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GAMES

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● FANTASY ISLAND/P128



● SWAMP THING/P48



● AH!! IT'S KNIGHT ORC/P94



● PIRATES/P21



● POLICE QUEST/P54



● KNIGHT ORC/P94



● BATTLESHIPS/P36

Inside Story

The Moon Machines are back! And inside we turn the spotlight on the steel, aluminum and tape video systems. The games, the hardware, everything you need to know about the exciting new entertainment revolution. And 1994 was *WII* your very own *Sega Master System* for something more sophisticated, talking of winning, you certainly pick up a sturdy full of the best games. Play on incredible *Master System Game*! Don't say we never give you anything! There's *Fun-Of* our collection (game poster) to double-sided full-color retrogames which builds up month-by-month in your magazine which you can customize your hardware with. *Seaboard* and *Galaxy Park* are among our 60 and number reviews. We'll be bringing you a full-width 24-page supplement packed with all the hottest news and reviews from the '94 scene.

Tim



● AMAZING FREE POSTER



● STAR TREK COMP/P82



● FILMS/P51



● SEGA COMPETITION/P74



● ANCIENT MARINER/P110

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BASEBALL It's the most realistic baseball game outside of a ballpark.



BRAVE'S BROTHER Use your brother's fighting game to defeat the gangsters.



DINO CUBES It's our new favorite. You'll follow the path in an action-packed mystery maze.



27
Game paks
now available.



WORLD'S END There's a dark side out there, only you know where to find this dark. And from now, what your big brother or sister in this dark world expect that game.



SPINNING LOG There's gotta be a 3-D spin game. Spinning is not a usual activity. So activate the Spinners in the laboratory to make it play like action-packed game!



GOLF Show us your club. Control the course. Watch the eagle of every shot. It's Nintendo Golf and there's not a hole-in-one game out there with it anywhere!

For the first time in the US direct from Japan comes Nintendo, the home entertainment system with genuine arcade quality graphics. Nintendo makes 2 out of 3 of all the world's top-100 arcade machines, so they know what they're doing, and already in Japan 150 million homes have a Nintendo home entertainment system.

Now you can enjoy the amazing 32 colour 1.6 graphics of Nintendo. On most home computers, you've been lucky to get 16 colours, and even Nintendo's superb graphics give the games a convincing 3-D feel with colour shadows which add depth to the characters.

Already there are 17 Nintendo Game Paks available in the UK and more are being added to the software library all the time. But there's even more to Nintendo than the best games you've ever seen.

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Where you can buy Nintendo

Nintendo is available from the stockists featured. If you have any questions or have difficulty obtaining the product, write to Hitachi Electronic Services Ltd, Unit 28, 200 Rickmansworth Road, Watford WD1 7JL. Or phone: 09232 41811.

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See Nintendo demonstrated at Harrods, or at Selfridges computer department, Oxford Street, August 3rd - 8th, and Hamleys of Regent Street, London, August 10th - 15th.

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News



■ Ever fantasized speeding down the lightning Cretas belonging out of millions of miles per hour? No, neither have I. **Digital Imagination** think you might enjoy a computer simulation of the event which is a whole lot less dangerous! Digital has been working with the IBC's top turbo driver **Wally D'Amico** to bring you a design sim featuring the world's fastest cars like 40 Ferraris and the Olympic track at Calgary, Canada. Balaigh is planned to hit the streets in the Autumn. Meanwhile here's our pick of the CD team obtaining their new look with a spot of bubbly and not a racecar in sight.

■ This is **FreeSpace**, a revolutionary new 3D Environment Simulator system created by **Incentive Software**. These guys are simply a demo of the amazing capabilities the system has — and which will be used in the full-incentive's new game called **Orion**, which



should be out in time for the **Personal Computer World Show**. Using **FreeSpace** you can move to any point in three-dimensional space and then look in any direction — including up or down. More on **FreeSpace** to-and-when.

■ Oh No! It's **Captain Courageous** — another Pan



Ames and takes a tough. Capt'n will be coming your way from English Software, after he's dabbled in a bit of beat-making, jungle combat, political over-ride, sniper attacks and a helicopter rescue bit. Available from September for the CD on tape and also on CD-R5022-95.

■ There's no excuse for not going up for a well-wicked Atari 3D now that the American company has dropped the price of the **3DSTRIP** to £399.99. It has a built-in 300k 3 1/2" disk drive and you can plug it directly to any standard TV — just like your trusty Spectrum or C64 — except that the quality is 60 much better! Atari are also introducing their 1300X which they call "the ultimate teaching computer". It has an interactive voice prompt and a complete gaming system in a complete package.

■ It was only a matter of time before the mortal arts invaded role-playing adventures. And that time is now! **Archeology** from **Origin Systems** features role-playing and swordplay and mortal arts all in one action-packed package.

Meanwhile, the belated duty of the interkingdoms of Britain, has chosen you, the knight, to recover the stolen Orb from the renegade Woodard and prevent the destruction of the wizard.



■ **Steve Turner**, Hewlett-Packard programmer, is putting together the final pieces of **Megatrons**, his follow up to **Gladius**.

The arcade adventure, for the Spectrum and Commodore, looks like, and it seems extent plays like **Gladius** but it takes place on one of the moons around the enigmatic Planet Quarkback and it more involves more strategy than direct destruction. The central character, KLP-2 is the same and he can still grope, decay and take the energy or slaves of other druids,

but his main task is to overload or deactivate the reactors which power the power lasers around the planet, then his buddies can invade.

Each reactor has a plus and minus charged rods. To deactivate them take one type of charge from a rod, say plus, and transfer it to a rod with the reverse charge, minus. If you do it often enough and in correct sequence you'll overload the system.

The game also includes strategy elements, such as the transfer game which takes place in a three



by three square. It's rather like the jigsaw slot machines where you've got to get matching shapes on one line. Each line also something for your druid. It may boost your energy, help you with weaponry or mass around with enemy robots.

There's also included a host of new weaponry systems which KLP2 uses-oh-ah! There's a mortar and a lightning bolt which'll go up as well as down steps. Something that returns and a freeze which'll take the top off any alien.



You will journey through the ascending planes of Earth, Water, Air and Fire. At each level your challenges increase in difficulty, demanding greater courage and cunning. All of your mortal arts skills will be required to survive the trip-like scenarios who seek to kill



■ **Meet Tronator** the last bossfight in *The Matrix* is an order-of-the-mission and ready your help. The new game from **Praxis** is shaping up to be really spectacular. We've seen bits of the *Amoral* and *Spicy* versions and they look pretty neat. The story? Here it is: Many light years into the past, in a world where the predators, and even some of a color system, still ruled upon the superiority of its technology, a latter-war of struggle was beginning to swell.

From the rookiest point of

view, the forces of the future reached out, cautiously into the least unknown of the Periphery. Your host endured years for bits of memory of years, it had included all the planets and moons of the Galaxy in a controlled rule, sometimes tyrannical but always orderly. However, its people knew that its reign had fallen, that Cyber no longer ruled, that greatness had departed and peace had disappeared.

Cyber was embittered by the eternal danger of the new world, especially *Maldubath*, who had a



modern atomic weaponry and had recently achieved in the development of the devastating *Quark MK3* bomb. Tronator had been chosen to lead a squad of mercenaries to destroy the bomb. Once the squad had reached



their destination they had to locate a communication console, enemy POWs, or risk their impounded bombs claiming the life from their bodies.

your quest. Sword-wielding rebel groups will lead your blades every step of the way. And watch out for wildfights that end the forest!

Local villagers can help, but beware — the wrong approach will frighten them away, leaving you in a world where promotion looms ever greater. What use of magical charms, prayers and rituals is essential in reaching the final confrontation with the treacherous *Warlord* — whose victory brings recovery of the long-sought Orb of Calamity *Hermes*.

Madness will be first available on CD-ROM priced at \$19.99 and comes with a manual and optional soundtrack. Other versions planned for later in the year will be Apple II/II+, Amiga, and Atari ST.

Origin Systems Inc. are the producers of such titles as the *Ultima* series and also their last release *Avatar* now available on disk for the CD and Atari XL/XE and ST. All details for Origin products can be obtained from: Microprose, 2 Market Plaza, Telford, Gloucestershire GL9 8DA.

■ **Look for Starlight II**

Hybrid — featuring three battle fronts, *The Brink*, *The Edge* and *The Island* is set next month for the Spectrum, Amstrad and C4. The three fronts have to be coordinated to destroy — you've guessed it — manning them within a 300,000-complex. The next bit about the game is that you

have to merge the three fronts together on edge-onward edges in the game.



■ **The International Arcade Player of the Year Contest** Starts to air direct at the PCW Music Olympia in September. Four winners, from UK hosts staged by Amstrad — Amstrad's own set-up site, will meet the all star US *Robot* *Champs* in what is likely to be a hotly contested battle. Our team will be composed of high scoring members of the media while the US team is composed of guys who hold either arcade endurance and high score records. The main-up used in the final will not have been seen by Yards or Bill's but we have a feeling our guy'll be better than yours (possibly).

■ **Use your brains** — and a bit of *Spacem* in a game via the way from *Praxis*. *Colloid* *Brain* and *Brain* the game is set main yet smaller than your computer. Your job is to dominate it — that's what it's all



essentially a two-player game, each controls their own *Burger*, two *Brain*-like things.

■ **Beasties, Aristocraft** £1.99 your foreigner, sports three new titles.

Beasties, for Spectrum, Commodore and Amstrad, takes place on the *Terra-Copulation Express* where the *McClucky Corp.* is after a large gold deposit. *Beasties* the *Mountain* shows them down the train in an attempt to stop their getaway.

Beasties is a series space where you run around in ring arena, shoot out the opposition and set a new top time.

All titles are available on Amstrad CPC, Commodore and Spectrum, immediately.



■ **Burger Boy** is on the way from *Praxis*. We've had a brief encounter with a hot *Beasties* but version and this too we said that the game is looking well worked. The release date is yet — but you should have enough time to save up for less than 10% on you can experience the three screen *Beasties* seen in the original arcade version.



■ Here are two more titles for you to see in our great **MasterSound** tape offer. Remember you can get 50% off summer events on cassette from *MasterSound*, including *Heart of Soul* and *Heart of Rhythm*. Check out our June issue for all the details.



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PHASE 3 - UNDER FIRE

Your own ship will be under fire. You'll see the damage done to your ship. You'll see the damage done to your ship.



PHASE 4 - THE VICTOR

You'll see the results of the battle. You'll see the damage done to the enemy's ships. You'll see the damage done to the enemy's ships.



GAME FEATURES

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News



■ **Help the Battle Against Cruelty to Kids** by getting your hands on a copy of

BACKPACK, a new compilation of 11 C-190 games put together to raise cash for the **NIPCCQ/IMPCC**. The money raised by this new collection will help set up Child Protection Teams — experts who know just how to deal with cases of child abuse. We can't think of a more worthy cause and at under £10 — that's just £7 per game — this compilation is an amazing value for money. The Spectrum tape consists of *Hero*, *Defenders*, *Night Games*, *Amey*, *Bob Strikes Back* and *Color Jet Man*. The Amstrad tape has *Santa*, *Defenders*, *Night Games*, *Tempest*, *Warrior*, *Abbycad*, *Run*, *Stories*, *Homestead*, *Satanite* and *Kingdoms*. The C64 collection features *Blaze*, *Berry*, *McQuinn's Shooting*, *Defenders*, *Demons*, *Spindizzy*, *Abbycad*, *the Run*, *Stories*, *Amey*, *Bob*, *Strikes Back*, *Skyfox* and *Escape*. *Clash*.

■ **Starliner** fans will soon be able to play their favourite down on their local roads. An Amstrad company **Bally/Battle** has signed up Starliner for their new Amiga based arcade machines. So you should be hearing the subtle tones of C-190's arcade queen **Clare Edgely** whining around your neighbour's local arcade centre every week. If you didn't already know, **Bally/Battle** used Clare for the digitised speech sequences featured in the previous Starliner speaking to you!

