *Fight for the Right* and the single *Victim*. Well believe me the album's rock on fire.

The lyrics! Well these are a bit over the top but to say the least, if you really listen you will find words and other sounds that are tucked away in the record that the record company couldn't have listened to. The songs are all about schools, girls, parties and

adolescent life in general. They really know how to put this all over with feeling.

The three guys in the group, namely Ad Rock, MOG and Mike D all lend a hand on the "vocals"; which are topped out in style over various types of exciting lead guitar and thumping, booming bass.

These guys are fast, arrogant, waggled, twisted, wild and wacky and I think they are great.

This is the original album that you should consider like. If you get any of hard to buy one album this year, make it this one.

► BANDS IN THE NIGHT

■ LABEL: **REBEL** / *FOR NATIONS*

1985 '85

■ I tried to like this album. I really did. I mean, lead singer Ann Bolger has had a fantastic. She formed the band in 1982 in a so-called basement garage where she lived.

The night-time organized a practice and found her and the band to show up at one of the gigs. There a management deal with Atlantic Disc fell through and the band split up.

Ann returned to her

dream life and sought to put it all back together. This she did and after a highly successful tour they received recording offers from labels and producers. Ann finally chose Mike Flores to produce the album and for her engineers that can boast the likes of producing the likes of Ted Nugent and Kiss.

So there you have the sad story of Ann Bolger and Hellion. I would like to say the album is great, but the fact is that they are just another part of the mill rock and roll band.

They give 100% effort, but I'm afraid it just doesn't click. Ann never gives her vocals a real chance. Had she timed the ends up sounding like a watered down version of her ex-promoter, Ronnie Dio.

The rest of the band are quite competent, but the songs are musically shallow and the lyrics are, at times, downright over the top, even by heavy metal standards.

I'm afraid they will have to produce better quality stuff than the middle of the road stuff to improve the lives of the rest, I suppose, too.



REMEMBER
◆ **ARTIST:** GARY MOORE
◆ **LABEL:** THIS MAN OWNED THE

As we all know Gary Moore was a great friend of the late Phil Lynott and played for various periods of time with Thin Lizzy. Gary has dedicated this remarkable album to Phil and to them.

Nearly all the songs are truly Linn/Lazy oriented and that's the way I found myself imagining when they would be like if Phil was alive to sing them now...so they would have suited his vocal style very well.

Of course, the music is of the highest quality, with Gary pulling out all the stops with his guitar work and singing.

It's hard to give you a taste of this album if it's a small one...I would have rather seen a couple of new tracks added to the album instead of having BOTH spans and 12 such variants of *Over the Hills and Far Away* and *Wild Frontier*...A dynamic album and a great tribute to a great man.

ANYONE EAT LEMONS?
◆ **ARTIST:** BOB DYLAN
◆ **LABEL:** ISLAND RECORDS (LPS)
1968

I've just listened to the album, if that's the right word. Perhaps I should have used the word "absorbed". This is special music at its finest...direct and lucid.

It was thought that the late album *Spinning the Wheel* was my good thing you'd like this. It's miles better, and better.

Dylan has a style which is infectious, swinging and he gives a top performance. He hit it like a bomb in that you just think they have slowed the tempo down a bit, describes you'll again at a faster speed and your ears are left behind trying to catch up.

Talk about the music...for that's what it is, you can't call this music...you may still salute the increasing quality of Scott and the increasing quality of Scott and his...but you have to stop listening.

My favorite songs on the album are called *Come in a Black Sheep*, *Skies in the Clouds* and *Just One Step*. Check it out yourself.

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The Big Screen

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A s somebody says these days, "catch the QED documentary on the NASA space camp about a month ago?" It's your average summer camp... but with space attached to it. If you have a look in the January issue you'll see an article we ran on the real Space Camp.

Space Camp (PG) looks like another of those movies where the filmmakers get every cooperation from the relevant authorities, and it's a hell of a good advert for those activity holidays. Hey, will you want to play with toys like Saturn V.

Playing is just what you should do, although, especially when you're sitting atop a fully-fledged satellite on a launch pad, all it takes is a little interference from a malfunctioning device whose artificial intelligence is more like human stupidity and... "We have liftoff!"

The run-up to the action is standard sort of brain-park fare as we get to meet the odd assortment of kids plus their teachers, but that NASA hardware keeps all systems go... sort of. *The New York Times* (back with its monikers. It's when the hapless teenagers are hoisted into space that the high-tech hijinks start. Will they get back home in time for Captain Kangaroo, we ask?

The film's an odd mix of teen movie and Disneyish sci-fi... I'd have recommended that state deal immediately, but for some understanding

of plot behind it... and, secondly, and most importantly, it's got *Ironmaster*! That's Klaus-Kinski! Brad Pitt to you, a heavyweight actor who fights like a lunatic, sings like a bee. He's Alok, a Russian emigre, but not liking his wounds in an America which is fast turning into a nightmare rather than the dream he had hoped.

Alok used to be a championship boxer back in Mother Russia but he was also Jewish, which barred him from the national team. He's showing in rather laud with all this when he stands into a warehouse fight and sees two boys box, one black, one white. From then on he's determined to prove first one, then both, to take on the visiting USSR team in a personal grudge-match.

There's a lot of action you could hope for down those mean streets, in the ring, the gym and among the street punks and hangers on. But there's also a real live side which surfaces once the final bell has sounded. And there's some serious criticism, both of Russia and America and their myths.

A stunning film with a knock-out ending which is all set for a return bout. But even if you could never stand Stallone's grunting, see this for Director's clearest performance.

There's more of the East Coast Jewish community in *Woody Allen's Radio Days*. It's a gentle, apparently unstructured, highly consistent film about what people did in the days before computers, videos, television.

And here's the winner of our offbeat competition...



▲ *Radio Days* in

▲ *Golden-bay* wraps up.

There again, we're shown the Nordic mood, even down to the climactic fight against the Russians, but who knows! It's a cold war heroics set in the first world. Firstly, it's got a bit more thought — not to mention the first

In those days, radio was king, providing the romantic sister with a new dress in previous years and dad with panel games and for the teenage narrator, a juvenile *Woody Allen*, the *Manchurian Average*.

Radio was the stuff of dreams... in real life the *Answerer* is just a little, but happy with a big, brash voice... and the film revolves on like a daredevil, from the late 1930s through the war.

Obviously it's not *Palme Academy* in its time... in fact there are very few real laughs. But it's a film that leaves you feeling warm inside as you realize that there was a life before the microchip, and that some things never really change, such as the family fight and spying on the neighbours!

Now, what would a month be without at least one Michael Caine movie? Last time he served as all an *John Farrow* in *The Fourth Deadly Sin*. In *The Whistle Blower* (PG) he's on the other side of the fence, as the father of a young man who works in the government's secret listening post, GCHQ.

The man, played by Nigel Havers, is fast becoming disaffectioned with the sophisticated espionage show that let him avoid rap on interminably boring surveillance in Russian headquarters. What he doesn't realize is that someone's watching.

Security is a big topic at the moment, and I can't think in the week that the government started to review almost the mystery into details of four secret agents involved in secret defence projects. It's a tribute, therefore, to the film's makers that its plot,





4. This is the age of the man. Not many people know that ...

which covers nearly the same ground, remains totally unconvincing!

After the intricate world of Cheltenham Island, it's a relief to land in Hawaii, even if the local animal life does include a deadly *Black Widow* (10).

Don't like spiders? Well, this one hasn't got eight legs, she's only got two, but they're very nice and slippy and roundish. They help her to cling to her web and lots of spiders will come in when she comes after their marriage in love.



4. Spider-vengeful men and moody.

In the Federal Justice Department, Alexandra Harlowe (Lynn Collins) had love that a woman could be so calculating and ruthless to commit so many murders, especially when there's no indication that they are murders. But Alex knows that a woman can be deadlier than the male.

She traces Catherine, the black widow, by comparing computer records from all over the country, but when her boss still won't assign her to the case she throws in her job and sets up a personal vendetta, driven by her own deadly obsession.

Actually, I'm not sure that the spider image builds up all the way through, because the film soon becomes a game of cat and mouse as Alex finally catches up with Catherine on the Pacific island where she's already planning the fate of her next victim. It's an

image on any Hitchcock, only without any of those touches that make *The Master* seem dated today.

Major performances by the two women, dedicated Debra Winger and my oh-my-oh-my Theresa Russell, and a clever script, just show that you don't need a female hero to make a mystery.

Actually, this is obviously the month for psychological suspense films with a female angle. *The Morning After* (11) really does feel like one of those right like

nightmare, only to find that it's real. But Alex's real problem is that she can't be sure that she shouldn't kill the man in a fit of drunken rage.

So she goes on the run, through Los Angeles and to make it look like a series of abstract blocks of floating color and cool music. Beautifully she teams up with an ex-cop, played in doubly available fashion by Jeff Bridges. But can she prove her innocence before the cops decide otherwise?

Unhappily the film runs out of steam before its heroine does.

Now it's time for *Something Wild* and on this bizarre thriller in 10 rated, younger readers had better skip to the next paragraph immediately.

Wild? You probably? Well, watch *Wild* and you'll know I'm not so to say anything that will frighten you. However I am about to rave about a film that you won't be able to see — and *Wild* means how hard that can be.

This is one of those

reminders for the rest of his life or the rest of the weekend — whatever comes first? With all the logic and symbolism plus changes of a nightmare, Charlie is undone and reborn in his final moments from comedy to thriller, then back again. Don't miss this... but only if you're over 18!

Wildly was it wild-film, and their rationality shines through. *High Swains* (12) is set on Rhodes and had her wanting to spend a holiday on the island.

It's a comedy which brings together an odd assortment of characters, from yuppies to artists to teens, all of whom bring some quite irrelevant in this quiet setting. A gentle film, full of feeling for the island people, it could have done with a former handling of the comedy. *For a Rough*

Pick Up Your Kicks (10) is the story of Joe Green, the English nation playwright who delighted in shocking the establishment with his bad taste, and who met



4. Big, fancy wife in my really wild cult cult!

him face to the hands, or rather business, of his lover, Kenneth MacLennan. The film itself doesn't drift from the comedy, but lots of *Green* is in it, but it's a warm and moving experience for all that, with brilliant performances from Gary Holman and a *Good Morning*, who both like any old married couple. Not for everybody, but if the subject is of interest, it's wonderful.

As the publicity says, "It's an experience to be!"

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As the publicity says, "It's an experience to be!"

you wish you'd never had. *Jane Fonda plays a mother Alex, a faded actress who's in real trouble in the battle.*

Waking up next to a strange man doesn't come as too much of a surprise... but finding a knife in his hand does.

How would you react in a situation like that? There's a lot of gripping scenes as the camera trails Fonda, watching her reactions. It's like waking up from a

1. That morning, after being...



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C-VG COMPETITION C-VG COMPETITION

Codemasters



Don't rush, there's plenty of prizes for all in our wonderful **Codemasters** caption competition. Five hundred games, in fact.

Codemasters publish — at the moment — 19 titles across four machines — Spectrum, Commodore 64, C16, MSX, Amstrad and Atari.

Game names such as **BMX Simulator**, **Grand Prix Simulator**, **Professional Smokey Simulator**, **Terra Cognita**, **Red Max**, **Mr Angret**, **Phantoms** and lots more.

Here we printed some artwork from the Codemaster game **G-Man**. All you have to do is make up a funny caption for it. Send it together with the printed form to Codemasters Competition, Computer — Video Games, Priory Court, 30-32 Pimlico Lane, London EC1R 3AU. The closing date is July 1st. Remember there are five hundred prizes, and don't forget to tick the box for your computer.

CODEMASTERS COMPETITION

NAME _____

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Caption _____

Spectrum Amstrad C16 MSX Atari

CBM64

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THE JAMES BOND DOSSIER



THE GAME

First, Denzák's game. Later reports say that the programming of the game is progressing well.

There are the latest screen shots from the standard version. Bond is the character in the white shirt. The man over him is a debriefing Russian agent called Kozlov who MI6 must protect.

Looking in the background are the last game scenes as getting a few leads through Bond's newly procured Satellite line data.

Richard Taylor, designer of *The Living Daylights*, is at the time of writing on a secret mission to the United States to check up on the programming team working on the *Star 88* and *Temple* versions.

Latest reports indicate he's somewhere in the Salt Lake City area visiting Squaw Valley Ski Resort. The studio machine version is also being produced in the US — using the technology — by a Massachusetts non-company Amtrak.

Last month's *C+VG* James Bond Dossier included a rough outline of what to expect in the game, the backgrounds of which will be taken from the film.

There are two levels in all with varying difficulties. Before each level

Bond has the chance to choose a weapon from the laboratory of gadget master Q. But he quickly runs out of time to choose.

There is a collection of weapons, from a photo-theater rocket pack to a hand held gun. The range varies from level to level, some even being able to be taken from one level to the next.

Bond is about one fifth of the height of the screen and one fourth of the width, and is controlled by numerous movements of the joystick. His character remains a silhouette for the duration, for the reason for shooting and a second feature to collect between controlling Bond and the gun sight.

When the collect button is pressed, and the appears in the center of the screen. At this point Bond stops, the dot can now be controlled around the screen. Bond will follow his movements with the gun aim. On pressing the fire button the gun will release a shot, if positioned quickly it will hit repeatedly. The gun has unlimited firepower!

Level 1 — Gibraltar: Bond begins his adventure with a test of his abilities on the island of Gibraltar in the Mediterranean. He must match his wits against the skills of the SAS armed only with a quiet pellet gun.

As promised last month, *C+VG* now presents the second part of our exclusive James Bond Dossier on Denzák's new game, *The Living Daylights*. We've got the latest screen shots, pictures from the new film and the inside information on DSI's fantastic Action Martin Vantage. Our word is our bond.

The Living Daylights is due for simultaneous release across all major formats. It will also be out on an arcade machine.

If all goes according to plan it will probably be a world's first that a computer and arcade game have been

written from the same specification. Add to that the chance of publicity that is about to be unleashed surrounding Timothy Dalton's debut as James Bond in *The Living Daylights* then you're going to have to skip the planet to escape this!



After all, it's only a mock battle, or is it? Could one of the SAS men really be an enemy agent in disguise? Take care, he's out to kill!

Level 2 — The Latin People's Music Conservatory: Bond must get the Russian defector Kozlov away from the SAS guards without touching any of the music boxes containing the show music. Kozlov will follow but it is up to Bond to defend him from the agents who appear all over the building.

Level 3 — The Pipelines: Bond must smuggle Kozlov past the pipe workers and send him on his way down the Trans-Alberta Pipeline.

Level 4 — The Russian River: Kozlov has been located but, naturally wants him back! They have set the window-sitter 'Sergei' to match him back from the British Secret Service. Implanted as a nickname, he and the friends will by every dirty trick to get Kozlov back. Start out!

Level 5 — The Fairground: Bond must meet his fellow agent but, before he

followed you and he has orders to kill!

Level 6 — Tangiers: Bond's mission is that the missing Kozlov takes him to the workshop of Tangiers where he must battle his foe.

Level 7 — The Chase (not to all formats): Captured by the enemy, Bond is being flown to an unknown destination. Can he escape in time?

Level 8 — The Military Complex: Trapped in the desert of Afghanistan in the middle of a Russian air base. Wash out as the enemy release all their forces against Bond.

Level 9 — Whitaker's House: Bond finally meets the Mastermind behind the dastardly plot — Sir God Whitaker, the American Arms dealer and military industrialist. He contradicts all the power of his internal support!

The game will be available for the following systems: Spectrum, Commodore 64, Amstrad CPC, Atari, Amiga, MSX and Novarc, C64, Amstrad PCW and MSX.

Please see yet to be announced but cassette copies will be £29.95.

THE FILM



The Living Daylights is produced by Albert R. Broccoli and Michael Wilson with Bond being played by Timothy Dalton for the first time.

Filming was carried out at Pinewood Studios and also in numerous locations: Geneva, Gibraltar, Tangiers, Quantico and Bethesda on Sea — a lakebed located in Northern

Italy. The ever-fabled Action Martin returns. This time it's the SAS! Kung-fu, Bond's lightning version usually equipped with sophisticated, yet lethal, gadgets!

The story James Bond has recently returned from Gibraltar on vacation, to be sent on a new mission to

continued on page 88

THE JAMES BOND DOSSIER



Bond is reconsidering the identity of QCB General Baskin. Despite an attempt on his life by beautiful Cheryl White, Kara, Baskin is eventually brought safely to London.

Unfortunately, Baskin is abducted by Norris, a ruthless killer "Q" supporting the QCB, under Bond to serve a termination warrant on General Puddin, who is known to be in Tangier with a Trade Enterprise.

Before long this Bond decides to return to Gibraltar to try to get closer to the beautiful Kara. This he does and discovers that Kara is an innocent victim of the Russian general. He also learns of Baskin's involvement with International Arms Dealer Fred Whitaker. In true 007 style, Kara is rescued and taken to Vienna where she surrenders to the Bond charts.

Bond, together with Kara, move on to Tangier where Bond eventually captures General Puddin in the hotel. They join together to stop Baskin and Whitaker.

Bond and Kara are taken prisoner by Baskin and then to Geneva airport. Fortunately, but it is not long before Bond breaks free with Kara and Kazim Shah, the leader of a group of Afghan freedom fighters. Together they find out what Baskin and Whitaker are up to — snatching two spies.

It is obvious that they must be stopped, so with the support of Kazim's rebel group they undertake a mission of Baskin's traps and allies in an attempt to prevent the spies leaving the country. The final snatching up is at Whitaker's Tangier villa.



BOND'S CAR

Bond's cars are always under the hood and an Aston Martin DB5/Vantage will be conspicuous.

C + K's edited Platinum film studio to take a look at the most famous.

It can certainly drive it to think it is a week. And that's not all. It is equipped with two missiles at the front, laser beams in all four hub caps — they go into every car. And come a little later — a jet booster to give it more zip than a jet fighter, six finger tips and special tires to get a grip on ice and snow.

The Aston Martin will be sitting off on a world but not to provide the film.



JAMES BOND 007TM

IN

THE LIVING DAYLIGHTS

THE COMPUTER GAME



ALBERT B. BROCCOLI

Presents

TIMOTHY DALTON
as **JAMES BOND 007TM**

THE LIVING DAYLIGHTS

Starring **MARSHALL FINE**, **JOE DON BANKS**, **ART WALIN** and **JEROME KIRARBE**

Production Designer: **PETER LAMONT** Music by **JOHN BARRY** Associate Producer: **DOM PEVSEKER** and **BARBARA BROCCOLI**

Distributed by **ALBERT B. BROCCOLI** and **MICHAEL G. WILSON** Directed by **JOHN GLYN** Screenplay by **RICHARD MANNING** and **MICHAEL G. WILSON**



DOMARK





After last month's Arcade Action handbooks you might think we couldn't follow it up with yet more thrilling reviews. Well you're wrong.

Clare Kelcey lets you have a peek at the most horrifying arcade game yet — *Alien Syndrome*. And Paul Sengstack tries his hand at basketball with *Dark Shot*.

▶ DOUBLE DRAGON

The streets are full of gooks, and through them run gangs of brawny thugs. Knees are drawn and bandaged limbs are coming off every

where you've been kidnapped from under your very nose.

Scandal street fights are overrated when you've got the gun-club, if you suppose you got the best of the contest in *Double Dragon*, you should have no trouble. It takes a lot of practice learning to manipulate the joystick, punch and

kick you to the ground and then wave her fist on your back as you're taking the hit. She's an easy knockout though, and there's three partners and four enemies, just up her alley and one from her buddies. One of them is a huge brute looking like Mr. T and a more benevolent looking one.

Thinking about you, tried early when his blood is up.

For weapons and enemies to be hard — tanks, machine-guns and bombs can be picked up and checked on your machine. Items, wings and dynamite can be grabbed from the floor, using your joystick then hit. Blow punches, behind your jump, kick, a flashlight and patches of some at walk when those or four boats will see you at once. Three direct hit knock them out of a rule, but they come back again.

As you fight your way through the streets, you'll be able to make use of cables, the look of machinery and the like to escape or subvert the game.

Double Dragon could be a bit faster, all the opponents are there for a really solid time, martial arts style kick 'em to bits.



opportunity of the bonus of escape ally enough to venture out onto the streets alone.

It grows from up your collar and when bonus appeared to do it then win — a punching, kicking here

only buttons and the problem is you're not given much time on your own. As soon as you get back onto the streets, the going gets tough. (There's a real limit) A plump, whip-wielding female total boss to



▶ ALIEN SYNDROME

Alien Syndrome is one of the most gripping games I've played in recent months and Iago wants to get on the look for the game — special effects, sound graphics and strategy.

Alien Syndrome is like walking into the run-up version of the movie *Alien*. One minute you're standing in a desolate, empty, dark room, with a lot of mysterious, you're transported to a little space ship, some well-disputed, pulsating alien who's taking the 14 members of the crew hostage.

The first round is a bit of a heavy rain, the movie sounds like a crew between lines and you'll find a few more, and round a corner with a mass of grotesque, but undulating forms. It's usually one makes a pair with regular head-quarters but an action battle if you're not it becomes more more in sparring more. Others are busy producing small replicas of themselves, almost faster than you can kill them.

Only trouble is your single life boss is tough to kill. But you're in one of the best you should find the area and four it again. With luck you should find a home.

However, *Alien Syndrome* has lower potential to be a really good game. It's a good game, but you're in one of the best you should find the area and four it again. With luck you should find a home.

However, *Alien Syndrome* has lower potential to be a really good game. It's a good game, but you're in one of the best you should find the area and four it again. With luck you should find a home.

SC

GET REAP

K x50

TOP TEN



Alien Syndrome

and the boards are already ticking away.

Alien Syndrome may happen in the distance, but some more low-down than your own should you happen to fall foul of one of those

dropping asteroids. As Alien Syndrome is a twin player game you're the choice of playing a woman or man, and if the woman's controls which is no cheating. I've never found anything so cool, and chilling on a coin-op before — it's guaranteed to send shivers down your spine. The blast is proven to come at a wimper and doesn't sound nearly so subtle.

The maze, both up according to memory to your first few thoughts. The alien about his movements in space to lead you will have you'll have to make good use of the traps to lead the visitors of the rest of the crew. When they've all been rescued, how fast is the visit where you're again straight into the



Dunk Shot

► DUNK SHOT

If you've ever played basketball you'll know it helps to be reasonably tall — being anything over six feet (and five) gives you a distinct advantage. It isn't a matter of striding up to the basket and dropping the ball in. None of those frantic efforts to beat your gang and lay frame into what is an athletic sport.

Start with Sega's *Dunk Shot* and you cannot only join the big boys on the court, you can actually beat 'em down to size.

I don't normally like table top arcade games. I never find a table disconnected from the play. It's like going with *Chuck Stone*. I'm hoping if you're playing to the real end could plunge down into the court of any time.

Anyway, apart from that minor

gripe, *Dunk Shot* is Sega's most successful arcade basketball game, but no less when the skills have to be learned.

The playing area is bigger than the screen so the game allows fast and lofts. But you can learn an art on all where your player can not a god of their class. This is a story, but in the end and for that play it's a little different take your eye off the game and think if I landed to find that the opposition stepped through my defence and scored.

When you shoot make sure you land on one to the sound of the ball falling the size of the basket. It's never a mistake.

But the impending glory of *Dunk Shot* lies in the way players have up to get the ball, growing longer as they come to grips with it by force.

Dunk Shot makes a nice change from all the hard 'n' fast coin ops that's up games. A winner.



series of *SHARK* games. They grow more terrible on each level and takes many shots to kill. Wasting and changing its shape as well as its second growing small and finally they melt together. If you're not a fan of small replicates of real, such as the spawning yet you're a machine. This is when you really need your wits playing with you — the combined firepower is what it goes to be you're looking this real hard.