■ **Want a copy of Elite?** Then you're in luck. We've got a selection of the latest versions of the classic space trading game to give away to the first four people who write in and ask for a copy! What could be simpler if you've got an Amstrad, an BBC Micro and Master we've got some goodies for you. We've got an Amstrad version, an BBC Micro tape version, an BBC MicroMaster 512K version, and an BBC 2 (or compatible) version to give away to the first four asking C-190 readers to write in — on e-mail only please. And don't forget to include your address and the reason you want your year-end — otherwise you'll be feeling pretty silly, won't you?

■ **Remember** a book! And at a knock-down, unbeatable price of £2.99 from **Prime Leisure Corp.** If you haven't already got this classic in your collection then it's absolutely no excuse for not getting it now! Rockford and the **Warped** banders and **Insane** which make up the world provided C-190 readers with months of fun when the game first appeared a few years back. **Remember** is available on the Spectrum, C64 and Amstrad. **Remember** is £2.99 tape, £4.99 disc.

■ **Star Game Chris Clegg** recently received a prize of a Newton telescope and tripod for his success in solving problems posted by **Monolith** **The Phoenix** earlier this year. It took Chris about one year of late night work to solve the clues in the program. But after the presentation by **Monolith** and TV personality **Heather Cooper**, Mike Lloyd only agreed that the time had been well spent.



■ **Mattel Toys** has launched a new video disc system in the States. The system, aimed at children, is a computerised interactive video similar to the system used in coin-ups such as **Dragon's Lair**, digital sound and computer program data, all stored on interchangeable standard disc/compact discs. **Mattel** intends to produce interactive games, entertainment software, children's entertainment packages and even music videos on the system. It'll be launched in the UK in September but is unlikely to be seen on the side of the Atlantic until next year.

■ A dark forest of fantasy and horror outlaws, illustrators and life drawers will be gathering at the **Midland Hotel**, Birmingham, for **Wings** **Mag**. It's a copy office where you can talk to British and American professionals, make

links with other fans and get your face more photographed. There's also a professional video program in video in which you could win film posters and prizes, and the **British Fantasy Awards** **Computer**. More info from Di Williams, Fantasy Con 88, 1-5 Stanley Road, Romsey, Surrey, SA4 2DA. But hurry, it takes place between 4-6th of September.

■ **More C-190 games** **Paul Robinson** (left) and **Paul Gwynne** (right) took on the night of **Amstrad's Mega Apocalypse** in an inter-stagosome play-off held in London's City University. The game lasted three minutes on an obsolete five version of the **Amstrad** **MultiPlay** **Pro**. **PG** did well with 18,793 **Pro** opposition with 22,264. The winner however, was **William Sigwalt** of **City** 24.



■ **Tragedy from Palace Software** was also to become **Deluxe** when they found a new software title later this year. **Deluxe Productions** will bring together some of the country's most talented independent design/programming teams. The first release is the **Great Train Up Construction Kit** for the **CGM4**. It's been developed by

Serviceable Software, responsible for **Clan's** **Midwest** and **Amstrad**. The construction kit enables a programmer with no programming knowledge to write professional style arcade games. Sounds interesting, though it's been tried before by **Midbourne House** and **Chickadee** before.

■ **Demok's** recent problems with the release of some of its big summer titles appear to be over with the imminent release of **Talpaen** at the cost. The problem's concerned the composition of the 128K Spectrum version into **48K** and the **ST** version auto-disc. At least this currently problem looks well for the quality of the finished game.

■ **More exposure for best selling author Jeffrey Archer**. **Demok's** has licensed **Nat** a **Penny More**, **Not a Penny Less**, the first novel to be made to get his out of the publishing back in the 80's. The book concerns four businessmen and their attempts to take back one million dollars from **Walter** **Money** **Attable**. It's four clearly connected plots that the money he took from them is a short-selling fraud. **Serviceable** is a strategic game to us but **all** will be available for **Amstrad** and **Demok** at next month's **PCW** show.

■ **Three Final Days** on **Advanture** are being set on 1-6-89 but games come next year. **Advanture** is prepared to back to its best with an **ST** version of **Butch** **Hard** **Guy**. It's only £14.95.



■ **Poly 'n'** the **50** screened to be spread the mysterious package from **Demok's** **Game** is being to release out! But the authentic looking graphics turned out to be the latest in **Deluxe** **Productions** — called the **Terror** **Productions**. This rate title still a shaped into a real time graphics, complete with firing gun. **Terror** has been created by a Danish company called **Super Soft** and will

soon be on sale in this country. But maybe here we've got our hands on a name of these only new graphics but and we want to give them away — £8 in fact. All you have to do is include the name of the color who starred in the movie **Terminator**. Send your entries on postcard to **Video Games** **Terminator** **Competition**, **Prize** **Centre**, **30-30** **Warminster** **Place**, **London** **EC1R** **6BY**.

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THE REVIEWERS

DAVID COPE

The hit man with the fastest hands of all. When his word is final you better believe.

PAUL ADAMS

Slings from the lip. Likes slip in his ear.

LEE BUCKLE

Rehe Carpenter's last games man, always ready to air his views.

JOHN COPE

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

DAVID BROWN

As an Amiga fan, the Bishop provides real life practices. He is also helpful for the Atari ST.

JOHN BARRY

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

MIKEY DUNN

Resolute Mike has the hand with the ball.

JOHN COPE

Bring! Bring! He's back, from the Dead Zone!

JERRY BLUM

Some report that he's the Atari ST's best friend. Something or KLEI.



- **DEVELOPER:** AMERICA'S ELECTRONIC GAMES SYSTEMS
- **FORMATS:** ATARI 2600
- **PRICE:** \$9.95 (USA), \$19.95 (UK), \$19.95 (CAN), \$14.95 (JPN)
- **VERSIONS:** Available on Atari 2600, Intellivision, John

Beep, beep! It's not being, it's look against you. Road Runner has reimagined the cartoon format for the computer trail in an effort to suit the fast pace of the road—Wile E. Coyote.

All you've got to do is make up the words and it's a simple lesson on the desert road. But, as always, that long worded sentence of yours is close by with teeth, fork and a load of impromptu gophers to bring them even closer to frustrated bird and feline foes.

If the words resemble Road Runner's feline game, and if the visible line of them he'll not only fail to gain important points but also lose them. Lamentable is also frustrating but if you stop to drink in your special seasonal valuable chase scenario drinking in.

Road Runner isn't it! He's the speed of Wile E., but the Coyote has a skateboard, rocket, jet and popo stick strapped on to give you something to describe the situation. He'll also be able to find their scattered on the road.

If you make the mistake of being hit by dynamite, or winded by one of Wile E.'s corn cobs, you lose another of your five lives and get taken back to the start of the current level.

Wile E. doesn't have it all his own way, though many of the rules of danger along the road can trip you up as well as the Coyote. At the start of the game, when the road is wide enough for a fork, you can try and take a fork in front of a passing truck or bus and force him over the side of a mountain. You can also slip your boots in invisible pits and disappear for a few seconds while you complete the current level.

The more hilarious part of the game is when you're eating Wile E.'s, and a rock is in when the Coyote gets crushed by a mine. If it's the exact picture of the cartoon games, Wile E. stands proudly against the



★ ATARI ST



★ REVIEWED

laneways, which is writing in the country but while Road Runner, hopefully, makes the road, but, he wily, 'tis Roady run after the same line and, if Wile E. close enough to a beep, he'll stand his rear firm — he'll recover in a Beeping second and continue the never

ending chase.

Despite the last warning, Roady can score points by running close to Wile E., and sticking his tongue out before running away. You run the risk of hitting your driver's seat but, if luck is on your side, you could score up 100 cheap points. Road Runner scores all the

Road Runner

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The first meeting with this game, was in a Robinson service station, on the way back from watching a preview of the new Road film, which was arranged by De Dinkard. It was good to find good mileage, and I'd stopped off for a cup of coffee and a bully, when I spotted the face of Road Runner on an arcade machine. Anyone, I'd see, and had an hour later, I tell I should carry on back to Acropolis. It was incredibly

impressed by both the simplicity, and the addictiveness of the game, and couldn't wait for someone to release it. I couldn't believe my luck when a copy arrived the next day.

To my surprise, it was almost an exact copy, in both graphics and gameplay, and to be quite honest, is one of the best arcade conversions I've ever played. You play the role of Road



• COMMENTS



• COMMENTS

way as a game — through the Alan YV gives it a little edge. The graphics are of superb cartoon quality, although Roady and Coyote are a little bland, and each level has its own cartoon frame soundtrack. Added to that, the music at the beginning and end of the game,

which you may know from the original cartoon titles, shows the S2's potential. So, when may can I see? That's all folks!

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

Runner, (Speedy Redford), being pursued by that ever hungry Wile E. Coyote. (Karl Lagerfeld's caricature), who's sole meaning in life is to do the Road Runner when Colonel Sanders did not choose. Now the only weapons our feathered friend has are his legs, whereas good ol' Wile E. has bombs, jet powered skateboards, propels, and popo sticks.

All Road Runner has to do, is to get to the end of each level, without losing Downy's aid, squashed, eaten, or generally being destroyed in numerous ways. This may sound easy but the hazards don't just come from our feathered friend but lay in the hands of the laws of physics, trucks, boulders, anvils, invisible pits and bird seed, all of which must be jumped, dodged, ducked and generally avoided, all except

the last one. You must eat the bird seed, except the ones which Wile E. has laid with iron filings which will slow you down. Also on the road, are glasses of lemonade which you can either drink to gain a bonus, or make Wile E. drink to slow him down. When you complete a level and lose your last life, you can go straight up to a trial a short cut to level 1.

As I've said, the gameplay is as close to the original arcade game as is possible and it's just as addictive. Shame — Kestrel and it's story — (Coyote must be hung at the end of the cartoon's season, especially in the graphic department. You really feel like you're involved in a cartoon, as they capture the characters to a tee. I loved the way Wile E. looks round in amazement when you run past him! Both landscapes and sound are excellent and there's even the cartoon's jungle when you lose your last life.

The only criticism I'd have is that because each level is a maze, it could become a pain for the casual player. But on that it plays like a charm. Buy this and you'll have fun for ages, and I guarantee that at some point you'll laugh out loud. I know I did!

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY



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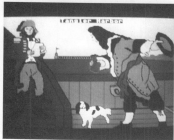
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Pirates of the Barbary Coast

REVIEWS

C+VG



- **PLATFORMS**—IBM/AT/XT/PS/2, AT/XT/PS/2
- **DEVELOPER**—CANADIAN
- **PRODUCER**—BENTLEY BROS. CO., ST. LOUIS, MO
- **DESIGNER**—TERRY J. GARDY
- **PROGRAMMER**—JOHN

The infamous bloodthirsty the First Mate kidnapped your daughter and is demanding \$10,000 ransom all gold ransom for her. You'll have to decide whether to pay or blast him out of the sea when you get to his island at the end of the game. But first you've got to take the ransom by land or moon-jacky vapors.

First stop, the Barbary Coast that which shows you to Golden at Casablanca. You'll immediately discover a market of the gold you want, your food and treasure — obtained in numbers of pennants.

The game is controlled by a series of multiple-choice menus, some of which have only one choice (I really you have to press to move to the next part of the game, and an

arrow cursor. You sail from port to port by pointing at the destination. You're then given the time it will take to get there and asked if you want to continue or re-plot.

Drop-out of port you may be attacked by other pirate vessels. You have the choice of fleeing or standing your ground, but if you select the latter you'll battle the pirates on the same heavy confusion. The classic line describes how to stake-up and fix your cannon, but the instructions are for the Commodore version. It refers to a John Casanova navigation panel, which is yellow on the ST, but doesn't allow you to position on the screen. So, if you've got the ST version of the game, you'll have to work out which panel controls each cannon action.

Before you fire the cannon you have to load it by pointing at the powder in the keg to the right of the gun and reloading one of the cannon balls in. It took me half an hour to work

out how that was done. The instructions are unhelpful to say the least!

When you're loaded, select the cannon's elevation and the fire aimed. The cannon goes off and, with luck and no help at all from Casanova, you sink the ship. You have 15 seconds but, if you're unlucky, they'll be broadcast out one by one, and if you've made contacts, you'll ship sink will.