Alien Syndrome is played in the Coconut style, with one character's view, and so making a maze which might not be all directions.

Coconut leads from some more like it in the '80s with new holidays to recognize.

Again there are a number of games where you feel a part of the machine, this is the first time the character's and their relationship of a shoot 'em up has been transferred to another planet.

Alien Syndrome is a favorite.

Play it if you dare!



SCORE: 1
BEST PLAYER: 1



SCORE: 100

TOP TEN COIN-OPS OF THE MONTH

- | | |
|---------------------------|--------------|
| 1) <i>Out Run</i> | Sega |
| 2) <i>Flying Shark</i> | Taito |
| 3) <i>World Wars</i> | SNK |
| 4) <i>Rescue Saga</i> | Taito |
| 5) <i>Spy Hunter II</i> | Exidy/Midway |
| 6) <i>Blood Blaster</i> | Athen |
| 7) <i>Rolling Thunder</i> | Athen |
| 8) <i>Kick and Run</i> | Taito |
| 9) <i>Combat School</i> | Kawano |
| 10) <i>Exorstar</i> | Taito |

This list is compiled with the help of our reader in London's West End and is not necessarily the most accurate possible. Thanks to John Douglas of *Electronic*.

I.D.E.A.S. CENTRAL

All right you let — what's happened to all the hints, tips and pokes. Could it be that it's that dreaded time of the year when exams are looming or could it be that you are still dreading over my poster. Then again it could be that you are just too damn lazy. Well, whatever the excuse, I am not happy! Do you think I enjoy getting loads of letters saying "you never give any hints, etc for MY computer". What do you want me to do — make them up. So please, please inundate me with letters and I can pay you for info. Send them to me — Melissa Ravenstone, I.C.



NETHER EARTH

Settle down for some pretty complex help from Edward Hammet of *Ultimate*. If you can make head or tail of this let this be your chance to complete *Nether Earth*.

Build a few lightly armed, fast-moving robots to capture enemy factories. You will need no more than two or three such robots, equipped with cannon and nuclear or preferably anti-grav weapons units. Send one ahead and let the other to capture the nearby neutral factories. Taking manual control of the advanced robot, use it to capture neutral and enemy factories, as well as eliminating enemy robots. Once you've equipped enemy robots begin to appear take up a defensive position and try to hold off the onslaught for as long as possible. When the robot is finally

destroyed retreat to another, and with your diminished resources build better robots. The best war robots consist of an anti-grav propulsion unit armed with missiles, plasma and an electronic support module. Never compromise on the chassis, since the speed with which a robot can manoeuvre is an adversary's just as important as the strength of its weapon systems. Generally the larger the amount of resources yours spend on a robot the more cost effective it will be.

Order your robots to attack and destroy enemy robots. Advance and ambush the enemy robots

moving forward when a conventional gun appears. Group the entrance to Tera's Warehouse and hold it for 10 hours. During this crucial time, manually direct your robot in combat mode. When the first bot appears land on it and command more battle robots. Order about a third to capture enemy factories and the rest to destroy robots. Once retreat and manually guide out any robots stuck in the main line doorway by Tera's. Again build up many robots as your resources allow and order those to destroy enemy robots.

Once this section has been cleared take control of one of the foremost robots. Advance slowly, bring constantly and clear the area of enemy robots. They usually and hold the entrance to Tera's Warehouse and the first bot appears. Build more robots with the same orders as before. Now direct any attack robots through to Tera's. By now the program should control only a handful of robots. Build robots as before. But with the addition of nuclear bombs. Order the robots to seek and destroy the enemy robots. Advance and take control of a battle robot. Use this to eliminate the remaining Insignia robots. Now you have few choices. You can either use this robot to capture the final Insignia Warehouse or you can use a nuclear-equipped robot to incinerate it. The choice is yours!

GENERAL HINTS

Nuclear weapons — generally it is not worth using these to destroy enemy factories or factories. However, they are extremely useful for clearing obstructing walls, such as those on the approach to the warehouses. Build a small robot, such as those on the approach to the warehouse. Build a small robot, armed only with a bomb and advance on the obstruction. Repeat at robots at

least five miles, then manually detonate to destroy the wall.

Robot Combat — when manually controlling your robot use manual mode which will give you quick access to its weapons. In combat let your enemy come to you. Try to stay on the edges of the screen or behind full blocks to restrict the angles you can be attacked from. Try to deal with one enemy at a time and above all, don't bring into another robot a flood of fire.

CHAMELEON

Markus Walker, the programmer of *Chameleon*, sent these hints in for C+V's readers. The secret of playing the game is to learn the best alignment to combat each type of demon. Demons have intelligence and will dodge your shots if they can. To fire rapidly, hold the joystick below screen and keep jiggling the stick in the desired direction. When you collect the rube's demon will swarm at you, be prepared if you get hit. Instead of by a swarm of any demons and use a running wave of energy, stick and stay open until a suitable path demon comes along to give you more energy. As you get further into the game, the sky demons will all begin to demonstrate different super

powers. You will have to devise different tactics to destroy each. Watch out especially for the Blasted demons in the second water main. Align yourself to water and turn all the bubbles to sparklers to keep your energy topped up.

Getting like things — any energy lost through firing, slipping in ponds or colliding with demons can be topped fairly fast if an aligned path demon — Sparks if *Chameleon* is a signifier line — this turns the path demon to pure energy (a sparkler) and can be picked up by touching it.

Rules of the Elements — the destroy water and turns earth to fire. Earth blocks water, air follows air, and water destroys fire and turns air to water.

INTO THE EAGLE'S NEST

HELP



1st FLOOR



GROUND FLOOR

The game took David Harvey's mapping talents going the north a mile into the Eagle's Nest. Here are the first two levels with a few hints. As well as walking into doors, you can shoot them. The first-floor red, use his furnace and the boiler too. Only shoot the chest once, as there might be dynamite in it. Try to start/stop/commence and edge out gently — you can't move back them. To get the prisoner out of your way, shoot him in the direction you want to go. Look out for the red tea tins on 1C, next month.

Melvin Jones of South Yorkshire bought *Survive* for the Amstrad 484 and after a couple of days was terrified that whilst *Tarzan* can't get over the long piece of quick sand — even though there is a swing! Can anyone help before he walks up?

Another frustrated Amstrad owner is Malcolm C. Sullivan of London. His problem is with *Blowups in Gales* — he can't pass the gallery on the first level.

Peter Luong of Luton is a C18 owner who is having problems with *Aladdin*. He feels you don't have many lives and there are too many objects flying about. Anyone have any ideas for Peter. He would also like a poke for *Demol* at 25m.



GAUNTLET COMBAT TIPS

On the first level, ignore the exits to flow and right, as the first eight levels don't reward much if a problem and jumping to level eight will just waste valuable food and potions.

In general, keep your distance from the enemy. Don't fight hand-to-hand with Demons, Giants and Sorcerers. It may save some points but it rapidly depletes your health. Fight hand-to-hand with soldiers as they put up little resistance and are easily overcome.

Always destroy the generators before approaching the army. Only use potions or death if there is no other way. If there is more

than one death on the level, notice them for a particular section of the maze and use a potion. It is possible to hit across traps and exits in order to get what is on the opposite side. Remember, it is possible to shoot diagonally through gaps. It is also possible to destroy quite a few generators by standing on the same spot.

Don't carry too many keys as it is possible to become trapped, in which case you will have to wait for the walls to turn into exits. When you have collected the amount of invisibility, destroy as many generators as possible. The soldiers will not attack but ghosts speed around the screen

randomly — so be ready. Most is always indestructible but can be destroyed. Color marked 'red' is safe to drink, if it is marked 'blue' then shoot it as it is poisonous.

Boatmen load carefully — a mistake could result in the loss of a valuable potion.

Indestructible potions are yellow, normal potions are blue. If a potion is located in a treasure room then try and find it rather than the exit — it will prove more valuable.

In a one-player game, it is best to choose the wizard as he has the best magic power — capable of clearing the entire screen — and good shot power. The other

attributes can be collected. Don't collect all the treasure, some of it traps monsters or prevents their shots from hitting you, and can often be used to restrict the movement of death. If you start on a hard level with little food around, it is best to wait until the walls turn to exits — this way you lose less health. Be very careful when you are near locked doors, only open one at a time and clear whatever is behind it. Try to clear as much of the level as possible before attacking a trap.

Using this method, I (Blatney of Leeds) found it possible to score 9,999 health points, at which point it is almost impossible to die.

MAIN



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bestiaries, the same names keep cropping up. Basically, anything with the name of Alan Moore (Watchmen, Swamp Thing, Metal Men) or Frank Miller (Batman: The Dark Knight Returns) plus Chris Ware's *Acme Novelty Catalog* by the millions can't go wrong.

► **Watchmen**
► **Writer Alan Moore** has made *Watchmen*, this is the series he'd be remembered for. His

showed his ability to spin a thriller tale, to the point where he's recognized as one of the masters of horror in any medium. His early focus, though only three years old, concerned comic books. Buy this one, too! (July monthly.)

► **The God of Hell** James Alan Moore. A different tale, though, in the sense that it's a space novel. This is a sci-fi/daily life novel of an ordinary girl who's

fallen's heavenly lover. Buy this one, too! (July monthly.)

► **Book 20** (July monthly.)

► **Book 21** (July monthly.)

► **Book 22** (July monthly.)

► **Book 23** (July monthly.)

► **Book 24** (July monthly.)

► **Book 25** (July monthly.)

► **Book 26** (July monthly.)

► **Book 27** (July monthly.)

► **Book 28** (July monthly.)

► **Book 29** (July monthly.)

► **Book 30** (July monthly.)

fallen's heavenly lover. Buy this one, too! (July monthly.)

► **Book 31** (July monthly.)

► **Book 32** (July monthly.)

► **Book 33** (July monthly.)

► **Book 34** (July monthly.)

► **Book 35** (July monthly.)

► **Book 36** (July monthly.)

► **Book 37** (July monthly.)

► **Book 38** (July monthly.)

► **Book 39** (July monthly.)

► **Book 40** (July monthly.)

► **Book 41** (July monthly.)

► **Book 42** (July monthly.)

► **Book 43** (July monthly.)

► **Book 44** (July monthly.)

► **Book 45** (July monthly.)

► **Book 46** (July monthly.)

► **Book 47** (July monthly.)

► **Book 48** (July monthly.)

► **Book 49** (July monthly.)

► **Book 50** (July monthly.)



■ ALAN MOORE

showed his ability to spin a thriller tale, to the point where he's recognized as one of the masters of horror in any medium. Buy this one, too! (July monthly.)

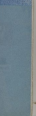
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Comix.

It, or for as I know, unique among comics in that it is firmly rooted in real events and moves along month by month of the same pace as real events. This event is the question one the American involvement in the Vietnam war. (approx 35p monthly)

■ Superman

Forget all your preconceptions about the first and greatest superhero of all. Writer/artist John Byrne — (w) X-Men, Alpha Flight and Fantastic Four fame — has given the Man of Steel a whole new, gritty realism look, basing him in a Metropolis that's much more like the real world. (40p monthly)

■ X-Men

Marvel's magnificent mutants, or the most original "family" in comics, X-Men is equal parts super-heros and soap opera — and owns its eight-year-plus at the top of the popularity charts to Chris Claremont's expertise at writing about adolescent problems (and saving the world). (40p monthly)

■ X-Factor

The original X-Men (Angel, Beast, Cyclops, Iceman, Marvel Girl) reunited! But not, on this occasion, rolled together by Professor X to battle Magneto's Evil Mutants.

This time they've teamed themselves into a task force dedicated to working out and training the mutants who hide their superpowers from a fearful society. X-Factor is closely interwoven with X-Men, as is the next title. (30p monthly)

■ Fantastic Four v. X-Men

This title and the one at one are free examples of the art of getting more money out of the same customer. That said, it's actually a valuable addition to the collection of any X-Menist or FF fan. Chris Claremont writes, John Byrne draws. (approx £3.10 per issue)

■ Classic X-Men

Another great marketing trick, if you can manage it. It is well people the same material twice. (approx 35p monthly)

■ Watch out for Philip's regular comics column coming to C + VG soon.

Competition

Fancy getting your face in the frame? Yap, you could become a comic book hero in our great US Gold Accolade comic competition. Thanks to the awesome and totally amazing technology available to C + VG thanks to the likes Corp's American Research Division we are able to put your face into a computer screen. Five winners will receive an exclusive framed high quality colour print of a "page" from the Comics game complete with your incredibly handsome face smiling out of it.

Now there's something to impress your friends with! If you are one of or five winners we'll ask you to send a picture of yourself — or if you're local to the C + VG office invite you in to have your picture taken by some other than our bossman Paul Daughton! Then your picture will be flown, via Concordia, to New York where Marshall will digitise you into a computer comic book. Then the resulting high quality print will be framed and flown back on a jet flight to London and mailed direct to your home! Talk about exclusive! Just answer these simple comic questions and your face could win a fight on Concordia. Normal C + VG rules apply and the closing date is July 14th.

C + VG ACCOLADE COMICS QUIZ

1. What was Spiderman's real name?
2. Name the call comic which features Judge Dredd.
3. Was the first comic here to star in a computer game of Rogue Trooper in Stripes or Dog or Superman or Batman?



The Game

Know what I want to be when I grow up? No, not an astronaut, or a rock star, what I want is to be a comic book hero! So how can I meet the lure of having a job at Marvel's Comics?

This is the FIRST interactive comic book. Steve Stone is your hero! After you, he's the hip, shrewd, daring, and just a bit of a smarty-pants.

The mission unfolds before your eyes as individual panels appear on screen. Each panel is one piece of the action, and there are six of them in each "page" — the bottom two scroll to the top after they are processed.

A number of things can happen in a panel. They might be an animated sequence to match the clues and information. Or perhaps you



dialogue going on between you and other people. The word balloons over your head change to match your actions or state of the moment.

Certain events force you to fight for that next panel, or to be more explicit — for your life! Suddenly you find yourself in one of eight action sequences, including missiles and bombs, hunting robots or sharks. You must overcome this "game within a game" before you can continue.

You can also make a wrong decision leading to violent results in the panel just as well.

Comix gives you two different stories to participate in. In one, you that rescue a not-so-mad scientist and his secret formulae from evil hands.

Comix will be released in the UK by US Gold for the C64. Prior to be announced, Accolade can be found at 28013 Stevens Creek Blvd, Cupertino, California 95014, USA.

C + VG ACCOLADE COMICS COMPETITION

Name _____

Address _____

My answers are:

1. _____

2. _____

3. _____

C+VG STAFF SEEN

After a few quiet months Elite explodes into action with *Cataball*, *Airwolf II* and the *Great Gaurymal*. Check out newbies from Gremlin, *Alien Evolution* and *Re-Bouncer* and take on the rampaging rodent, *Ninja Hamster* from CRL.



No nation is good nation, unless you're Mrs T, but the subject of Armageddon continues to fascinate games programmers. *ACTIVISION* are preparing to launch *HIGH FRONTIERS*, a simulation of President Reagan's favourite toy — the so-called Star Wars defense system. Written by ALAN STEEL, co-author of *Phoebe Europe*, *HIGH FRONTIERS* puts you in charge of the SDI system — its development and deployment. It's like a game of Risk with amazingly high stakes.

Spend cash to develop the system. Fight a war of words with the Soviet bloc, and make up your mind if YOU would press the button to start World War Three. But remember, in this game there can be no winners. One for strategy freaks this — it comes with a huge instruction booklet explaining the SDI version. *HIGH FRONTIERS* should be available in July for the C64 and Amstrad at £9.99 tape, £14.99 disc. The Spectrum version will cost £7.99.



Ello-ello! It's Ninja Hamster, the perfect antidote to tennis games, from CRL. The hero is a rampaging rodent who has to save the world from evil creatures like the monster Rat and The Lizard of Death!

It's a game that has to be seen to be believed — the Ninja Hamster has huge ham-fists and a



deadly flying kick. His adventures are equally dangerous — especially the next Lizard who used his tail as well as his fists to KO our ducky hero.

First version to hit the streets will be for the Spectrum, a snap at £7.99. C64 and Amstrad versions will follow. It's fun to play and great to look at.



Remember Gremlin's *Bouncer* or? Well get an eyeful of *Re-Bouncer*, its sequel. We're back in the 3D world of hexagonal slabs, collapsing floors, mystery bonuses and angry aliens. You must control your "tennis ball" through 18 levels of break-neck action. These pictures are from the Commodore version.



Anco continues its sporting games — others include *Winter Events* and *Summer Events* — with *International Events*, due out on the Spectrum (£7.95) and Amstrad (£8.95). Sports featured are hang-gliding, wind surfing, motor bike scrambling, cross country, water ski-jump and velodrome cycle race — that's where two can play simultaneously.





It's a good value for money or what? Three games for the price of one from C+VG's Software House of the Year Elite.

And they aren't just any old games either. You get a coin-up computer, the sequel to one of Elite's best sellers, plus an entirely original game of its own highly playable package.

We're talking about the arcade combat game **Great Gaurangs**, **Airwolf II** plus **3DC** on the Spacy and Amstrad and a new bouncing ball-type game called **Catball** on the ZX.



Great Gaurangs is a scrolling combat game in the *Ripper* mode — although the coin-up original appeared eight years ago. The computer version features large cartoon-style characters and lots of aerial conflict. **3DC** is an isometric probe adventure set underwater. Your diving-suited hero has to reload a lost submarine while battling creatures of the deep. **Airwolf II** features fast world-known helicopters on a new mission which sees a lot of *Indelcor* and *Menace*. An addictive shoot 'em up with lots of ear-bells.



Catball is another addictive and different offering. You guide four bouncing balls across various landscapes in a quest for lost balloons.

Soundly silly — but it's extremely playable. You can lose your balls — if you'll pardon the expression — one-by-one as you encounter different hazards.

Each game could be released as a full price game — but it's nice to see Elite thinking about your pocket and offering the bumper bundle as a completion.

All cassette versions of the game will set you back £9.95 while disk owners will have to fork out £14.95. In your shops in July.



Portuguese programmers **Maria** and **Rui Tiro** are the new names behind **Genesi's** *Alien Evolution* out this month at £4.99. It's set in the after-math of a nuclear holocaust where the earth's surface is a barren and hostile place, incapable of supporting human life. The survivors withdraw to underground complexes, and soon, after years of dedicated research, they have produced an android, **Cyborg 88**, who may prove the answer to their prayers.

The problem is that a race of unusual aliens has populated the earth and are less than keen to relinquish their newly found homeworld.

Alien Evolution is played from a 3D perspective, looking down at the planet, and features jumpers to zap you from area to area. Monochromatic graphics and full scrolling are also included.

Meanwhile, here's a look at **Genesi's** *The Final Matrix* out soon on Spectrum, Mid £7.99, and Amstrad (£9.99).

Novaid is a member of a friendly race called the **Biopians**, a mechanical people who are very friendly and fond of protecting.

During an outing hostile **Cyborgs** discovered a party of **Biopians**, and scattered them across the galaxy on their matrix network of space prisons. **Biopians** have delegated the rescue of their countrymen to **Novaid**.

It's impossible for **Novaid** to land his craft on the matrix, his only option is to actively land himself and relieve the hostages individually. **Novaid** has an added handicap — as we really know where each matrix is or even how many there are, his quest begins in a **Black** spaceship filled with the **Black's** most advanced navigational aid — the **Pentavision**. Using the display monitor, he can locate each matrix and manoeuvre his ship into the correct position to land.

Once on a matrix the lost beings? **Novaid** has to find the hostages and search back to his ship as quickly as possible.



STAFF SEEN
C+VG

Bouncy - Bouncy

Thing will go the wrong way of your heart as Thing springs back into action. Yes, Oxenard's called Oxenard is about to keep back into action in Thing Bounces Back. And we'll be right 50 copies of the game to give away to the winners of our heart the Oxenard game competition.

But first more about the game. Remember Thing on a heating? Well in Thing Bounces Back, Oxenard's called Oxenard is about to keep back into action in Thing Bounces Back. And we'll be right 50 copies of the game to give away to the winners of our heart the Oxenard game competition.

Thing must find the way to the factory complex in his search for answers to the way to the factory complex. Thing must find the way to the factory complex in his search for answers to the way to the factory complex. Thing must find the way to the factory complex in his search for answers to the way to the factory complex.



GAME COMPETITION

A	T	H	I	N	G	A	F	T	I	G
B	C	D	E	N	B	O	Z	R	L	A
E	K	R	A	K	O	U	T	A	E	R
A	W	F	L	O	U	N	D	I	A	R
V	A	C	Q	H	N	O	I	L	V	K
E	L	O	R	S	C	U	D	B	O	R
N	K	N	A	I	E	T	V	L	P	A
G	E	V	I	N	S	C	Z	A	X	O
E	R	O	D	V	B	V	C	Z	I	N
R	L	Y	E	S	A	P	N	E	L	Q
L	M	E	R	B	C	N	D	R	E	U
P	E	M	H	S	K	S	H	A	G	Y

Name: _____

Address: _____

Postcode: _____

Telephone: _____

Age: _____



Become the **WIZARD** and conquer the Colour Creatures; Stir the spell and zoom around the planets in your space transporter.

WIZBALL



WIZBALL . . . a fascinating new game, packed with stunning graphics and thrilling action.

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► MESSAGES: AMIGA
► SYSTEMS: DOS/MAC/PC
► PRICE: \$49.95
► VERSION: 1.00/1.01/1.02
► SUPPORT: C&EG

SINBAD

Sinbad is the master Amiga edition to the Cinemascope range, from the people who brought you Defender of the Crown.

The game was not programmed to exactly fit the same people though, and it's easy to see. Well, enough of this, here's the plot.

One day the Princess Lilliana, a very pretty young lady, was about to give her father his early morning call, when she discovered something strange.

The Caliph had been transformed by some evil, evil, evil, sort of a POW. OK, we get the message — OK into a jargon.

And so the people would not be ruled by a feathered king, things looked bleak.

Caliph was succeeded by the Princess, so she if he could shed some light on this unfortunate state of affairs.

After much consultation Sinbad takes the Princess and her brother on a voyage seeking the answer to this riddle.

Sinbad first visits The Shamans, a very nice god-like man telling about the only person skilled in the art of turning babies into people. Very handy.

He says that to release the Caliph, Sinbad must collect three eyes from three castles, and the wing of a demon.

Well being the things you find in the local supermarket, this is going to be tough!

Sinbad can ask various point-to-point, and/or confusing information together, to can try to understand the Shamans' needs.

Now find out the locations of the castles by questioning the Caliph's ex-wife, Lilliana. She has knowledge of the black arts,

as used in Babylon, you can easily move Sinbad throughout this magical world of castles and gnomes. A joystick is also required for the action sequences!

Wizard fighting is the best, and it just goes to show what the Amiga can do. As you slash your opponent across the ribs, you get a magical orb of pain, and blood flies everywhere. (Great stuff)

The rest of the game is mostly text, but is well written and often amusing. I particularly liked the lot about cages made of snake's teeth!

While travelling about, you have the option of viewing these screens. These are:

The World — A map of Sinbad's world, which you analyse with a magnifying glass

The Sabaratus is now hopelessly grounded on Ritchie Reef.



you, but you only get the customarily three wishes.

So far this all sounds impressive, but what about graphics and sound. Well, the graphics are not so usual Amiga standard, but they are quite colourful. At certain points in the game, it gets really bloody, and I don't understand this at all.

The lowest resolution is 640x480, which is the highest on the M, so why the slowness.