Back at port you've got the opportunity to trade, buy supplies and repair your ship. The idea is to go until the British Prince Marston has done since the year and make your balance of payments show a profit. It's a slow business — and a tedious one because all you have to do is select from multiple-choice menus — but there's no magic filler error. Once you've built stock of a certain product you don't get the chance to buy more at the same port.

Trading is a slow business, but there is a chance to go for

gold, literally a fortune in it. When you pay a visit to the local port store you can bring the keeper and he may give you a treasure map, marked with an X. Once you've got that you can make your way to treasure island. But, because the same old select menu control system is used throughout, even this section of the game — digging for treasure — isn't particularly exciting.

Casanova has hit on a real-time game formula. Commodore prototypes may enjoy it for a few hours but the ST version, which performs in low-resolution graphics mode, makes a mockery of the 16-bit power.

The company should either have added to the port and produced 16-bit graphics for the ST, or left the game on the Commodore.

	ST	AT
► GRAPHICS	7	4
► SOUND	7	4
► VALUE	5	4
► PLAYABILITY	5	4

THE MAN WHO WON/LOST THE MAN WHO LOST/WON



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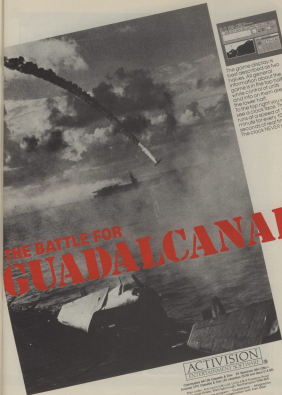
It is perhaps the first game to give you a true indication of the awesome responsibility of the battle commander.

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The game display is best described as two halves. All general information about the game is in the top half while control of units and info on them are in the lower half. To the top right you will see a clock back. This runs at a speed of 1 minute for every 10 seconds of real time. The clock NEVER stops.

THE BATTLE FOR GUADALCANAL

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It's fun being the boss. That way you get to pick and choose which games you review. If you can't share's our review point in being the B.Y. is there?

Reborn's Key is one of my favourite arcade games — and this is a very good conversion — right down to the original title name. Oh, so the original title name. Oh, so the original title name. Oh, so the original title name. Oh, so the original title name.

The idea is pretty simple. You play the part of an explorer searching a lost temple for the key to Solomon's treasure. You explore a network of rooms — so hard to you — jam packed with puzzles and goodies to collect.

Each room is a network of Stone Blocks which can be destroyed and recreated by your explosives at will. Some blocks form passages which can be collected. Some blocks are indestructible.

Most screens are inhabited by natives who are out to get you at every turn.

More temples and dangerous hazards and combinations of blocks appear as you progress through the game.



Solomon's Key

The aim on each screen is to collect a key which opens the door to the next level — while at the same time escaping up corridors for bonus points and lives.

The game is really pure arcade strategy. Find the best route to the key and the door within the time limit.

Watch out for useful objects — like bombs which add to your limited defensive capabilities.

If you can't have them you have to dodge the natives and deadly beams.

Talking of bombs — which we'll do a lot in this review — you can sometimes swap

around hidden stocks by destroying and replacing blocks.

Watch out for the messages which appear on screen screens — take the puzzles they pose and you'll gain entrance to the bonus/mystery screens — just like the arcade version.

Bombs like bombs — like "Cast a spell on the key or kill it". What this means is that you must wait your team of the key is lost it'll be get to the bonus level.

You may think bombs are waste time resources — but when they appear in this game you better grab them quick — they grant you an extra life.

Don't miss on the Spectre version's weak graphics, look behind them and play the game. It's just as playable as the other versions.

Lots of screens, tons of fun and hours of totally absorbing gameplay make Solomon's Key a must for your summer holiday entertainment. It's an ideal mixture of Bomberman and that all-time C+VG favourite, Froggo.

► GRAPHICS
 ► SOUND
 ► VALUE
 ► PLAYABILITY



Re-bouncer

► MACHINE: C64
 ► PUBLISHER: ORIGIN
 ► PRICE: \$19.95 (USA)
 ► REVIEWER: TIM

Things have bounced back — and now Origin has given that old-time fave, *Bouncer*, a rebond and sent him out to face more deadly dangers.

Unlike many sequels, which often attempt to spin out a successful theme and tempt you to part with your hard-earned cash for more of the same, *Re-bouncer* is a very playable stand-alone game. *Bouncer* fans will surely rejoice to see why others who get their hands on a copy.

Bouncer finds himself in the Overlord's fortress, which is heavily defended by all sorts of traps, bubbling lava pits, stomp-pity, and other horrible hazards.

Your job is to steer *Bouncer* over, around and along the familiar suspended platforms and hazards to reach the Overlord in time for the final showdown.

At the end of each level you'll come across a Geminal, one of the Overlord's more powerful minions. Defeat it and you move on to further more dangerous levels.

The final level is simply one that you used to handle and *Bouncer* again. After all, it could've taken some time since you've played the classic original.

It may have just been me but I'd think this new *Bouncer* wasn't quite as responsive as the first — but after a couple of sessions the extra added attractions (thanks in part to the programmers' moxie that make up for it).

Bouncer can defend himself against the Overlord's alien minions by firing various projectiles or traps. Collect the T-symbols and you get different sorts of weapons, indicated by a symbol at the side of the symbol. A few games and you'll know what you're picking up.

Watch out for the W-symbols too — these give *Bouncer* a suit of Designer armor, protecting him against the alien minions of evil (the most persistent alien attacker).

As in the original there are stars that make *Bouncer* bounce further, stars that provide extra points, stars that give mystery bonuses — good or bad — plus new things like the smart bombs needed to defeat the Overlord and the neat inflation stations which

allow you to pump *Bouncer* up. More progress in the ball makes for higher jumps. But don't pump him up too much — otherwise you'll be clearing up a messy mess on the inside of

And you'll want to keep coming back for more because the game is just as addictive as its predecessor. Take our advice and snatch a copy today! **ORIGIN** Contact and The Co



your TV screen! Complete the first training level, defeat the Geminal and you get a choice of directions. You can continue bouncing left or right — or switch for switching up Or Down's. All of which should give you the most demanding *Bouncer* track value for money.

There are no less than nine different sorts of aliens to contend with — each with different capabilities. But there's one thing they have in common — if you don't blast them they'll get you as soon as they're legal.

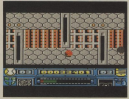
Witness the Crabs. This is a sort of robot — and very deadly — sticks in barrier. Blast out the terminals and you path will be clear. Fail and you'll be fried. You can try to jump, but you'll fall nine times out of ten.

Graphics and sound are excellent — in fact the whole package is extremely well presented, including the intro messages which feature some amusing bits of system noise.

Re-bouncer is bound to have many hidden secrets — only to be unlocked by prolonged play.

And you think you and cheat modes with anticipation. But do avoid this a real *Bouncer* will you? Don't keep us waiting too long!

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY



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Superior Collection

- MACHINE: SEGA MASTER SYSTEM
- SUPPORT: PARTNER
- PRICE: £11.99 (2004)
- RELEASED BY: SEGA
- REVISOR: NICK

It's become fashionable for the games people to produce compilation tapes and disks of their games — and I must have seen a lot of these offerings. For what you could have paid for just one game in the past, you can now have a whole library of games. Frequently first rate ones.

Superior has now been happily issuing a collection of Superior titles, and here it is — the Superior Collection, volumes 1 and 2. On each disk you get seven old favourites and one new release. On volume 1, there's *Flagon*, *Karate Combat*, *Star Striker*, *Jump*, *Strike on the Moon*, *Stalling and Boreas* & *Crash*, plus new baby *Synthetic*.

Flagon, *Karate Combat* and *Star Striker* are among the cream of Superior's games, all excellent quality. *Jump* and *Strike on the Moon* are more

average, but still well presented, while *Stalling* and *Boreas* & *Crash* are basic climbing round the screen games and nothing to get excited about.

Synthetic is a good quality game in which you fly around collecting power-ups, destroying as many things and ground targets as you can.

For volume two, you get *Flagon* (yes, that's right), *Star Striker*, *Missile Strike*, *Strike Tank*, *Crash Fighter* and *Chameleon*, plus four release kits.

The seven old titles have an

overall quality that's superior. It is not unlike *Crash Fighter* when you have to try and fill in as much of a huge square as you can — but there's a 'thing' hanging around which allows you to think it's something you or the best human ever. Good remembering stuff.

All £11.99 each, you're not likely to find better value for money in the Sega game world.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

10
10
10
10

Sneakalizer

- MACHINE: SEGA MASTER SYSTEM
- SUPPORT: PARTNER
- PRICE: £11.99
- RELEASED BY: SEGA
- REVISOR: NICK

Sneakalizer's talent is not for the cowardly. You are a mouse engaged in a life-or-death struggle with three pain-killing moogles. The idea is to collect keys which release a giant cat trap.

While you are collecting the keys in a race against time, the cats are at liberty to bash you. Malicious the cat trap is released, it's muggy watch out. The visual and sound effects when a cat gets inside people in the trap are pretty grimy.

There are two modes in this game, 'share panic' and 'private panic' and 'bawls palms'. For 'share panic' you 'recede panic' for 'bawls palms' read 'share panic'. 'Bawls palms' means why they got the share mode in.

The graphics are *Sneakalizer*'s favourite mode here. Bawls and interesting, although there are one or two nice

touches — the way the cat gives the mouse a bump and the stars which swim around the victim's head, for instance. And there are three levels — if they like you, they're for you.

The sound is impressive. The tunes are actually worth listening to and don't simply get in the way, and the sound effects during the game add to the fun.

On the other side, the action is held up for too long when you lose a life, and when you've lost one life, you've often lost the lot — when the game restarts, you opponent is still right by you and it's extremely difficult to get away. It's sort of a boring mouse watching its lives slip away, without being able to continue playing, or interrupt and restart.

It's twelve months the £11.99 price tag. But Tom and Jerry's still.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

10
10
10
10

Magic II

- MACHINE: SEGA MASTER SYSTEM
- SUPPORT: PARTNER
- PRICE: £11.99
- RELEASED BY: SEGA
- REVISOR: NICK

Here's another collection of games to join the growing library of compilation tapes and disks. Makes you wish, doesn't it, when you think of the last old days when you paid £7.99 — probably more — for just one shiny game!

Magic Power has remained a challenging fan game for to this day, but there are not all games, I'm sorry to say.

First you get Mr. EG, a good copy of the arcade game *Mr. EG*. It's another fan title, where you hop around the screen eating fruit and avoiding monsters.

Mr. EG is good for an hour or two. You drive around a maze collecting good things to get points, while attempting to dodge other cars and obstacles. Right basic game.

Finally it's time to play *Crash Fighter*. You have to trap

captives, which seem to be sub atomic particles running amok. You do this by pointing in the base. However, the *Crash Fighter*'s touch the trail you leave behind you.

Cybernetic Mission is an old favourite, where you explore a maze of rooms avoiding things and parking sub things.

There is also an excellent Chess game, with very OK graphics, but as for the rest — oh dear! Shocking failure.

There is a very average climbing rockers game, *Walk in the Factory*, a very basic version of space invaders, albeit with stick action. *Position*, a low level shoot-down-your-opponent thing game, stands at £10.99, and is a real nice knowledge-of-the-world game called *World Geography*.

Still, at £7.99, there are enough solid offerings to make this disk excellent value.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

10
10
10
10

Sneakalizer

Magic II

ACE2



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ACE2
 THE ULTIMATE
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 CONFLICT

Centurion

- **MAKES:** AMSTRAD CPC
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- **SUPPLIER:** AMSTRAD
- **PRICE:** £24.95 (RSC, £19.95 (CPC)
- **VERSIONS:** AMSTRAD CPC, COMMODORE 64, IBM PC
- **REVIEWER:** JOHN

Doc Terror's out to destroy the earth, and The Centurions — fresh from a successful campaign season on BBC TV — have the

only force that can stop him.

Beneath their powerful, streamline body armour, stocked with special assault weapons systems, these highly skilled super troops are all too human. As a result, estimates that the Centurions have power of 1,000 men with machine-like elimination. The three-man team — nicknamed Earth, Sea and Air — will need all their wits and abilities to defeat Doc's robotic minions.

Doc's plan is to steal a lethal nerve gas, it's hidden at the centre of the high security complex, protected by a myriad of locked doors. Your team's job is to find the correct keys, gain entry to the complex, find the chemical and leave it safe.