The sound, however, is totally different. It sounds like a 16-bit digital recording. The graphics are perfect, and the sound effects are fabulous. I particularly liked the music when you get captured, real heavy.

As the plot is pretty, the sound is amazing, and the control is easy as pie, but that doesn't make a good game. Playability is there, but the game is a bit slow.

I finished the game after five to six goes, and got to live happily ever after with the Princess. It turns out that it was Lilliana who assaulted the Caliph's appearance, but I know it all along.

Well, although not as good as Defender of the Crown.

Oh, yes Minterops quote the word 'Adult entertainment' more than once in the instructions. As this rating applies to Sinbad, does this mean we will be seeing 'X' cert Cinemascope products.

We live in hope...

- GRAPHICS 9
- SOUND 10
- VALUE 9
- PLAYABILITY 10

I will grant them I willban, **WIZARD**
WIZARD **WIZARD** **WIZARD** **WIZARD**
 On back to your lamp! I will summon you later.



and can help you. Lilliana is not very evil. She will try to seduce you, and although you will enjoy it, it pays to be careful. But, having said that, you'll find some wonderful graphic sequences! But using pull down menus.

— a mouse touch — to find your way about.
 The City — This screen shows the four glass, which displays the time table, and also the

amount of goods collected. Each screen must be used at least once, and you must also locate the Caliph's three in-feriending Demons, the only to the ship.

When you travel about the oceans, you may come across a shipwreck, another action screen. This enables you steering around rocks, and picking up survivors, who shout 'Thank!' in a muffled, slightly noisy voice.

If you hit a rock, the game is over, and so begins the tale of Sinbad's underwater adventures.

Well, it's worth making once, just to see death stalked by the cinema camera, anyone is hard.

Also, there are random features in the game, such as the ABC. This mythical creature will snatch your members for his dinner quite unexpectedly. While you sleep things happen to you, well there's a game for you, well there's a game.

When found he will help

- **AVAILABLE OPERATIONS:** AMERICA (200-877-8888)
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Some reports claim that operations. However, it's up to you to decide what you're doing. You're going out there under cover and you're on it.

Hold her steady... FIRE! ... and another goal to meet Don Jones.

That could have been a scene from a John Wayne epic, but it was actually a true experience from Silent Service.

What's the Silent Service? Well it's what the Americans used to call the people who fought in submarines, those countless old sea dogs who went up against the Japanese navy.

And, it's also the name of this truly wonderful simulation game. In these days of laser war, the American war machine was people. The simulation enables the player to become a WWII US Sub Com, and to fight some of the deadly battles that were on at that time.

Unlike most simulations I've come across, SS is very easy to operate. It is user-oriented, and although very complex, it explained very clearly in the

accompanying documentation.

When you start, you can choose what sort of thing you'd like to try. I tried a Targeted patrol. Enemy submarines and the main con, the Pelican. Each section is well presented and can be made extremely difficult, depending on the reality levels. The reality levels are just one of the special features making the game very dynamic indeed. But what do they do? Well, one of the options is visibility. Another, the Targeted.

If you set visibility to limited, you can only see enemy targets in your area. This is more realistic than knowing where they are all the time, and so for dual-targeted it speaks for itself.

Once you've completed several Conruns, you should attempt a war patrol. This involves following one of the accompanying maps, and fulfilling the tasks for Japanese war fleets.

The maps are what set this apart from other types of enemy craft, and they also enhance the excitement.

When playing the game, you use various characteristics screens, which consist of a periscope, maps, a screen, a dial and a gauge.



screen, a dial and a gauge. The periscope is the best important view, but when you're without a periscope.

Once you've found the enemy, you will wish to give him an early retirement. When he is in range you can do this with either Torpedoes, the main weapon, or a four-inch deck gun which is used for destroying

already damaged craft.

Silent Service is extremely playable and fun, whilst giving an accurate account of submarine warfare, a must for every simulation addict.

Conclude, another excellent simulation, is being converted at this time into an IBM PC version.

- **GRAPHICS:** 3D
- **SOUND:** 16 BIT
- **USABILITY:** 100%
- **PLAYABILITY:** 100%



HACKER

- **AVAILABLE AMERICA:** 200-877-8888
- **LAUNCH AND MONITORING:** 1-800-333-3333
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- **OPERATIONS FOR THE AMERICAS:** 200-877-8888

The Hacker series just goes to show what I've always said about Paria, they can do anything by themselves.

Once again, the amazing "know it all" American CIA find your help, and you're out in another year, in jail.

This time, they interrupt you when you're browsing through the latest on-line systems chart, and beg you to help them.

It seems the Russians haven't, equipped have some kind of robotic chart contains the stuff that brings countries, words and galaxies to their knees.

On seeing the papers are provided in a maximum security building in Siberia, which isn't the world's hottest tourist spot.

Using a US satellite, you can get into the complex with your mic, and consequently control a brand which the Americans have managed to sneak in.

Using your mic, you have managed to tap into a security camera, and you are able to see this to look around. There are other cameras around, but you have to control every one.

But you may just miss signals, and you a pre-recorded tape card there, so you can step in from without being squeaked on.

Doing this takes care, and you must watch the camera signal time with the video exactly, otherwise you will be detected.

When you are detected, the Russians send out a thing called the "Vandalizer". You have probably guessed what this does. Well it does it in a most spectacular way, smashing your MWI over the head. The board which has a great, instant out.

So, we've got four displays on the screen, three cameras, and the fourth is the TSS. This

is your guidance around the complex, and when you move it, it moves along as well, simple.

You are told that the papers are in a vault, which you will be able to find pretty quickly. However, you must first get the combination. This is in four or five parts, and each part is in a coded filing cabinet somewhere in the building.

You are given the code for one of the cabinets, and must work out the rest for yourself. All this sounds pretty simple for the 400-millioned hacker.

So to make life more enjoyable, there are messages which pop up every once in a while.

These range from "Camera detection lost", which means you can't tell where the moving camera are around the building, to "4-bit detection lost", meaning

complete loss of your guidance systems. So much for American

monologues.

And that's about it, gameplay-wise. Just find the combination, open the vault, and choose the right papers to get home. But it's damn hard knowing to do it.

The graphics are nicely done, with color and graphics shining on the little TV monitors, although their display is black and white.

All in all a good game, but nothing special. Computer hackers should love it though.

- **GRAPHICS:** 3D
- **SOUND:** 16 BIT
- **USABILITY:** 100%
- **PLAYABILITY:** 100%



AMIGA
SPECIAL

AMIGA NEWS

Hi, and welcome to the latest C+VG look at the currently growing world of 16-bit Personal computers. We've already looked at the ST market, and have come to the conclusion that these machines are fantastic. Now it's the turn of the Commodore Amiga.

The Amiga's created a lot of interest and excitement since its launch in 1985. In the next few pages we're covering the latest new packages to appear.

▲ Tell me how you feel! Outlook! That's going to be the reaction of some existing Amiga owners now they've heard about Commodore's

latest brainwave, the new Amiga. Commodore are introducing two new Amiga this year, the A300 and the A2000.

billed as "The Ultimate Home Main", the A300 machine is a cheaper Amiga, and about time too. The price I paid for my A1000 was a lot



● Amiga A300

ARCADEN



MACMAX - THE FIGHTER AND ALSO GET MANY
OTHER FEATURES OF THE NEW AND NEW
IN THE AMIGA ARE COME TO THE AMIGA RANGE
OF COMBAT AND COURT AND SHOOTING
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SEE YOUR NEAREST
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FOR THE LATEST NEWS ON
MACMAX - TELE 0185 5776

ARMY



and
BLAST

Imagine
the name
of the game

step, but I'm glad to see that other people will soon be joining the Amiga ranks.

The A500 will sell for around \$570. This machine will have 512k of RAM, (expandable to one megabyte) a built-in double-sided 800k disk drive, and it will also feature Kickstart on ROM.

Inside the A500 you have exactly the same stuff as the A1000, except the chips maybe a different shape. This is

because they have dropped the 'Proper Computer' look in order to make the A500 look like a C128. This is one feature which I don't like for one reason — the ports.

The ports on the A500 are in different places to those on the A1000, which means some peripherals already available will not fit it, this is a great worry for new A500 and existing A1000 owners, like me.

The problem for the existing Amiga owner is that if the A500 catches on, any new add-ons will be built with this in mind, not the A1000. This is immensely irritating as Amiga were not exactly cheap when we bought them.

The problem for A500 owners will be whether or not the hardware people will re-design their existing products to fit A500, another worrying problem.

The other new Amiga is the A3000, which comes with all the same graphics, sound and stuff as the other two, but it has a couple of new interfaces and an 'open architecture'.

This means that you can plug in various boards, one of which enables it to emulate a IBM PC.

The A3000 has more memory than the others, it comes with one megabyte as standard. This is mainly for the fact that this is a business machine, and you need lots of RAM. This can be expanded to a huge five megabytes.

The machine also comes with the usual double-sided 800k drive, but it has room in the body for more drives.

So with all this being touched, there must be an Amiga for you. There should be about 300-400 titles available when the A500 hits store, more than enough to choose from. As for the A3000, it's already in the shops, selling for £1,250.

continued on page 174



• Amiga A2000

MASTERS



ABOUT MOVIES — YOU CAN USE ONE OF THE LATEST 8-BIT MICRO PROCESSORS TO PROGRAM A REMOVABLE MEDIUM. YOU'LL FIND OUT HOW TO WRITE, STORE AND RECALL DATA TO AND FROM DISK. YOU'LL ALSO LEARN HOW TO USE THE AMIGA'S POWERFUL GRAPHICS TO CREATE AND DISPLAY MOVIES. IT'S ALL HERE IN THIS EASY-TO-USE BOOK. **ABOUT MOVIES** — YOU'LL FIND OUT HOW TO WRITE AND RECALL DATA TO AND FROM DISK.



AMIGANOW — THE ULTIMATE REFERENCE GUIDE FOR OWNERS OF ONE OF THE MOST ADVANCED ARCHITECTURES EVER BUILT. THIS IS THE ORIGINAL, COMPLETE GUIDE TO THE ORIGINAL, WITH SAMPLES, AND PLANS FOR THE ORIGINAL AMIGA. IT'S THE ORIGINAL. **AMIGANOW** — THE ORIGINAL. **AMIGANOW** — THE ORIGINAL.



Micro MASTERS

AMIGA NEWS

■ **Deja Vu** turned a lot of heads when it first appeared for the Macintosh, but hasn't its adoption on the Amiga is fantastic. You're a detective who has lost his memory and has to find out what is going on in the 1930s world of American gangsters and corruption. Wonder what's behind that chair in the dirty apartment building? Don't hope in a question or try to obscure clues, drawn on the screen — use the mouse to move the chair and look behind it. **Deja Vu** makes full use of colour and sound to enhance atmosphere. This combines with graphic realism to turn what could have been a run of the mill static adventures with grainy pictures into a real quest.

■ **Discovery!** This is an entertaining game despite being based on the two old ideas — platform games and Pac-Man. You control a mole, or female earthling, a robot or an alien aboard a cargo ship that has lost an accident. Its contents of alien-planet has escaped and are running amok through the ship. All power is down so these little suckers have stolen the energy crystals and hidden them. You search throughout the ship, recovering crystals while avoiding the zoo-on-the-loose and their deadly energy draining touch. Only then can you refuel the ship and continue on your journey. Excellent animation, great colours and depth add to the feeling or realism. There are also neat sound effects. But what's there to make this more of a challenge? How about locked doors that need a correct answer to let you through? Speed and reflexes aren't enough. Knowledge of *The Twilight Zone*, comics, people and places are of vital.

■ **Electronic Art's Deluxepaint** was a dream come true for word-by-enthus. Now takes all this power and add so many features that you can't list them all. The result? **Delpaint II**. Home-o features. Zoom! How about a variable zoom

resolving dwarf? Or a "Fill" mode that turns the image into an unchangeable background that can be drawn over without actually being changed. Then there's **Stencil**, which places drawings in front of, or behind objects. Four different colour cycles for animation effects meld with variable image size; increase the "image" to go past the screen, or eliminate borders when transferring to videotape. Turn a picture into a 3D perspective by setting coordinates and then simply clicking the mouse. Convert circles into spheres or pick up any odd shaped object and leave the background behind. And much, much more!