You'll have to use the whole team in certain areas, in which keys are laid, one of three to all but one member. Keys are placed on pillars within air, land, and sea and yellow areas. Only the corresponding member of the team — Air or Air, Land or Land — can enter those areas. Once you've picked up a key you must surround the entrance to the room with a lock (in the same shape as your key). If you strike lucky the door disappears and you can

enter the complex ready for a showdown with the Doc.

You can switch between characters in each of the three sections of the game by dimming your driver over the air, land, and sea icons. The player doesn't change stage when you change character but the name of the level indicator is put up on the status display on the lower third of the screen. That's confusing! Well it isn't because you'll know if you're in a 30-30 area. Your character's name looks a little.

The scoring system is a little odd but, once you get used to it, you will see that Centurions can be played in one of two ways. The main score starts at 1000 and decreases when you're hit by a laser (but is boosted by a number). When the life energy level reaches zero, the game is over for the current character — but you can continue from a while, at least, with armour which you'll find accompanied by some of the products lurking around the play area. When you shoot one of these creatures a flashing armour symbol appears in its place and, if you shoot over it, your character is killed with a new weapon system.

Each set of armour includes a different type of the game



Star Wars

- **MAKES:** COMMODORE 64
- **SUPPLIER:** GUP (VIRAGE)
- **PRICE:** £14.95
- **REVIEWER:** LEE

Occasionally, a game arrives in the office, that blows the socks off everyone who sees it. Star Wars is just such a game. Software Projects has now

decided to lower the price of all their games to six pounds, which makes this answer better. Gary than it was full price, which is to be honest, is saying

something.

Now to be quite honest, I felt that the graphics to Virage's Star Wars were slightly beyond the realm of silliness, but Star



MS

You'll be adding shock walls of acid power, scattered bullets, and lines of fog as well as some rapid laser blasts. Each laser weapon is clever in its own right but just makes sure you don't let these off in confined spaces or you'll end up shooting yourself—another loss you should minimize in your energy.

Definitely transcends the normal arcade shoot-'em-up



Asterix Score: 9,471
Village Destroyed: 1,001

Fewer beats that, hands down.

You take on the role of Captain Lower Peasantry, who has been sent to depopulate a colony of get ready for this, I say! Gosh Goshes, whir, although artificial and intensely artificial, that biomimetic at the center of an inter-galactic plot to

control the entire of peace and stability on space. How you may not know are they going to do this. Well quite simple, this is an orbital fleet of conveniently inflating, which have been hired by a group of mercenaries, who plan to sell this rare find at ridiculous prices, thus destabilizing the monetary system, and allowing them to take over the entire universe.

Sounds awful, doesn't it? This is where you come in. You've been sent to the planet where the birds are being raised, and have been ordered to either destroy, or capture every single bird, in various ways depending on how far this is where you come in.

You've been sent to the planet where the birds are being raised, and have been ordered to either destroy, or capture every single bird, in various ways depending on how far this is where you come in.

birds of game while retaining that classic action and beauty of animals who's put up a tough fight if that's all you want. It's not the main aim of the game but Asterixoff has included an alien battle course just in case you're not so keen on solving the too flooding and mapping the problems. That said you'll need to play Asterix on an arcade adventure, which requires mapping. If you're to get the most out of it, if you want high scores it'll give them to you, if you're up to the bird's alone strategies, but you'll need a steady, logical, strategy if you're to beat this superb game, and not just the monsters that inhabit it.

- GRAPHICS
- GAMEPLAY
- SOUND
- VALUE
- PLAYABILITY

This may sound easy, but even though the birds are friendly, they won't let anyone catch them, let alone kill them.

To help you slightly, a space ship drops supplies to the surface of the planet, which contain extra means of production, extra weapons to kill the birds, throwing lamps, and bonus bonuses, which are basically a simplified version of Spell Possession from Bomber.

At certain points, you can go under the surface into a mine, which may contain some goodies, or may hit. It you activate a certain sequence, you play a game, similar to the first stage in Beach Head, in which you angle a gun, and the entire world falls on you.

There is a great rick-a-roo, brilliant super-sonic Powera scrolling, and a great Rob Hubbard tune, that is one of the best.

Overall, it is excellent value, and at the price, if you miss it, you must be off your rocker!

- GRAPHICS
- GAMEPLAY
- SOUND
- VALUE
- PLAYABILITY

- PRICE: SPECTRUM
- PRICE: SEGA
- PRICE: IBM
- REVIEWED BY

So you thought you'd seen every possible angle on martial arts? Well, you couldn't have been more wrong. Meet the Ninja Hamster—a flamboyant furry blur of training, fast and free!

The game started out life as a joke—an irritated company PR person making up a title just to get a commercial off his desk. But it had the idea of a Ninja Hamster seemed to stick, and so a legend was born!

Well, not quite a legend—there's a lot of lightning fun. And by your opponent is the Ninja Hamster. Contrast your skills, it's a tough hit. More on that next issue—but meanwhile back to the review.

The story game like this, Old Hammy has been in training in a mountain-side reaser necessary for absolutely ages—a fortnight at least.

Spinning round in a little wheel, eating sunflower seed sandwiches, that sort of thing, there he is! He's a hammy, a little village is under attack by a gang of crooked wildcat lead by the Lord of Death, the Greater Rat and the Looney Lobster to name but a few.

It's Hammy's job to battle this madcat crew in hand to hand Ninja combat.

Load the game up and you'll be confronted by the regular karate-sport screen layout—except that the fighters are big, cartoonish white animals, characters. And it's this that makes the game different than the run of the mill combat challenge.

Each character is dressed up in a neat way. The Greater Rat looks a bit like a Wallace with boxing gloves, the Lord is a mean mouser with a spike club. Mad Dog is dressed as an American football star, and so on.

There are eight villainous venom-to-beats in order to save the village—two in each load. That, it might be said you're to bring going back to the next level in order to complete the whole game. A bit of a long this.

There's a two player option as well—which as with all combat games—means the thing is exciting but those inter-cutting to play. I found that after the novelty of the fancy graphics, little comic style speech balloons had work off the whole thing just a bit faster.

I defamed! Then using the ball and ballbed love winning kick times after times—the computer controlled opponents seem to learn easy to overcome.

You have to defeat each of the opposing animals about four times before you get to move onto the next one. The number of hits your enemy or you have taken is indicated by ropes at the top of the screen which have little balloons out of them with every fall.

Graphics aren't bad, sound is

REVIEWS

C+VG

8

Ninja Hamster



musical and gameplay give a bit o'zapato!

Ninja Hamster doesn't add much to the martial arts theme—except to guarantee a lot of humour. But sadly the play isn't enough to last long enough for



the 30 want to shell out for a full price game—at budget price though might be offset.

- GRAPHICS
- GAMEPLAY
- SOUND
- VALUE
- PLAYABILITY



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Star Fox

C+VG
REVIEWS
9

- **SKETCHY**—AMSTY MD-CPC DISC
- **SCUFFY** (BY) REAR: 3D
- **ARCADIST**
- **PROG.** 12.8M
- **REVIEWER:** JOHN

Take the combat module out of Nintendo's *F-Zero* and you've got *Star Fox*, with one very important difference: They're framed around rings and color-coded and the resulting combat sequences aren't noticeable slower.

You play Hawke, a *Star Fox* leader in the Galaxy Gun System. Peace has reignited since the System was destroyed on a Koonoon cube protection system, but now the cube has been breached and a new planet has drifted into the galaxy.

The inhabitants are hostile and attack everything that enters the planet's path. Suddenly, your mission is to chase and destroy these aliens through eight levels of geometry. Not only that but each level contains a task, revealed at the beginning which you must complete before you go onto the next.

Your *Star Fox* fighter is equipped with a simple left-

lever at the start of the game which, according to the instruction manual, is fairly obvious. It certainly lets you get the opportunity to fire and visit one of the eight friendly, federated planets. Each is hidden by a worm hole in space, so the location is difficult to find, but once you've there you can repair your ship and upgrade

your laser power. One visit only is allowed per level so you'll have to rely on support ships, who've got their own too. It keeps you fast enough up and laser power flowing.

As if the aliens weren't enough, you'll also have to fly through obstacles and fire-trail enemies. If you're used to dodging obstacles you'll have

no trouble with these smaller obstacles but if you're a turbo speeder you're in for some bad damage.

When you've finished one level you have to get off the Cube and into the next. Select the orientation display, which shows your ship in the middle of a three-cube and route it to the point where the boss of your *Star Fox* is facing the exit point. Then head for it and time waits to the next stage of the adventure.

Star Fox is a repeat of so many games. *Starfox and Starfox* being the favorites—but it contains enough style of the one to make players who play after this type of game feel old and take note.

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

100
100
100
100

Mega Apocalypse

- **MADNESS**—ORANGE
- **SUPERSH**—MARTINI
- **SCUFFY** (BY) REAR: 3D
- **REVIEWER:** JOHN

Just how much can you say about a game that was in the market three years ago, on your 64 two years ago and now surfaces with a name like *Mega Apocalypse*? Quite a lot, as it happens.

It's a one- or two- simultaneous player game. Set against the backdrop of one of the wildest, most intense star systems I've ever seen, *Mega* offers other words of planets, laser hits and comets shows into view. The rules are simple: everything moves at 180mph—except when it's going faster. There are six or ten fully built, loaded ships you have to collide with for bonuses (extra speed/less/less/less/less) at one control, everything else you lead. The faster it moves, the faster—hopefully—you blast

Missiles are your most useful weapons. Launch one and watch it lock onto the fastest planet and shoot right up its tail. It's a boom! If you miss all the fire power you can get. No, with the likes of Mad Kiloburn around, a planet the size of Jovet, or... a planet.

Don't rely on loud machinery and/or sounds of aliens or asteroids. All you need for *Mega* is skill, and plenty of it, because it's a very, very hard

game. Learning how to avoid comets and catch pods while blasting planets doesn't take a lifetime, just lightning fast wrist action.

The best technique is always to clear the seven planets on each screen before they reach full size. Do this and you get between 100,000 of 1,000, 4,000 and then 8,000 points, if you manage to level three in a row.

The game features speech, but everything in *Mega* is silent.

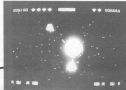
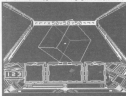


the screen and a full minute music track is attached to just to blast. *Star Wars*-style sound effects, five channel sound and, for the first time in a bit, nothing slows down for the speech.

If you strike every time of these super-lasers are called out for each successive "genius" enemy action, blast 'em up, sensation! You *Mega* and those away your dictionary.

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

100
100
100
100



Barbarian



► **REARCOVER: AARCA** (A) (40 of 100)
 ► **DEVELOPER: PYZZGAMES**
 ► **PRICE:** £6.95
 ► **VERSION TESTED: AARCA**
 ► **RELEASED:** 1992

At last, they've done it! PYZZGAMES has finally written a game, a decent game, which you don't need a level Physics and a CGS or Maths to play! Explain, please? Oh, Barbarian, the company's first game, was not as I had expected it to be. It was far too complex, and really slow, but amazingly manageable well quite well.

Asma, the first 16-bit Track & Field had great graphics, although very slow, but suffered from the game

some of which are hidden in the most amazing ways.

When loading up the game, you are entertained by a number of beautifully drawn screens, which set the mood for the game. The main screen is of Hagar standing with his sword, raised above his head over a metal chain.

You appear in the dangerous world of Lemm (destroying Hagar's home village, and from there you start towards the Underworld).

Control of your mighty warrior is by mouse, keyboard or joystick, although the latter is not recommended at all. I found the mouse easiest, and quickly got to grips with the controls.

You know Hagar about with various wonderful fully drawn scenes, which decorate the lower quarter of the screen. Among these you can make your Barbarian shoot, run, jump, swim, attack, pick up objects, drink potions and even

eat! He decides to have lunch, you can feel he has got a tasty Barbarian arm in mind, so how do you stop him? Well, as with all mighty warriors, you have a magic sword which does nothing (apart from play with a demon's intestines, so all you

After many sound effects, he says "OO", "OO" or "OOOO". Instead of blabbering gibberish, you get a loud click as the sample ends.

Should you make it to the other parts of the Underworld, you will discover a tower which



Have to do is let it do the talking. Sometimes this is not the best way to handle the situation, and so a knowledge of semantics comes in handy. Don't worry, all Barbarians come with Hagar's comprehensive ability book provided.

When you do something, be it attack, defend or jump, the graphical action is accompanied by various barbarian-type grunts. These range from "OO" and "HA" to the more complex sentences such as "OOOY HUR AAAAAAAAAG OOOOOOOO".

All other creatures make noises as well, such as birds, squirrels and great and low go grunting as they search around at you. This brings me to an important part of the game...

like everything else, is guarded. The guard in question is a huge metallic being, who carries a large, unfriendly looking track.

It is, in fact, impossible to kill this guy, although I will tell you that you must have a bow to destroy PYZZGAMES' dragon.

This is a difficult task, and one which I fail at time and time again. You see, I shoot the dragon, and he shoots me back, so we both die. I can't figure out how the hell you can get past him, but it is possible.

So at last we've got it. PYZZGAMES has, in all, got a brilliant sound and 16-bit music, excellent gameplay,

► **GRAPHICS:** 10
 ► **VALUE:** 9
 ► **PLAYABILITY:** 10



10
 9
 10



problem.

When Barbarian landed on my doorstep, I hoped and prayed that this game would be the turning point. There, what a relief I got when I loaded it.

Barbarian is an arcade adventure of the classic, cut-colouring type. The game is the story of a young barbarian named Hagar, and is all about his quest to destroy the evil Hecol, an evil being who killed his father.

Accompanying the disk is a booklet, a seemingly popular device employed by software houses, which tells the tale of Hagar and his father, and the story ends where the game begins.

Many valuable clues are obtained from the novella.

run for his life.

As you venture through Hecol's lair, the screen does not scroll in the true sense, which is a shame, nor does it flick between scenes like Doom. Instead it "ticks scrolls", which is one of the only faults this game has.

Passing by the amazing graphic backdrops, you encounter some of the most evil creatures you could possibly imagine. You get werewolves, ghouls, bands, and all forms of nasty full-blooded dragons.

With all this going on, you just have to sit back and stare at the true arcade-quality graphics, and gaze at the amount of work which has gone into each screen.

Anyway, when one of these



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SERIES: COMPUTER BATTLESHIP
■ REVIEWER: TIM

Bling, bling, bling! The ocean is looking awfully shiny but I still haven't managed to sink up that enemy sub, and it's bound to be lying in wait, ready to sink off my flagship should I ever venture where it's lurking tonight!

The screen mimics another classic sea battle: reaches its climax. Which fleet will emerge victorious? Who will survive to sail back to home base?

What if I thought it could be done? I had no school-boy classic Battleships on computer, if someone had told me that it was being done, I would have had to smother it under a couple of towels.

But the truer truth is that

controls and decide if you want to play against the computer, a friend or both in a bit of multi-player action.

Two players compete at any one time; they take on alternately in a knock-out tournament. This is the only way you can get your name on the hi-score chart.

Playing the game goes like this. First you position your ships on the Battleships. The sea is represented as a grid system and your ships are different shaped groups of squares.

The computer/player then goes through the same procedure — there it's on the good bit — the blasting.

You begin with 24 shots which you position in the squares of the grid using a cursor.

Starting out you simply have to guess where to position your firepower — it's a good idea to simply spread your shots

evenly over the grid.

Once you've used up your shots, the screen changes switches to the attack screen which shows an animated view of your ships hitting or missing the enemy ships.

The ships you're attacking are displayed in black down the side of the screen in the 64 version, while the Spectrum and Amstrad games show you the fleet building about on a pixelated sea.

If you hit a ship, a square on the grid is filled in red, a miss is indicated by a blue square. If you've remembered the shapes of the different ships you'll be

able to direct your fire more accurately. But remember they can be rotated diagonally on the grid.

Your attack area and it's the form of your opponent number to attack you is exactly the same fashion. If one of your ships is sunk you lose firepower and it's a good idea to see them slip beneath the waves.

Don't despair if your big ship takes a beating, it has been known for a tiny missile ship — just two squares in size — to sink around long enough to beat the enemy fleet.

Spectrum and Amstrad versions are graphically similar — with the same attack/battle screen showing boats on the sea. The 64 version is different, it shows a bow mounted ship gun firing away at the horizon while planes fly over head dropping bombs.

As boats sink they settle in the sea — several hits are needed to sink them off finally and it has been known for a floating ship to sink and in the victory parade.

Gamesplay is much the same on all versions — after all you can't really change much in such a simple format. In fact, it's so simple it's brilliant.

Battleships



Battleships — a 60-year old game! — is simple, friendly, addictive.

Play the computer, play a friend, play loads of friends in the computer to large style offering friend or foe game you need to play with a couple of sheets of paper and pencils.

Load up the game and you are presented with an options menu. This allows you to select

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Don't buy another game until you've tried Exolon - the scorching new space play set from Hewson.

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Catch 23

REVIEWS

C+VG



- ▶ **MISSIONS:** SPY/STRATEGIC
- ▶ **AMITYAD**
- ▶ **MAPPER:** MAAP 100%
- ▶ **PRICE:** \$24.95 (CATCH 23 IN THE USA) WITH MANY MORE
- ▶ **DEVELOPER:** VITALITY
- ▶ **SPY MISSION**
- ▶ **REVIEWER:** TIM

There's only one catch in Catch 23 and that is the fact that you need plenty of spare time to play it. Catch 23!

Players have come up with a complete strategic action game that will appeal to wargamers and fans of vector graphics adventures like *Jitsu* and *Thru*.

Intelligence reports and satellite pictures have confirmed the location of the enemy's UK 23 orbital intercepter in operation. Able to take off and land like any conventional aircraft, the revolutionary UK 23 is able to escape the enemy's gravitational pull and then return to its orbit.

There it can be in wait, for weeks at a time, ready to blast back into the atmosphere at lightning speed to intercept and destroy enemy missiles or aircraft with its sophisticated missile and laser weaponry.

The UK 23 test development site is the most secure military complex on earth. Hidden somewhere on a mountainous and now deserted island, it is surrounded by heavily mined fields, high voltage electric fences and a vast radar camera. The night itself is bristling with military activity, from aircraft hot points to training lethal air-to-air vehicles.

It is your mission to explore the island and find the heart of the development complex. Once there you must study the design of the UK 23 and then set a time delay bomb in the nuclear reactor. The explosion which follows will devastate the entire island.

At the start of the game, you have just been dropped by parachute. Where you actually land will depend on the prevailing wind. The time is 12:00 hours. Sunrise is at 06:00 hours. This gives you just eight hours to complete your mission.

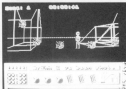
While the enemy were building the orbital intercepter, the village were occupied by the civilian population. To assist in rapid transport, a shuttle network was built which will take you to the island.

The shuttle bus automatically flies over mountainous terrain. The returning shuttle, if it is possible to cover long distances quickly, but

unfortunately your imagination only a few of the principal shuttle routes.

There are a large variety of building types. Most of the buildings have been sealed by the military, but not all. It is still possible to enter and explore those which have been overlooked! Buildings which you can enter will have clearly visible doors.

Once inside a building it will be possible for you to identify its contents. You may also find batteries for the mine detector, explosives for making bombs and spare ammunition clips. It is worth making a record of buildings which can be visited



to obtain fresh supplies of these vital items. There are other things for you to discover about some of these buildings.

Once inside a building it will be possible for you to identify its contents. You may also find batteries for the mine detector, explosives for making bombs and spare ammunition clips. It is worth making a record of buildings which can be visited to obtain fresh supplies of these vital items.

Areas of Vehicle Patrol have set patrol routes. They will not deviate from these routes unless they spot an intruder. Your image enhancer allows you to see armoured vehicles in a distance from which they are unable to see you.

Your Paratrooper and, like you, Paratrooper have been equipped with capable image enhancers. If you run into a foot patrol and they see you it is no less to think of being seen. Being accurate and quick on the trigger is the only way you will survive the inevitable shoot out.

The island has a number of

areas which have been mined. You have been equipped with a mine detector which, if the batteries are not flat, will give a signal to you head up display.

Any mine in your field of vision will be seen to vibrate in view. The conventional drop has been substituted to coincide with a moonless night. You have been

equipped with an advanced image enhancer which shows an accurate 3-D representation of your world as you move within it. The SE also has a sophisticated head-up display which provides you with a constant update on your status and situation.

You can carry a maximum of three bombs. You have an unlimited supply of detonators and fuses, but to



make replacement bombs you must find buildings which contain explosives.

Your Computer Direction Indicator displays the direction you are facing. This can also be used to look onto the location from which radio transmissions are being made. The direction to the transmitter you have detected will be displayed in red.

Your Gangeometer displays a measure of the danger associated with your current location. If it is high, the likelihood of your encountering a foot patrol is also high. For example, if you set off a bomb in a particular area, soldiers are likely to rush in to investigate what happened.

However, if you are shy, and keep a low profile, soldiers are less likely to patrol your immediate area.

Knowing what you see on your Danger meter is very important to discover what affects it, is of immense importance.

As well as the civilian workers, the enemy recruited

a large number of technicians and scientists by luring out the development of the UK 23. Very few of these people were recruited willingly, most having been blackmailed, threatened or even kidnapped whilst attending a bridge conference.

Unknown to the enemy, several of these scientists organised themselves into a highly effective resistance movement, determined to sabotage the enemy's plans. Unfortunately they were discovered and were all executed. Their whereabouts are not known.

However, intelligence sources have discovered that each of the scientists found a deserted building and turned it into their base. To enable them to communicate with each other in secret they installed a computer terminal and transmitter at each location.

You have been provided with a brief description of a sample of the computer scientists. The identity of the scientists is secreted within a system. This information will help you recognise which buttons you have located should you come across a computer terminal transmitter. Being able to correctly identify whether buttons you have discovered may be a matter of life and death.

Computer Terminal Transmitters can be found in the hole-outs of walls of the scientists. To access the system you must enter the correct password.

Once you are into the system, there are useful clues to be discovered, if you can track them.

You can save the game to tape or disk, but only from a safe house. If you find the word SAFE written on a wall, enter investigate mode and identify the following.

My only complaint is that it would just be too long. It takes a lot of time to explore the game and discover its secrets.

Catch 23 is a good looking, well presented and thoughtful game.

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

Game Over

► MACHINE: AMSTRAD/CBM/
SPECTRUM
► SUPPLIER: BRADCO
► RELEASE DATE: 1988
► REFERENCE: CVC 100
► DISTRIBUTOR: CMC BMS
► VERSIONS REVIEWED: AMSTRAD
CVC
► REVIEWER: JOHN

A principal female character at last, but one, I suspect, launched as a satellite wrapper to appeal to the male sex. But what if you?

The name, you see, is *Queen* — a star-woman before. He was Queen's former lieutenant but a sudden change of conscience has turned him into a super-robot, determined to defeat the megaton-gigaton obsession of his ex-lover. The final battle is played out on two levels and includes a section, the so-called Planet Hypnos, the second Subkine. You must dash across each, destroying Queen's guardians as you go, and, on the final screen, defeat the planet Guardian.

Hypnos is a horizontally scrolling world of 20 screens, peopled with five types of alien robots and another five types of objects. On the first screen you meet the small, floating laser-shooters, robots that'll shoot straight for your head and drain your laser decreasing power unless you get four laser bolts into them. To offset your deadly effect, shoot at the Energy Heat Cylinder, grab the heat which floats away from its remains and take on the energy containers.

You'll need all that energy if you're to beat the second level which, when you first see it, you will think is unplayable. There are two main parts which move up and down in the middle of the screen. Jump to the first and then the second, but you must not fall to the ground or you're turned into a mass of glittering vapour that floats away — and that's a life lost.

If you pass this screen you'll have seen and solved the easy format for the rest of the game.

The levels change colour — blue to white — later in the game, and take on ladders in the middle of the map, but the method of moving from one end of the screen to the other is always the same. Only the guardian robots change. You laser-shooters a massive guardian robot, a Duke without an eye-stick, which lifts from one energy bolt to you. Don't bother to stay aloft and destroy it. Just run across the screen in the vast hope that you'll retain all of your energy. Head up and the green incinerators which you find on the metal platform and stone bridge screens. They represent no threat that I could see, and don't even look pretty.