■ Using icons makes for an easy time but one of the most powerful features of the Amiga is the **Command Line Interface**, or CLI. This programs both abstract and extremely accurate control over every aspect of the operating system using keyboard commands. CLI, however, is not easy to use but **Zing!** is. **Zing!** from Meridian Software creates a friendly space between the user and CLI in the form of "Hot Keys" which can access specific functions.

■ **New Tech's Digit View Video Digitizer** takes the worry and complications out of transferring real images onto the computer screen. Used for C+VG's *Space Camp* feature (January 1987), the unit attaches to the parallel port and also to a black and white video camera. The camera then takes three pictures of the object to be digitized — one each through a red, green and blue filter. Software combines these into one colour picture which can be modified.

■ Another way to get it with Commodore's **Genlock**. This attaches to the RGB port of the Amiga and displays a real time black and white or colour picture of any incoming source connected to it, VCR, television and the like. The incoming image replaces the background colour and allows the overlay of computer images. Of course, the onscreen image can be altered.

or well as ported back out to another source. An exciting range of effects become possible, from real time movement with graphics on top to animation-taking place in front of video settings and landscapes. The **Genlock** is fully provided, with an RGB out port, a composite Video Out port, four inputs for audio and two output.

■ **RAM** so many things going on, additional memory becomes vital. One way to get a bit more comes free when you install the **Kickstart Eliminator Kit**, from CMI. These are a set of ROM chips which must be soldered onto the Amiga's motherboard. This can be a bit tricky, so best have it done by someone competent if you have any fears. But consider what you get once that's done. First, you now have no need to boot up the Kickstart disk, because all that 1.2 information is now going to go within seconds of turning on the computer. Plus the 20K of special RAM used only for Kickstart is now free and available. But if you want a good chunk of RAM, then try the **Allegro 8 RAM** board from Access Software. The unit comes standard with 512K, and can handle an additional two megabytes. It easily attaches to the side with two screws in a few seconds (through the expansion slot), and even derives its power from the computer.

■ Sound is something not to ignore. The Amiga can play great digital effects, and you can create them with **Applied Vision's Future Sound**. 15 digitise sound sensibly and easily. The device is scarcely bigger than a paperback book, yet it manages to include a microphone input, the sampling device, an audio-in jack and volume control (a microphone is also included). The program displays a large screen which shows the image of the sound being sampled, and the image can be enlarged, segmented and classified as well. Four voices are under independent control, and the sound rate is

adjustable.

■ An excellent companion to **DPS** is **Digit-Point** from New Tek. This is the first drawing program that takes advantage of **Field and Intensity (FMI)**. This special mode permits a palette of 4,096 colours to be on the screen simultaneously, and enables images to become extraordinary. **Digit-point** can take a 32 colour **Palette Paint 2** image and add to its range of colours, creating greater texture and depth.

Production Information:

ALLEGRA 8 RAM UPGRADE:
Access Software
471 Aldo Avenue
Scotts Clow, California 95054

AMIGA A2000/A3000 GENLOCK:
Commodore Business Machines
1200 Wilson Drive
Westchester, Pennsylvania 19380.

DEJA VU:
Meridian
3444 Dunbar Road
Northbrook, Illinois 60062

DELUXEPAIN II:
Electronic Arts
1820 Gateway Drive
San Mateo, California 94404
Retail for \$99.00

DISCOVERY/TREVA:
MicroIllusions Software
P.O. Box 3475
Granada Hills, California 91344

FUTURE SOUND:
Applied Vision
1 Kendall Square,
Suite 3200
Cambridge, Massachusetts 02139

KICKSTART ELIMINATOR:
CMI Creative Microsystems
10110 SW Meridian #81
Tigard, Oregon 97223

ZING!
Meridian Software
P.O. Box 899428
Houston, Texas
77289-0428

Money off PCW show tickets!



Christmas — and you'll get to see the C-VG team and get a chance to enter our great Arcade Championship Challenge. Be there or be square! Remember you have to have ONE token per ticket.

Here's another great exclusive C-VG offer! You can get 50p off a ticket to the Personal Computer World Show, being held at Olympia, London on September 23-27 if you rush this special token, together with the coupon to the organisers right away! Send your cheque or postal order for £2.50 the token and coupon to the PCW Ticket Office, 11 Manchester Square, London W1M 5AB. The PCW Show is the place where software companies traditionally show off their new games in preparation for

C-VG/PCW SHOW TICKET OFFER

Name _____
 Address _____
 I enclose a cheque/postal order made payable to Montbuild Ltd PCW '87 for
 £ _____ plus _____ tokens

COMMODORE + SPECTRUM

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CLIM is a powerful word processing package for Commodore 64 and Spectrum. It offers a wide range of features including text formatting, mail merging, and a powerful search and replace facility. It is easy to learn and use, and is a must-have for anyone who works with text.

CLIM EACH

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Write to: Montbuild Ltd
 11 Manchester Square
 London W1M 5AB
 Tel: 01-253 4000

SEND MAIL ORDER TO

Montbuild Ltd
 11 Manchester Square, London W1M 5AB
 Tel: 01-253 4000

Bored waiting for the next Indiana Jones movie? Never fear, the computer game is here! Now you can replay all your favorite moments inside the Temple of Doom thanks to the new coin-up conversion on the way from US Gold. Let's take a sneak peek inside the temple to see how old Indy is talking to his new role as computer hero . . .

Just how do you squeeze a mega-machine like the Indiana Jones coin-up into a teeny-tweeny home computer like the Spectrum or Commodore?

How do you get all the



colorful action and excitement of the original arcade machine into the (usually) necessary of our favorite entertainment systems?

Well, you start by playing the game. Yup, it's that simple. You get hold of the original machine and play it until you know every last little trick it can throw at you. Then you do it all over again!

Then the blood, sweat and tears start as the programmers sit down to work out the code and graphic designers rip their hair out trying to make a Spectrum look like an arcade machine.



The arcade machine mine sequence.

Indiana

They all know that if they get it wrong, they will face the anger of games addicts like you, and a whole load of bad reviews in magazines like C+VG.

It often takes months for programmers to produce code that reproduces what you see in the arcade. Forgone are a relatively new development team rapidly making a name for themselves with projects like Indiana Jones for US Gold.

Head man Charles Cook oversees John Price, Spectrum and Amstrad, Chris Branning, C64, Donald Campbell, Atari ST and graphics whizzkid Tobi Raskel. This is the brain of the Indiana Jones team.

After a brief playtest of the game at their London HQ we at C+VG reckon you're in for a bit of a treat — especially if you're the owner of an Atari ST. Indiana Jones could just be the most playable ST game released to date. Big words? Well, just wait and see.

The game is set inside the Temple of Doom, the labyrinthine underground complex ruled by evil Mola Ram.

You'll remember that the climax of the movie takes place here as Indy attempts to rescue three children from Mola Ram and the nasty Thuggo bunchies.

There's a fight through gin-croffs, a desperate ride on

a mine-railway and a battle in the temple itself. All this and more has been packed into the arcade and computer games.

Armed only with his trusty whip, Indy has to rescue five slave children, smashing the backs of their cages with a well aimed crack of the whip.

That whip comes in useful hearing off the nasty Thuggo guards. If you're good enough you can hit them over the edge of a cliff. Otherwise your mob-r-like weapon simply stuns them for a while.

The children are locked in individual cages hidden in the various levels of the mine sequence. This is the first stage of the game. And Indy has to negotiate rickety wooden ladders and rock strewn narrow pathways.

Big piles of skulls and skulls with the whip for extra points.

Make it through the mine and you're all set for the mad roller coaster ride on the mine cart.

Chased by a mad bunch of Thuggo guards in a second cart you must take ALL the right turnings. Make a wrong move and the cart will end up in the chaffing — and you truly will meet your doom in the temple.

Manoeuvre your cart so the Thuggo's end up in front of you and you can have a crack at them with your whip. But watch your back if they are



Atari ST graphics.

A Jones preview

behind you — they are armed and dangerous.

Reach the end of the line and you come to the Temple itself where Indy has to grab the mysterious Sankara stone hidden beneath the monstrous statue of the god Kull. This activates the pit doors and our hero can escape. To what?

To do the same thing all over again, that's what. To complete the game you have to play the White Snake and Mole Man Temple sequences three times before you reach the final challenging screen.

Remember the bridge sequence from the movie where Indy has to fight off hundreds of Thuggos on a rickety rope bridge suspended over a deep, deep chasm?

Well, that's what you get here. Fight your way across the bridge — loading off the final assault from Mole Man, and you can consider yourself a REAL hero.

Charles and his team at Parasoft set out to bring you an entertaining and accurate representation of the original arcade game. We reckon they've done just that.

Indiana Jones and the Temple of Doom should be in your favorite software store next month. Go for it!



Indy saves a Spectrum slave.



Mole Man attacks inside the Temple.



Indy with ST snake.



Indy saves an ST slave.

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Royal Country Club - the great Blue Pointe where there's almost as much water as grass to overcome.



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- Course Editor allows you to arrange any of the holes from all four courses to form your own personal 18 hole golf course. (Only Advanced Turbo 192 pin hole), traps and rough.
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ACCESS

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In honor of the outstanding excellence of this, the ultimate golf game, E.C.S. Gold have organized a competition to find the European Computer Golf Champion of 1983. In every World Class Leaderboard game there is a scoreboard. Practice your skills, test your courage and then play your final round on the Ultimate course - The Gauntlet. Record your best score, have it certified by an independent witness and send it to E.C.S. Gold, Previa, Barcelona and Macintosh - there's a prize for each.

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U.S. Golf proudly presents the first challenge in the Leaderboard series... World Class Leaderboard - the ultimate test of your skill and judgement, the unparalleled successor to Leaderboard and Leaderboard Extension. Now you have the opportunity to play the same courses that have challenged golf's greatest legends, three times and choose 10 hole golf courses in which each hole is automatically repositioned for distance, traps, trees and water hazards.

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 Amstrad a full set of Callaway golf clubs - a superb asset to improving your game.
 Saving 10 free golf lessons with the "teaching professional" of your local golf club.
 When all orders have been received - closing date 31st September 1987 - the top four players of each level will be called to a court of honour to play off for the title of Supreme Computer Golf Champion 1987 and receive their trophies and prizes.



U.S. Golf Ltd, Suite 101 Station Way, Welton, Lincolnshire LN 24X. Tel: 031 204 1446.

Mailbag.

He's big, he's bold, he doesn't care who he upsets. He's Conan the Librarian, a musclebound hero who crawled out from behind the skirting board in C+VG's offices and demanded to write the replies to your letters. And who are we to argue with someone with a six-foot long haircutter? So it's over to our new barbarian buddy!

■ I was interested to read the letter concerning compilation games. Here are my points on the subject. Being unemployed and over the age of 30, I have only a few video budget games as compilations. I own a CD-ROM and am able to use my computer. What I would like to see thought, in the way of compilations, is software companies releasing games of a year or two years old. I know I have missed lots of good games only having a machine to play a year, and I would like to get some of the old classics. But each I cannot find them in the shops. Sites only seem to stock the latest titles or those of two or three months old. If you could persuade companies to release older games on compilations, I for one would be very happy. This also gets over the problem of buying second-hand games on compilations. Many thanks
Bradford

■ ... and with you *Wanted Good Luck* with the job hunting.

■ I am writing congratulatory (I'm on their excellent service concerning your free-games offer when subscribing to C+VG). I am off my video-cassette collecting kit and said that my game of my choice was *Star Wars*. After about two months I had received nothing but the magazines, so I wrote to you asking what had been wrong of the game. Very shortly afterwards I got a letter from you saying that you had put the matter in Bill's hands.