To remember all these levels

you can pick up grenades on the ground and a nifty time you'll have to avoid the mines if you're ever to get to the second world.

The Planet Guardian scrolls vertically and horizontally, so the game play's more difficult. That said, your weapon, putty though it is on the first level, is upgraded so that it produces a more exciting air war of laser power and will destroy everything in its path.

There are five stages to get through: The Forest and The Palace. In The Forest (lots and lots) in which you'll do work as well as less than usual number of aliens. Admittedly you do get a capsule called a Kites which takes two energy points from you when it hits you, but it can be removed with just one laser shot and doesn't represent much of a threat.

The Palace screen is an improvement over The Forest, but only marginally. It's

crowded with elevators which take you from one floor to the other. Once you're in one you mustn't move or you could die. There are also mines scattered on the floor, and four more types of aliens with which you'll have to deal.

The aliens on this level shoot forwards and you need to be them four or five times before they're destroyed — not a difficult task with your super laser. The Queen Guardian at the end of the game, however, is another major hit (30 times) and its wings disappear. It finally hits its body disappears, another 30 and its head vanishes. It's a devil to destroy and makes up for all the putty aliens in the other parts of the game.

AMSTRAD SPECTRUM

► GRAPHICS	4
► SOUND	4
► VALUE	4
► PLAYABILITY	4

► COMMODORE 64



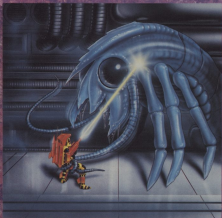
► SPECTRUM



► AMSTRAD



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- **RECOMMENDATION**
- **SUPPLY MICROPHONE FOR ORIGIN SYSTEM**
- **PRICE** \$19.95 (street)
- **REVIEWED BY** Bob

Novelist Len Deighton wrote his best-selling history *Blitzkrieg* from the rise of Hitler to the Fall of Dunkirk in 1940, and this new game is only a passing conversation with the book.

For one player only, taking the Germans against the opponent, it falls into two parts. In the first part the player may accept the computer's default setting for the strength and deployment of his forces, or create his own, expanding the historical number of panzer (armored) divisions from seven to a maximum of fifteen and changing their strength in tanks and air support.

This scenario must then be saved to tape for later use. For the second part these panzer divisions only are deployed on a map of Europe. At this point the game parts company sharply with history.

The map shows southern England, northern France, the Low Countries, Denmark and Norway unoccupied on the last day of 1941.

In reality the Scandinavian countries had been over-run the previous month. The object is to score at least 100,000 "victory points" which can be done without conquering France if Britain fails to join invasion (a pretty absurd idea, but a country does not surrender until all its cities have been destroyed).

In the real war the Germans by-passed cities and played on political bluff as well as military skill to win victory.

The player is given only the German panzer divisions as if the rest of the army didn't matter.

The single A8 sheet of instructions gives, for all practical purposes, no indication of how to play the game and the player must discover the formula which way to proceed to get the part of the order's menu to re-join.

The most irritating feature is that although the game runs very quickly — from 1st May to 30th September in about 40 minutes — it does not pause while orders are being issued. Since the most any division

can be ordered to move is six squares (there are 36 squares from the British front) only most of the divisions spend a lot of time doing nothing, while it takes up to ten game days to roll a single division to do the obvious, like cross the river it has to do.

Now it is clear from the map which division is where and what direction it is travelling.

Cost and attention have been directed on the map-map graphics of this game, with orders opening in simple German script and a filing cabinet seeming to provide the menu of orders and reports.

The player can access the view from any observational commandeer's tank to see what the position is.

There is even a happy marching tune to listen to while driving over France.

But in providing all these bits the game designer has lost sight of the need for a clear, simple, well-exposed playing mechanism, with a readable map, and some attention to what really happened.

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

- **RECOMMENDATION**
- **SUPPLY MICROPHONE FOR ORIGIN SYSTEM**
- **PRICE** \$19.95
- **REVIEWED BY** John

The nine life stretches long and far before you, an untried one, but before you reach the end of this road you will see. The Golden Path it will have been marked by monsters and the grapes saved by the complex puzzle that fate you.

You are the one initiated monk of his, whose father, the Emperor Tang Yin, was murdered by an evil wizard. Before he died he gave you a love, containing his magical life force, and a secret called 'The Book of Knowledge'. Combined with your monkish command of the martial arts and help from a friendly hedgehog called 'Karma' you're all set for the long road.

Despite Finland's claim of complete peace, the action — set against highly detailed but gaudy backgrounds — takes the form of fast-paced, breathless action and skillful, youthful game-subtle, public attacks. The games — money-based insights in baggy trousers — have an aversion to language so, if you can catch him, Karma comes in handy in the first screen. You have to hold him in your hands though, because the monk in your robe, which looks like a pig, won't take the pretty female and that's trouble when you want to pick up any of the other objects on the trail in a hurry.

The puzzles are easily solved

Aut

- **RECOMMENDATION**
- **SUPPLY MICROPHONE FOR ORIGIN SYSTEM**
- **PRICE** \$19.95 (street)
- **REVIEWED BY** John
- **REVIEWED BY** John

is the use of 300 and low fee has been done throughout the United States. At this point, the main highways and any additional means of communication between cities is impossible.

Plugs and devices are made by experts driving limited specialized and heavily limited and improved cars, all under the strict regulations of the American Automobile

Association.
 You have arrived on the bus in New York with \$2000 in your



Golden Path

but make anything more difficult when the player gets switched around on the game map. The new apple may be cut one deeper and the milk with the hungry old man on the one to the right. It's easy enough to drop the apple at the old man's feet and wait for your reward. When you joined the game, the

old man and his hill may be replaced by a real-to-raised hill man who'll offer you blood. You'll have to slice the apple in your pocket in the hope that you'll stumble upon the old fish lady soon.

Central encounters take you further along the Path but drain the energy from your life since it

that energy you've had. The only way to increase your power is to solve some puzzles and that means finding the cure for the fire toxin in the temple, finding a way to ford a river and find the stock of yellow income. Once you know which object and character goes together there's not much more

to do, apart from searching around corners for the randomly placed objects every time you load the game.

The Golden Path is a superb package game with graphics and sound appropriate mostly of the ST combined with a 34-page manual, scenarios and two discs—one for the music, 15 attributes and the other for the backgrounds, the graphics, however, is disappointingly similar to the fighting list mount of games and the puzzles are not tricky enough to keep the game with full-length adventure status. If Furbold had paid as much attention to plot as it has to graphics and sound, the game might have been a success.

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

Auto-Duel

packet, although its buy a suit of body armor" but not even.

You volunteer for another night in the Automatic Arena, and of the five contestants only you come out alive.

After a few more nights of this you have enough for a car and you start taking longer missions. You may even get rich enough to afford a clinic to take care for the day when another contest or a (paid) finally gets you. It's a short life, but it's a living.

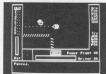
If you think this isn't a nightmare, just the pricing of it has its origins in the Car Wars by boardgame Steve Jackson and its roots in the Mad Max films. A computer store minimum of luck is required to survive as a car, but a character can be

sewed to die for a continued life and spirit.

The real problem comes in selecting your particular car — will you be a killer robot or a Fuji beetle? — and the course missions you will undertake. A real car would not just catch the car to Atlantic City and try to get rich driving poker — but if you can't win the game, find it.

Auto-Duel has created a vibrant, ingenious and entirely deliverable world in which it is possible to lose yourself for hours. If anyone wants you, it's in in Jim's Bar in Pittsburgh and open to any reasonable offer.

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



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■ MACHINE: ON
 ■ LEVELS: 27 (18)
 ■ PRICE: \$1.95
 ■ RELEASED: JUNE

Harry Johns, go-kartball star, adventurer, and walking advertisement for dental floss has been stranded on an island with only the diabolical Dr. Graves and his inept assistant for company. The island is a collection of the mad doctor's labile creations but is also haunted by the devil ancestors of his victims, who people the houses and castles



REVIEWS
 C+VG
 16

Scary



Monsters

on the island. You start the story in an overhead view of the island. Move your pit-pat representative of Harry Johns around until you come to a building which you enter by going in the front door. One of them will complain you're lost like Camo, who's been kidnapped by Graves, but first you'll have to pass the hordes of snakes, Frankenstein monsters and ghosts.

The building interiors consist of stairways, balconies and landings. You can leave at any time if you want. But, if you want to finish the game, you'll need to go.

The one interior design in the game is shared by all the houses and castles, but there are three levels to it which you can reach by jumping onto stairs, balconies and even some tables that reject Frankie, Drew and the Mummies. Monsters drift across all these levels but you can't get any of them with plasma energy that fires continuously, and will point in any of the eight compass directions.

Alternatively you can press fire and go if the joystick starts to vibrate (as if the supernatural forces on a screen). Harry faces front and his hands flash out as he casts a double, demonic, energy spell. You've only got six of these, and three lives, so you'd better watch what you're doing.

If you get too close to a monster it'll bounce you around with some of that supernatural force. At the same time warning you of things and, if you're caught by several other ghosts or the rebound, you'll be well and truly done. Just duck to avoid them, and don't jump around like a leprechaun. Unfortunately, it's a bit easy.

Once you've played out one house don't hang around to bump up your high score—

stay enough if you keep your finger on fire. Leave by the left side of the screen and re-enter the map again. Your lady friend couldn't help in any one of the rooms, houses and castles on the island and a good many of them are protected by mirrors, bridges and one-way entrances. Again, the maze and other more natural protection devices

are easy to get through or avoid. The only special ability given which makes it a long story is the massive size of the map. It's a pity that there's no save game option available because you'll probably give up long before you've found Corby. Suddenly her reason, and the thought of Corby's battling all those snakes,

Frankie and Drew, doesn't seem so appealing. There is no increase as great as looking forward!

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

100000



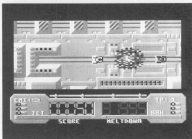
OF
 E



- ◆ MAGNETIC DEMONSTRATION SYSTEM
- ◆ SUPPORTS C64
- ◆ PRICE: \$249.95 (MSRP) / \$200 (street)
- ◆ RELEASED BY: TETRA
- ◆ REVIEWED BY: TAD

I always wanted a train set. But I never got one. But I guess the next thing could be Traxxion — a set of computerized train set with added blasting.

You feel yourself running around on a tank on tracks, within a giant nuclear reactor



Traxxion



which is about to go terminally insane.

You must feel your way by the nose before the faulty reactor melts down — the resulting explosion will destroy.

To escape you must negotiate crossroads, sliding platforms, points, and many other hazards. To change the points you must shoot the blasting controller next to the points.

You can also reverse the direction in which you are traveling by hitting F1; this cuts off one of your fuel rods supply of Electric Magnetic Insulator (EMI).

Turning off the points or crossroads, hitting obstacles, fuel blocks and other cars, both of which can be shot, or hitting a dead end is fatal, sending you one of your three cars into space. Other points of interest to note are the Fuel Caps, the Electrostatic Disintegrators, and the teleports.

The Fuel Caps are the tops of the fuel rods that fuel the reactor. These are exposed for ease refueling; if these are shot, the time to meltdown will probably be increased, as there is now less fuel to melt down.

The Electrostatic Disintegrators are a security system installed to destroy all

cars in the vicinity, on impact with any object. Your car has been equipped with a shield to reflect the destructive energy of the Electrostatic Disintegrators. The teleports once entered by your car, will automatically teleport you to another part of the map.

Your screen display goes like this. On the bottom panel you will see your score, and the time to melt down clearly depicted, in large LED numbers.

The LED number is the number of the next teleport which you must head for.

The small cars are the cars you have remaining, the Electric Magnetic Insulators remaining, the RT temperature, and the Delta EMI temperature.

The last two, on reaching the maximum, stop your car from accelerating and braking respectively, until their temperatures are out of the white area.

When starting out, always travel slowly, to get the hang of the game, and to get acquainted with the map.

When approaching points, crossroads, and sliding sections, always reduce speed; these are tricky to get used to.

Be very sparing with your EMI — when three run out you

have no more left for that car. Watch your EMI and JET counters, as although they replenish with time, these may run out on you just when you need them.

When possible, always shoot the Electrostatic Disintegrators and Fuel Caps, to destroy all other cars in the vicinity and to gain extra time respectively.

But above all, aim for the teleports; this means you're heading in the right direction.

The key to Traxxion is working out the correct route to the teleports and being able to hit the points with a well aimed shot just when you want to change direction.

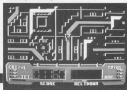
The track presents many

other hazards apart from the points — some sections start randomly leaving you, working to get if you've wired up all your EMI. Some routes lead to dead ends — others get you stuck in seemingly endless loops.

Traxxion is a FUN2B game and reasonably addictive too — although after a while playing it you might just start thinking "What's the point?" But when it's over that, isn't it?

All the same, it should keep you occupied for some time.

- ◆ GRAPHICS
- ◆ SOUND
- ◆ VALUE
- ◆ PLAYABILITY



MYSTERY OF THE NILE



*There's a mystery in the night, the night
of the Nile, the Nile of the Nile.*

Wonder is the name of the mystery that
awaits you in the Nile. The Nile is the Nile and the
Nile is the Nile of the Nile. Also, the Nile is the Nile.

All the heroism you need will be waiting for
you in the Nile. The Nile is the Nile and the Nile
is the Nile of the Nile. Also, the Nile is the Nile.

firebird

FANT

Adapted to a new culture that will tell you what's hot in the wonderful world of comics. Philip Moore begins with something that — if there's any justice at all — will be extremely hot.

SAGA OF THE SWAMP THING

Once upon a time there was a scientist named Alex Hollard. An experiment of his was sabotaged and in the resulting explosion the mixture of chemicals and swamp slime turned Hollard (the man, not the country) into a walking, thinking, mud-camp called, appropriately, the Swamp Thing.

Though he looked like a monster, his behaviour was civilized enough. But, this being the early '70s, a time when homoeroticary comics underwent something of a revival, he inevitably came into conflict, with a number of weird (and not always wonderful) creatures. The 18-issue run of Swamp Thing's original comic was distinguished mainly by the exquisite artwork of Berni Wrightson and Neville Bobbado.

End of story — for ten years or so, anyway. With the movie rights to Swamp sold (the film proved to be less than a blockbuster), DC revived Swamp Thing's

comic line. But Moore is probably the best writer superstar. And it's largely on his Swamp Thing scripts that his reputation has been built. He has a unique knack of spinning an intriguing, thoughtful tale without losing touch with those readers who are looking for action and horror. He probes more deeply into the nature of fear than almost any other writer, in comics or anywhere else.

Moore's first masterpiece on Swamp Thing was to — literally — take the character apart, revealing him to be more plant than human. Since then, for over 60 monthly issues, he has explored the sometimes horrifying ramifications of this, usually aided by the atmospheric artwork of Steve Bissette and John Totleben.

Which brings us to Swamp Thing books one and two: the beginning of a series from Tim Binko, reprinting the expensive, hard-to-

comic, with pleasingly intricate artwork, mostly by graduates of the Joe Kubert school of caricaturing. Unfortunately, this new beginning was marred by scripts which were strictly Tolkien City. Until the arrival of one Alan Moore, that is.

There have been superstar artists and superstar writers in American comics for as long as there have been

but only Moore turns of the Swamp Thing monthly comic. There's not much to say about the transition to book form, except that the stories are more satisfying without a one-month gap between chapters, and that the woodcut style artwork looks better in crisp black and white than in usually bog paper colour. In short, highly recommended.

Volumes one and two are now available from bookshops and comic shops, priced £5.95.



MARVEL MAGIC REVISITED

Looking for a taste of what made Marvel Comics great in the mid-60s? Look no further than current issues of *Fantastic Four*, on distribution here at 40p. Steve Englehart's scripts perfectly capture the flavour of the comic's Lee/Kelby heyday — which means the stories concern relationships within the group as much as Dr Doom's plans for world domination. This is a different *Fantastic Four*, though — gone (temporarily) are Mr and Mrs Fantastic, replaced by... well, buy it and see. You won't be disappointed.

T A S Y

There's so much to choose from nowadays: British weeklies, American monthlies, Continental albums — and various hybrids that cut across such categories. One that's right at the cutting edge is *Escape*, a beautifully designed and always interesting mixture of new front-guards strips and worldwide comic news. It comes out every two months and costs £1.95 (cheap!) from comic shops.

If you're looking for more frequent news updates... well, there's always this column! But for an even wider range of interesting stuff about US and UK comics, try *Speakeasy*:

It's £5.00 for 12 issues, from Acme Press Ltd, 5-9 Beeton Road, London W6 0AE.



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2000 AD'S ZINION



11pm. "It's a party!" Charlie yanks us out to Hackney in the Cortina for a look at the zoo. Hidden in a warehouse near Clapton Pond we find the most amazing message of computer-controlled creatures.

Really dark in here. Sudden glows of an engine, sharp hissing and beams spray from flashlights connected to rubber hoses, all waiting in rhythm with the awareness compressed air lung parked out back.

LOOK OUT! A suspended pair of banker's trousers activate, nearly locking our heads!

Around the corner mannequin legs climb a steel staircase, just behind us a rubber-headed, three piece family moves in a customised man. Miss while another torsoless, with vice-gripped claws, methodically clamber within a cage. Hisssss.

The constructions are very nearly life-like but all seem in some way dangerously distorted, comedic performance artists.

Mechanical maestro this evening, off to a dark corner, is the exceedingly tired-looking Jim Whiting.

Jim first made robots in the late 70s and has since supplied costumes for Barbie, Hancock's video *Robot* and a bunch of television adverts.

He's always endeavored to depict some human parody. One of his early works called *The Pyramid Men* showed City gent in suits and bowlers climbing the "social pyramid". Every time one reached the top, it fell off.

Men Flying explored the top of the National Theatre at the South Bank Arts complex. This "sculpture" showed a series of blue men flying around on the ends of penicillins.

Another work comprised of a series of mobile men's suits that followed each other about like some loopy City gent obsessed with chasing each other all day long.

The simplicity of Whiting's work is what makes them so appealing. Most are hilarious — they're cartoon caricatures which leave us in little doubt as to their human origins.

Other robots at his "fantasy bodies" plant in Hackney are wearing more subtle skills.

With help from small video cameras, infra-red sensors and open electronic devices, these robots are learning to react to humans. One will smile at you if you smile; another will pull a face if you don't.

Jim sees his robots as great potential embodiments of the future. His latest work, exhibited during June at an art gallery in Hackney, is a white environment — a house, with several rooms and several robots.

Last year Whiting took his mechanical zoo to the *Limelight Club* in New York.

Of his experiences he said: "The public loved it but the management tried to rip me off. I ended up losing money on it." Next time, perhaps, he'll have a mechanical bodyguard ready to deal with unscrupulous managers.

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The Big Screen

My name's Street... Ward R Street, and I've licensed to spill the beans on the films that leave you shaken and stirred!

BOND is back, twenty-five years and fifteen million older, now in his fourth incarnation as wrinkle-overtake mortal errors. But the big question is whether the marks are showing in *The Living Daylights* (PG).

A lot was made of old Moore's inability to act with

KQJL agent who posed as a concert artist in to try to kill him, may be a concert artist after all... But where does that leave the American arms dealer? Carey is like this and we'll be in the realm of *La Carré*, not Fleming.

There's no need to worry though. At one point the action stops so that OST can explain it all to us, then it's back to the shooting and bombing and crashing a plane into a d.f.l. The only thing that's missing is the kitchen sink, presumably because QK was fixing it with a laser to hit anybody who drives off crashing up!

And that's the movie's main failing. While it rolls along at a rattling pace to start with, evolving from Gibraltar to Vienna, for a chilling chase through the snow, then soaring off to Moscow, by the time Bond and the refuel, played by the incredibly beautiful Maryam d'Abo, encounter an Oxford educated Afghan rebel leader you may well feel that the movie has lost its way.

There are sequences which are classic-BOND, but a more ruthless approach when it came to cutting the script could have made for a more effective whole. Timothy Dalton is extremely athletic and it's not his fault the script is rather flabby. So welcome back, James... but keep an eye on those writers. We expect even better things of you next time.

However dire the situation, you can be sure that James Bond will survive. The same can't be said of Mel Gibson in *Lethal Weapon* (R), a police thriller that packs a punch like a A4 Magnum.

From the opening sequence, where a camera man a round Los Angeles, finally alighting on a girl in a perfume bar, just in time to witness her take a dive and put one outright dent in the roof of a parked car, you

know you're in for a shock, suspenseful, stylized time.

Detective Roger Murtaugh (Danny Glover), celebrating his fiftieth birthday, would rather not share this scene, especially when he's notified by Martin Riggs (Gibson) as his assistant. The *Lethal Weapon* of the title isn't a gun... it's this possibly psychotic, probably suicidal, Vietnam veteran who nobody wants to work with.

There's nothing in Riggs' behaviour to suggest that he'll even see his next birthday, and it looks like he's determined to take Murtaugh with him, but eventually an uneasy peace develops between the two men as they discover that the girl's death wasn't an accident but is linked to a mammoth drug-dealing operation run with military precision by a gang of ruthless commandos.

At times virtuoso fancy, at others brutally tough, *Lethal Weapon* piles on the pressure and keeps you so involved that you never really question its highly unlikely plot... and the last twenty minutes are so tense you'll hardly dare breathe.

Despite its fever and fast action and references to Vietnam, *Lethal Weapon* is a fairy-tale compared with the true horrors of death in South East Asia. Photos picked America's conscience; now there's a film by a British director who experienced 'Nam while shooting a documentary.

REGGIE, another number on a military map, doesn't tell you much about the ten-day battle to capture it, but the men who were chewed up like so much meat is commemorated in its nickname, *Hamburger Hill* (R).

The film follows the fortunes of Company H, 3rd BATTALION, who suffered 70% casualties in the assault, introducing them as a regular bunch of guys who dream about cars and women

or worry about army regulations. There are racial tensions but basically they could be any place, any time.

But they're not just anywhere. They're in the heat of a country where death can come at any time, and ahead of them lies a heavily defended hill. To take it they will face constant bombardment, mud which makes climbing impossible, even being shot at by their own helicopters.

True to his documentary training, director John Boen gets into the action, to reveal it in all its unbearably gory horror as if it was happening for real. Heads are blown apart before your eyes and bits of bodies are pulled down from the trees.

But while *Hamburger Hill* celebrates the courage of these young soldiers, it chooses not to take a moral or political view of conflict in



A LIVING DAYLIGHTS.

anything other than his system, but he also used his tongue, which he kept firmly in his cheek. He was licensed to spit as well as kill.

Timothy Dalton's new look Bond is more serious about his double-0 responsibilities. The film's not without its humorous moments, such as a deadly milkman whose pious would make your Rice Krispies go with a real bang, but Dalton treats the superhero spy as a real person. This is the Bond of Goldfinger rather than *Reservoir*.

With the new 007 comes new complexity, as double-0 and triple crosses abound. There's the Russian defector, who reveals a plot by a rogue Russian general to hit Western spies, only he may not be a defector and the



A HAMBURGER HILL.

which America should never have been involved. It isn't enough to say that war is hell. We need to know how this waste of life happened, so that we can make sure it never happens again.

From insanity of one kind to insanity of another, namely *Pop-War's Big Adventure*, a film so innocent that it carries a U

The Big Screen



▲ HAMBURGER HILL

certifiable. In star, a Mr. Foo-Woo Herman, has 'told' written all over his highly made-up face. In the States he's already the biggest thing since the last big thing.

Foo-Woo lives in a home designed by an architect who was into late-top-tens, and filled with such contraptions as a breakfast-making machine and a hand-painted dog. But

Frankly I found little to laugh at in this undoubtedly wacky adventure, but it could be that Wood is just an old growth. I know lots of people who love Mr. Herman. All I can suggest is that if you find the likes of Jerry Lewis a laugh-riot, give him a try. . . . But don't say I didn't warn you if you just arrive.