Only a few days later Commodore arrived in the post with a note saying that the *Star Wars* was to be released in the summer and that it would be sent to me then. So I'll have taken the liberty of downloading the game. Commodore's offer of charge-free copies to the summer release date of *Star Wars*. As you can imagine I was

very pleased to find that it would be getting the excellent games for nothing rather than cost.

I would like like other people's faces of the superb version of *Star Wars*.
Cheshire

■ **Conan the Librarian** it's not my people who can get something for less, from 'Quality Street' at £10.

■ You probably won't get the letter that I set it may be well stop right here. That!
Andrew Blair
Glasgow

■ **Conan the Librarian** we think you at your word. Right as Andrew (his).

■ As a reader of C+VG, I regard you as a publisher of interesting articles and reviews on computer games and related topics. What do you think about any other sites relevant to "tech stuff" LP reviews in your new "music magazine" column. There must feature music that review something new and original and not the outdated metal stuff. If you can't do that, then please leave the reviews to the specialised music papers. Besides that you've got a great track. Keep up the good work.
Steve Colford

■ **Conan the Librarian** anyone out there got any suggestions on what music to feature?

■ I've never had a chance to write to you before so I've found your magazine excellent ever since the first issue.

But, what I would like to see the next month's issue in the index is computer 'great' a review on computer music. Maybe a program or two to type in, but what's this music page all about then? I read absolutely nothing. I look if it's available to read about heavy rock, I get an amazing amount of what's what's. Anyway, your computer magazine is a really excellent mag.

A complete waste of a page if you ask me, but strongly about this. DON'T DO it again please. Don't spoil a great magazine.
Jon Marley
Birmingham

■ **Conan the Librarian** no apologies. Personally I think that alien hunting and land farming have a lot in common ...

Write and tell us what you think. To hang on not to hang, that is the question.

■ I am an arcade addict. You are mostly from home computers.
Peter Chan
Leeds

■ **Conan the Librarian** had to put you short — immediate thought is "are you still are you writing to us now?" It's a tough world, Peter ...

■ I am writing reply to 'Asterix' letter in the April issue of your magazine.

I have repeatedly read in the mailing pages the "young readers" — I see you called them "young" but I don't think that night is suitable age!

I believe that the light-hearted approach of C+VG is a good approach to both the young and the old. Its some about the "young" age only said "Men who have no sense of humour" age before "laughter" (probably etc).

As to the argument about Microsoft, even if some of your advertisers are called "Peters" all have the right to be given the benefit of the doubt. Besides, it would be impossible to check of the hundreds of applicants wishing to advertise.

I would be most glad to see the return of a further letter from "Bastard" (the Atari ads). I hope, as in the future you get a more "balanced" (being approach to) computing.

Complaining C+VG — you're doing a great job!
Stephen Barford
Derbyshire

■ **Conan the Librarian** reply to one letter's a while, but to come to become a "librarian" ... but don't let anyone call you. It's more than the job's worth!

■ Please write through your

worded magazine editor all your readers about a spectrum club that's just for them. It's called the computer Games Club. One of the success of our 20th birthday year is the big selling rate well, we have decided to start a Spectrum club for £5, £10 and £20.

You can see membership for which has for one whole year and for that you will receive three copies which contains three great games of your choice, plus a newsletter, four club magazines throughout the year and the chance to communicate with other Spectrum owners all round the world.

The newsletter will contain all the latest news about the software world scene news, reviews, playing tips, games, competitions, tips on games, short letters, puzzles, prizes, etc. It matters would like full details about the Spectrum club then write to me at the address below and state which club you are interested in.
Steve Crocker
Computer Games Club
24 Avenue Green Rd
Chesham
Buckinghamshire
HP8 4JH

■ **Conan the Librarian** that's enough letters. I believe this is what they call the advertising.

■ I think your magazine is pretty good, and when I live it is also very popular and very difficult to get a copy of. When I do obtain a copy however, I usually return it immediately, but I do have a few minor complaints to make.

1. Your computerists usually back me up. In the letter I has a copy the computerists are all well liked which makes it impossible to critic.

2. The mailing pages is pathetic, all it seems to be is a few pages of ads for various readers to about six letters and to see a few cars with the stupid little TV.

3. In the November issue I had the 20th birthday year written by Tim. Tell this Tim that unless he stops pulling rank and the rest of you readers that you're going to the press. Tell them to stop some

reviews from the fictionists. Only as well if I can't think about it. Last, I'm pretty old now. I've been reading only by Gary Larson today's books are best?

That's about all I can think about in hours about at the present time in this life. I'm VG and I'm sitting off from down under.
Catherine
New Zealand

● **You've written hands down!** Call!

I am writing to thank you and US Gold for the absolutely and tremendously and fantastically and extremely amazingly brilliant reviews of the software that I have completely fascinated me when I arrived with C+VG and US Gold representatives. I believe I've been

well I could remember the great amount of the "Yipes" and I've already done that. So, I'll just grab my copy of C+VG and stare at my picture in your period ads. In fact, I have been had the back to with a computer of the internet magazine itself. It is to see and as I feel mighty shocked at the outcome. The thing that makes it even more amazing is the fact that I won a BBS machine from a BBSI magazine. It is probably not the best work of the top of my list and I hope I don't have to give it up for my own good.

Ray Jones
Cairo, Egypt

I believe you and read your magazine. It's just the best for you like me. I love game books. I have got a few copies for you.

I had I want to be a writer. So that I don't have to go to the office and read that in the office. So that I don't have to go to the office and read that in the office. So that I don't have to go to the office and read that in the office.

Three years — you are a magazine for a computer game, and you do like good games, but I've never read before about the Mega Mouse System. I have had this one for four months and it is the best game computer I have ever

the reviews are really good and so to the reader, who doesn't care about this computer. I don't know if the author is the author.

You sound like you are in need of a C+VG subscription, Bam. Imagine the world's greatest computer games mag flooding through the letter box every month. No more disappointment. No more tears. It will cost you £18.95 per year for 12 months. Just write to: E-MC's circulation department at our 1 London address and make sure your cheque is payable to Computer and Video Games magazine. We are trying to improve our Atari II coverage. Hmmm. We've got a new review. Jerry's had to check them out. The Sega book has been released in the United Kingdom yet. Well. When it is out I'll be reviewing the game for it.

I think your mag is brilliant! I also think you should put the new Fat pages in more often as it is a great idea.

I read in a recent issue that Capcom is available for the Atari Cosmos. Is this true? If yes, what will it cost me (per issue in pounds)? Please put me up of my money and answer these questions.
Shane-Cramer
Os Duhrin

Conan the Librarian: The Atari BBSI. Conan's not to be out until sometime "in the summer," according to a recent issue of MicroPro's. No news on the cost yet. It should be worth waiting for, though.

I have also done 1 Atari BBSI user from US Gold and I am wondering why you at C+VG never review BBSI games. Oh, you might mention in the review that there is and BBSI review about that or the BBSI review the world's greatest book. MEX.

The new user and BBSI at C+VG? It is so hard to find a plug on it if it does have a plug on it. I do know how to write them? I would gladly teach him some and MEX, where the most important thing being here to see these letters. I hope you can help me with this.

cartridges are being made and these will be reviewed. It's a pity they're not out for the other machines, as cartridges are indeed not any other form — which is probably your reason for not reviewing them.

Well, there is always Tony Takahashi on the back cover who writes a Games cartridge column to me. Please answer the letters, or decline to answer to them? I'd be interested.

Conan the Librarian: Yes we have got an MSX. We have got an MSX review, and it has had through this issue you'll find MSX reviews. So there's no need to write to Japan.

I think you might have some coverage of computers such as the Atari or they did not a million at Christmas. Are you going to publish all the MicroPro's you get for us sometimes I find that most interesting than the actual magazine.

You should contact the comic shops and put all the advertising on one section. The reviews also should be in one section. Sometimes, I think there might be more reviews for the Electron, BBC, Vic, etc. etc., and less for the Amstrad and Spectrum as it is a bit of a problem when I open a computer magazine and find a lot of information for other magazines.

I like the idea of Arcade Action and I've done on the back pages. I just have one more point to make — that is the follow-up. Conan, I think that's a good idea. But you guys are should have a offer for my computer.

I think you will not publish this letter and it is not

really a compliment.
John Patten
London

Conan the Librarian: Glad you enjoy the magazine, John. Here it was wanted to be a credit (I'll call the advert into one section). The way a magazine is produced it makes it impossible. The reviews, however, are the best to be arranged and we do do game reviews for the BBC and Electron. When was the last time you saw our Vic or Spectrum issues, John? We can't remember. We dropped the charts because they are not of date by the time you get to read them. It's one of the problems of producing a monthly mag.

I have been reading your magazine since November and have found that it is the best of month mag available.

I am the owner of a Spectrum which I have had since they first came out but I want to get an Atari ST. I am usually a games player although I do work and use a computer more with my Atari. I know nothing about ST, so I want to get more information. I will have a maximum budget of about £100 and definitely want a disk drive.
Clayton
Crawford

Conan the Librarian: You want to know about ST? Okay. Then read last month's 12 page ST special issue. There's no doubt it's a great machine at a good price. The editor keeps looking over.

I am enquiring about the computer game Spelling Fun II. My cousin and I finished the game in January. In the rules of the game it states you will encounter water monsters, snakes and other creatures. Well, this is not so



Mailbag.

we've said. We've checked it. I would like to know if any other CIBind owners has seen any of these features.

Chris Jenkins
Glasgow

■ **Can the Librarian Mail box anybody else's water meters and scales in Fiat 500 cars?**

■ This is my second letter to you and yet another 25p down the drain. I am one of the dozens that are laid out friendly — in other words I am an idiot now.

There are loads of games to be reviewed, so please give the Atari a better place in your mag.

Now that you've said I would like to complete about Montezuma. On receipt of their games, the warehousemen the day of the cassette are from another machine, giving a false impression to the buyer.

Now onto your mag again. Could you start a fight with one of the arcade games? You gamers need tips — better we can & say it could take the same format as the adventure class.

The last point, where have the charts gone?

Go 100 lines

■ Lots of companies use microchips from, say a 1984 from game to produce a Commodore or Amstrad conversion. It's amazing but probably done to cut down on packaging production costs. The last way round it is to ask to see the game before you buy. I've already enquired about the charts, hopefully, Karl, the bio

archive booklet while if you've no doubt already also saved blood to the front of last month's C+VG will have gone asking why to meet your demand for more an old stuff. And talking of archives...

■ I am a student and I have a query and I feel that you are "in the know" on this topic. I would like to know where I could buy and install machine and if possible the addresses of some of the big names like Targa and Bannan. The reason why I am asking is that I've received the task of buying a Space Invader an arcade machine... I'd like to live with it last summer — and knowing that I'm in an arcade that you would know.

2017

Sammy

■ **Canon replies:** It is possible to buy old arcade machines but it's not that easy to find out where you can get them. Ask at your local arcade. Although they probably won't tell you the machine they may be able to tell where they send the old ones. But be warned they aren't cheap. The price would obviously depend on popularity, age and condition, but our sources suggest prices would start at several hundreds of

pounds. That would be a lot but you must remember new arcade machines cost at least a couple of thousand.

■ I'm an advertiser and I'm afraid to say that Keith's paper are getting BROWN. I believe you the one because whenever the normal advertising rates come in you'll find Keith's too cheap?

David Collier,
London

■ **Canon replies:** What a multi-PC has entered! You must be joking! C+VG's adventure pages are the best you'll read in any mag.

■ Will you PLEASE do something about your magazine? I've got nothing against C+VG apart from the fact it's public domain... I've got nothing to say in between.

Jim Coppinger,

Manchester

■ **Canon replies:** You want a weekly C+VG? Don't forget Crag cost effort long enough to do a monthly? Well, what do the rest of you reckon about a weekly games mag?

■ I have just gotten hands on a copy of the Japanese and in your Arcade Action figure ad it says "More details about Man/God Masters when it comes to the US". I've got news for you... it already has! I played the game at Balfour Holiday World at Altrincham. I covered it during the week that was 15th.

James Richardson,

Blackpool

■ **Canon replies:** Don't you just hate smart-ypants letter writers like that!



Pen Pal Page.

■ I am a 22 year old Spectrum owner living in Spain. I would like to have a penpal from any country. Please write to me, Carlos Javier Alonso Tass
Jeronima Zapata 12, 4
A
50720 La Cartuja Baja
Zaragoza
Spain

■ Sider les mesal I am a 17 year old Atari 520 ST owner and I am seeking pen pals all over the world (except France). Please send your letter to
Francis Le Grand
53 rue Hoche
29200 Brest
France

■ Stuck in Germany with an Amstrad CPC computer? Then join the WACCI German branch. For more details write to:
WACCI
Wilfried Claus
Instituten 10
7464 Schönbürg
West Germany
or for Amstrad users in Britain write to:
WACCI
Dulvid Halligan
48 Ben Nevis Road
Birkenhead
Wirral
L32 6QT

I am an Australian IBM 610 owner who would like to get in touch with someone else who loves

computer games and adventures. Writing to hear from you.
Nirvan Morgan Cole
33 Moody St
Cairns Qld 4870
Australia

■ I am a 17 year old Spanish Spectrum 48k owner who would like to swap letters, magazines etc with any owners from all over the world, but preferably with owners from the UK and USA. I promise to respond to all your letters.
Marc Duch Navarro
11 de Septiembre 3,
3rd, 2nd
08750 Lina de Rei
Barcelona
Spain

■ We are two C64 owners aged 16 and 15. We would like to get in touch with any C64 owners. Unfortunately, we only have a datsheet and printer. So, we would love to hear from any females (mainly) or males wanting some Aussie pen pals.
Nick and Eddy
14 Collier Rd
Shepparton 3630
Vic
Australia

■ I am 16 and French and would like to correspond with any of your readers who own a CBM 64/128 with floppy disk. I speak French and English.

Tadjouk Stéphane
3 rue de Douhet
70200 Lure
France

■ I would like to exchange Atari and tips with any Amstrad CPC 6128 owners particularly from England. I am 16, and French.
Patrick Fabre
62 Boulevard Carl
VOGT
1205 Geneva
Switzerland

Hi, my name is Mark and I am interested in corresponding with anyone in the world about the Commodore 64 and of course to write about something other than computers.
Mark Bergers
Fazantstraat 27
5301 SB
Hulshorst
Holland

■ Calling all Mathew and foreign MSX owners who read C-VG. Do you want a Mathew pen pal? If you do then write to me.
Hubert Micallef
Rose House
Guzze Dimock Debono
Street
B'ham
Malta

■ I am an 18 year old Norwegian boy who would like to have a pen pal any age, any country. I am a great fan of all sorts of

games, but, mostly I prefer about 1cm ago.
Ole-Petter Pedersen
9050 Storsteinen
Norway

■ I would like to correspond with C64-128 owners. I have a C128 computer and a 1541 disk drive. I receive lots of news here in France and also from Germany.
Arventur Pascal
59 rue Marcel Hertzog
59240 Dunkerque
France

■ I am the owner of a CBM 64 and 128. I have lots of software and would like to swap hints and tips with other CBM owners all over the world.
Cheah H C
1-B Lorong Delima 10
Island Glades
Penang
Malaysia 11700

■ I am a 16 year old boy and I own an Amstrad CPC 6128 and cassette player. I would like to have penpals all over the world.
Nyrlicos Nyrlicos
D. Vasylyan St
Nikita Court 9, Flat 21
Nicosia, Cyprus

■ If you wish to reply to people who live in this country then please send your letters into C-VG and we'll forward them onto the people concerned.

COMPUTER GAMES

I BUY C+VG EVERY MONTH. IT COVERS ALL COMPUTERS. THERE'S MORE GAMES REVIEWS, BETTER COMPETITIONS, FREE POSTERS, GREAT HINTS & TIPS AND THE BEST ADVENTURE COLUMN IN THE WORLD... OH AND IT'S GOT MY PICTURE IN IT!

BIG RED CAN'T BE WRONG. COMPUTER & VIDEO GAMES, THE BIGGEST SELLING GAMES MAG IN THE WORLD, ON SALE 15th OF EVERY MONTH.



Big Red has either stamped on my local newspaper or Melissa has run off with him. Either way I'm having trouble getting hold of my monthly copy of C+VG.

Please help.
Signed

Disputat

Editor's Reply.

I'm afraid Big Red can get a bit out of hand, and as for Melissa well there's no accounting for taste. To ensure you don't miss a single copy of C+VG, why not take out a subscription. We guarantee that you'll receive 12 months' issues, posted direct to your door on the 15th of every month.

Please start me a subscription to Computer & Video Games. 150 000

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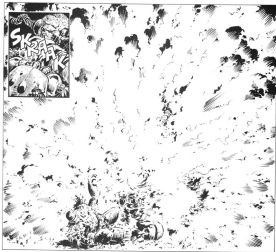
WOOOOAAAHH!
LAW... WHAT ARE YOU DOING, MAN... IT'S A BOMB... YOU SHOULD USE A BOMB... YOU SHOULD GRAB THE LITTLE BUGGER!

YOU'VE PLAY WITH THIS TOO POOL... DESTROY HIM!
SMASH HIS METAL BODY!!

IT'S DAMAGED BY HIGH SPEED-POWER GUN... (THE OTHER TROOP)
DAMNED FAST!!







END

THE ART OF



From the author of *TRUCKIN'*, *James Bond*, comes *TAIPAN* and it has the same punch with action and stunning graphics. *TAIPAN* is the exciting story of a man and an island. Because *TAIPAN* is a pirate, a smuggler, a manipulator of men achieving riches beyond imagination. Enter a world of greed, sin, treachery, conspiracy and murder — a game of Grand entertainment!



Affairs of the 19th Century Britain, Jim Brown and George Garmston present *Head over Heels!* — will my cartoon dog Head, come save the day with the beards face about 1000s the best dressed (most) would agree! It's a treasure hunt — you'll discover the way to Heels, to get treasure fast — or what? I can jump like a flea and swim like a fish in the *Golden Treasure* of the sea of us — *Head!*! Together, it can save the world — can really be made an adventure business, and that's the way we'll save the world the proper *Headless!*



IS PLAYING THE

Screen shots taken from various computer formats.



OF GAMES



HOW AVAILABLE FOR YOUR SPECTRUM and AMSTRAD

Now hit from the groovy, colorful Nintendo's Mario Bros for your home computer featuring Bowser, Spiny, Piranha and of course - Mario and Luigi! Tip the ball into and kick left off the pipe, but don't lose your footing or those slippery feet. Be a team or steal at each other - either way you're in for a treat with Mario and Luigi - the MARIO BROS.



Take on the future knowing you'll be in the lead with Outrun. Immerse yourself in a world of futuristic racing and enjoy the best of the best. The 100 Super Car Model from the future is the most advanced of its kind, in terms of speed, acceleration, steering, suspension and more. You'll have to drive it with a well-planned system of roads, and a well-planned system of enemies, it's all challenging. But don't just take it for granted because it's a simulation of a real car. The suspension, controls, steering and all the interesting "mechanical aspects" are...



THE WINNERS!

Ocean

SPECTRUM £7.95 COMMODORE £8.95 AMSTRAD £8.95 - EACH

C-VG's Hot Gossip

Tony Takoushi has the biggest eyes, nose and mighty mouth in computer games. He sees all, hears all and he then shouts about it each month exclusively in your favourite computer mag.

Spread on for the man who shoots from the lip, of the good, the bad and the ugly in the software world.



HOT Gossip

Exclusive! Exclusive!
Tony Takoushi picks his nose!

Wow what thrills... As you may have gathered from the above, I am really ruffed off about the use of the word EXCLUSIVE. I am sick and tired of people making a big deal about having exclusive info and exclusive that.

Before I go on, I have to say I try to get on exclusive every month for C-VG readers in my Hot Gossip page. But, well it is a BIG BUT. The exclusive is to

satisfy MY need to give you something hot and new to read about.

The fact that I may have an exclusive on a game speaks for itself, and the reader will see that if he reads C-VG and other mags over a period of time.

I do not plaster the word exclusive across my page even though most of my reviews are way ahead of other mags. Examples of my "exclusive" being *Mandatory / Guardians / Killed Until Dead / Satisfy / remember BT games*. Blah, Blah, Blah.

The whole situation got very petty and unprofessional with the *Sinclair User* parody by Croak, but this seemed to settle the exclusive review score for a while.

Magazines are an information service and they try to bring you, the reader, the most interesting info as early as possible. The word exclusive is to my mind most effective when used sparingly.

My criteria is what to bring you in Hot Gossip is that the game is HOT. I will not review a game

that I do not like. Thus if I use a game that I like, I will approach the author and promise him space in Hot Gossip if he can give me a SCOOP.

Alright, I have let off steam, NOW YOU LET OFF STEAM.

Do you give a damn whether the reviews you read are Exclusive or not?

I would really like to know (and mean everyone in publishing I would imagine!) so put aside five minutes tonight and write to me a letter telling me what YOU think.

I have got my hands on a hot little shoot-em-up that is blowing me wild!

It's called **Killer Rings** and comes from Tony Crowther. It runs on the Commodore 64 and is a low-cost or budget label from Amsoft.

Like most good shoot-em-ups, it is nice and simple, you manipulate everything that moves. The fire stream has three options, stand (either good sound effect or background music), stay or have levels and the choice to play from keyboard by defining your own keys.

Forget the background effects — just leave the music and in a really funny stuff, and notes on one of the best bits of '80s pop, 'Humpty Dumpty' take 'em out' tunes I have EVER heard.

On playing the game you are faced with a rotating metallic gunscope and you



concentrate this around the bottom half of the screen, spewing out death lasers up and down the screen. Above you there are hot, angry, hairy looking fire walking across the screen.

The first part off from the formation that poses down on you but they twine and hair

depend you, leaving you to go for them. They also drop lethal bombs on you and combat is fast — you lose one of your four lives.

Your laser gun shoots fire lines and the bombs they drop on you. When you drop either bombs or fire they explode with clouds of colourful bits

floating around the screen.

On level three you get missile ray guns to shoot and they are protected on their sides by little shields, so accurate shooting is in order.

Level five and six have you facing the same fat, ugly fire again but they are more colourful and a chain of bouncing balls that loop around the top rim of the screen regenerating the fire you kill.

Level seven has you facing that old brute the Motherhip and you have to shoot in postagony into its hole to destroy it. As in the Phoenix tradition the motherhip releases bombs of fire to keep you on the edge and every level shooting her.

Lots of colour, low enemy action and game really groovy, groovy music to keep along through this a budget offering you can't miss.

GAME OVER



DYNAMIC
A Full Game Design Agency



When you decide to
all back on this adventure
you will face HARSH consulting
rampaging ORCS, fierce monsters
of the planet DEORON, LEGION PROSPECTS
of ubiquitous research androids, equipped with
telescopic cannons and turbo-laser cannons,
GARRULAS CLOMBODI specialists in following trails
through the wastelands... a world full of dangers
A challenge for the brave...
A challenge only for those **GAME OVER!**

Introducing
the name
of the game

SPECTRUM 7-95 COMMODORE, AMSTRAD, MSX 8-95

GREAT GURIANOS

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COIN-OP FROM

TAITO

A SPECIAL FROM AIR WOLF 2

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from

GREAT GURIANOS

Classic Coin-Op Action! Great Gurianos, explore warlike battles against all the odds.

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AIR WOLF 2

Once again you pilot the ultimate combat helicopter, where no one else dares to go.

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3DC

Revisit the perils of the Deep! Dark, thinking, fast action, and more than a bit of cunning will be needed to rebuff your original submarine, your only chance of escape.

CATALPA

Experience the ultimate in computer graphics! A fast-paced, action-packed, and more than a bit of cunning will be needed to rebuff your original submarine, your only chance of escape.



Screenshots are taken from various computer formats.

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