At least I prove the total normal action of *Foo-Woo* to the tired old routine of **Blind Date** (194). For a man who scored such a success with the *Flash* *Penetration* series, Ed also Edwards demonstrates a total lack of talent for comic timing.



▲ BLIND DATE



▲ BLIND DATE

resembles.

Even less subtle is *Mr. Jelly Loves Your Door*, half of a double bill from the *Comedy Strip* (19). The difference is that at one point I almost washed out my contact lenses with tears of laughter.

The same in question is set in the *Dorchester* where Ed Edmonson tries to amuse Nicholas Parsons by trying to light his own...

spectacular.

The Magic Toyshop (19) is another television film, but like *Company of Wolves*, which was also based on an Angela Carter story, it's been made for initial cinema release.

There's plenty of magic in this toyshop but it's not the sort of place you'd take a child. Angela Carter's specialty is finding all that's sinister in fairy tales, then spinning mind-boggling yarns full of cruelty and dark psychology with it.

This one concerns Melnic, who destroys her mother's wedding dress and causes the death of her parents. She's taken, along with her brother and sister, to live with their mysterious Uncle Philip, a tyrant who makes life-sized puppets which perform in plays before an audience consisting of his bedded family.



▲ MAGIC TOYSHOP

The film is about Melnic's battle against the wicked uncle and it's a clever journey into the darker side of childhood, by turns chilling and funny.



▲ PEE-WEE'S BIG ADVENTURE

his most treasured possession in his bike, an elaborate red and chrome fantasy, and when it's stolen he cannot rest until it's found.

Somewhere this gonzo man, who acts like your worst night mare (bravely kid and driven in a suit that's so tight it could explain his high-pitched nasal whine, is a star. The Americans adore him, remembering some things I've always feared about our trans-Atlantic cousins. But will Foo-Woo sedate the Brits?

Bruce Willis of *Men of Steel* is the unfortunate executive who's fixed up with Kim Basinger. Like some variation on the famous *Grease* warning, he's instructed not to let her drink. He does not, like some yuppie gremlin, she comes down whenever she goes.

Perhaps Edwards realized that he'd been landed with a dog when he accepted a date with this script, which looks middle-aged and tame when compared with *Something Wild*, which it vaguely

how shall I put it?—natural gas. It stars Edmonson and Ed Mayall as two chronic alcoholics who make *The Young Ones* look sane.

In partner-in-crime is Duke 'You K&I Brother, Alton' Boyle's satirical look at what happens when a notorious gangster, one of the dreaded Moss Brothers, tries to go straight.

Jolly in childish hilarities, *Brother* is more thoughtful, but the most interesting thing about the two is that the last a little over fifty minutes each.

Whether audiences will rush to see two episodes from a forthcoming TV series I'm not sure. But I'd rather have two hours of concentrated humor that leave you yearning for more than some drabby Hollywood

▲ MIDGE TOYSHOP



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How many adventure writers have actually encountered a fire-breathing dragon or a horribly beweaponed Orc? About none, we reckon. But the creator of *Police Quest*, Jim Walls, is a veteran of the California Highway Patrol, so he's seen many of the events featured in his new adventure of first hand. Marshal M. Rosenzhal gives you the briefing.

POLICE

It's *Police Quest* just another programmer's idea of what a cop is like? No way! The story comes direct from the pen of Jim Walls, a 15-year veteran of the California Highway Patrol.

"People think that a cop's life is like the



afterwards about right and wrong, but making decisions on the spot is part and parcel of the job. Consider the routine. You have to take care of so many things, from checking your equipment and patrol car, to dealing with ordinary citizens and their everyday

shows they see on the TV," says Walls. "I'll see it's car chases and shoot-outs, or endless days of writing traffic tickets.

"The truth is somewhere in between.

"Often it's just simple routine — the stuff of everyday life. What makes being a cop so

the car, aiming a .357 magnum at me and — POW! my windshield disintegrates. Glass is flying everywhere but, amazingly, I'm not hurt.

"Even more amazing is that the guy's car now starts to roll and it gets his attention. He forgets about me, runs after the car and jumps into it



"Please, I beg you officer" if you would just give me a warning maybe we could get to know each other better.

difficult is the uncertainty, the fact that things can change from one moment to the next.

"For instance, I saw this car run a red light. I hit the siren and motioned the car over. The guy refused to stop, sped up, and now I was in pursuit.

and drives off. I'm still sitting there, all is calm, and the whole event hasn't taken more than 30 SECONDS!

"That kind of uncertainty changes you. It can't be described," notes Walls. "*Police Quest* is my first story, almost a compilation of my time

on the force. It's realistic.

"Things happen to you, you develop emotional reactions to the work and the various characters you meet on the street. This influences what you do and how you go about doing it.

"It's easy to talk



"After a few minutes of giving chase (first calling it in on the radio for a backup), he comes to a dead stop right in the middle of traffic. I slam on the brakes and skid to a stop some 50 feet behind him.

"Before I know what's happening, he's out of



lenses and problems.

"It's no bed of roses, believe me, because it's the real world. People can get shot and die. A world that can be all sweetness and light, and then turn vicious and cruel.

"You're police officer Sonny Bonds, serving the small but affluent

CE QUEST

town of Lytton, California. A slower pace than a big city, but not a bad life. Hardly any real trouble to speak of. Peaceful. "But now a drug dealer, nicknamed the Death Angel, is moving in and spreading his filthy words. Crime is going up — things are



How did POLICE QUEST
WAS MADE?

Too Many Games owes its high-tech look to a number of interesting technical procedures. A story board kept all of the action in sync, and the colour slides of the models are now digitized using Digit-Master software. These image files are turned into DeluxePaint 2



A 3-D priority effect allows characters to move both in front of and behind objects, as well as other people.

Do you have what it takes to keep the wheels a-spin?

Author's bio: Marshal M. Rosenzweig is a New York-based

brusher, sized and positioned onscreen.

A big advantage with using the Amiga computer is that 32 shades of grey can be reproduced in the interactive mode, allowing a very detailed and realistic black and white image.

Now, how do we get the dialogue onscreen? Since



Quest series. That means animated characters you interact with — besides controlling one — sound effects, puzzles to solve, and keyboard / joystick control — the keyboard comes in handy when it's time to do something, or speak to someone,

photographer, and reasonably law-abiding citizen. He also writes on computers, video and high-tech for a number of domestic and overseas publications. Production Information: Police Quest: Sierra Online, CosmeGold, California



starting to explode. There's a lot of bad stuff going down." Interactive adventures require you to participate, not lean back and be given the answers.

Police Quest continues Sierra Online's tradition pioneered by the King's

potential
and beyond the line



The standard Amiga fonts are too big, this problem is quickly solved by using The Calligrapher, a programme that creates and edits fonts as small as 10! (all) pixel! The finished eight screens are bundled into four pages (two screens per page stacked vertically), and sent to the ImageSet Corporation.

HANDS UP!



A COLD
GREY DAY
IN
NEW YORK

SORRY, I
NEVER GIVE OUT
THE NAMES OF
THE YOUNG LADIES
STAYING AT MY
HOTEL.

OH YEH?



GET
OUT!!

AFTER I'VE
HAD A
QUICK
LOOK-SEE
SISTER.



BANG!!



THERE'S
WHITE
STUFF
ALL OVER
HIS
FINGER -
HALLS.



POLICE?
MADAME
LAFARGE.
THERE'S
BEEN A
MURDER.
SEND
YOUR
BEST
MAN.

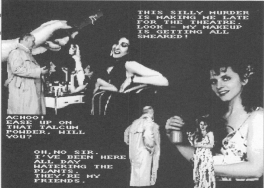


GIVE ME SOME
SLASH - GRAY
LADY?

HMM. A SMUDGE
ON THE GUN
BARREL.

THERE
GOES
MY
QUIET
NIGHT!





THIS STILLY MURDER
IS MAKING ME LATE
FOR THE THEATRE.
LOOK - MY MAKEUP
IS GETTING ALL
SHEARED!

AHOO!
EASE UP ON
THAT TALCUM
POWDER. HILL
YOU?

OH, NO SIR.
I'VE BEEN HERE
ALL DAY
WAITING THE
PLAYIN'.
THEY'RE MY
FRIENDS.




SORRY SWEET LIFE. I
HAVEN'T BEEN OUT
OF BED ALL DAY.
I FEEL SOOO
COMFY.

RECEIVED
DIRECTOR,
THIS
FOLDER
JUST
ARRIVED
FOR YOU
FROM
HEADQUARTERS.



YEN, THIS
INFO
CONFIRMS
WHAT I
THOUGHT.
LAFARGE,
GET
EVERYBODY
IN HERE
NOW!



LISTEN UP. THE DEAD GUY
HAS A BOPE DEALER NAMED
CHICKS. HE USED SLICK
CHICKS TO MAKE THE
DELIVERIES. BUT ONE
BIPPED HIM OFF LAST
WEEK OF 188 GRAND AND
SCRAPPED.

BETTER BE
MORE CAREFUL
WHO YOU LET
IN NEXT TIME,
LAFANGE.



LITTLE MISS
FLOWER-CHILD
HASN'T GOT
THE SHAKES
TO HAVE
DONE THE
JOB.



ALL I UNCOVERED ABOUT
LADY GODIVA HERE IS
THAT SHE HASN'T STIRRED
FROM HER ROOM FOR THE
LAST TWO WEEKS.
THAT LETS HER OFF THE
HOOK.



BUT SPEAKING
OF
COVERING
UP...





CHEETZ COULD
HAVE BEEN
FOOLED IF
HIS "GIRL"
HAD
DISGUISED
HERSELF.



HE NEVER
THOUGHT
OF MAKEUP
AND OTHER
TRICKS.



THE POWDER ON
CHEETZ'S HAIRLS
AND THE GUN
WERE THE SAME:
TALC!

YOU WERE
PRETTY
CLEVER.

BUT
YOUR
BIGGEST
MISTAKE..



.. WAS GETTING
TALC ON YOUR
REAL HAIR!

I CAN SEE THE
WHITE
STRANDS
ON THE
COMB.

SHE WOULD GO
AND PAINT.

OH WELL,
JUST 5
MORE YEARS
TILL I
RETIRE.



the
End

WRITTEN/PRODUCED AND
PHOTOGRAPHED BY:
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ART -H. MAXHAN
FEATURING:
H. FEAHAN/I. GONZALEZ
D. RATTIGAN/P. ROSENTHAL
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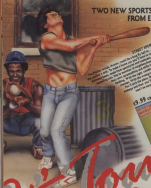
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I.D.E.A.S. CENTRAL

Well, at least it's here! No, I don't mean the new games consoles from Sega and Nintendo. Nor do I mean those Photon Laser Guns that the guys in the office keep having battles with. I mean summer. Haven't it been great. Blue skies, brilliant sunshine, lunch in the park. No wonder it took me all week to get round to writing these pages this month. But, with big, bad St. John breathing down my neck, I had no choice.

So, here it is. Enjoy it.

THE LAST NINJA

The first person to write it with tips for System 3's Last Ninja is Ian Walker of Leicester. Follow his advice and you shouldn't have too many problems.

On the first screen, collect stars, smoke bombs, a sword, nunchukos and an apple and a bag. Don't bother jumping the water, as you can walk round it. When you get to the dragon use a smoke bomb on him.

Screen two — collect the star from the top in the same screen, keep going until you come to a wall. Put all weapons away and use the star to climb the wall. Use stars on the mountain part — it saves time. Collect the apple from the cave. When you come to a wall going down put weapons away, use the star and walk backwards. Keep going right until you come to the water. On the stairs, jump onto the third one. When you are on the stone jump right and go again. The Ninja magic is behind a rock, don't touch it till you have picked up the glove — this is very important.

When you have done this go back across the stones. Cross over the mud and keep going until you see a bunch of bamboo sticks. Walk into them

and pick up the staff. When you come to the stone dragons, if you still have the Ninja magic, you will cross over into the third section, if not — you will fly!

Section three — go up and then down. Collect stars, keep going till you come to the water. Line yourself up with the first stone and jump right and up and jump out of the screen. Jump right and right again, then forward. If you keep going you will come to a building wearing a pendant. Take the pendant and go back, now go up keeping going that way and you will eventually come to the tower. Pick up the flower wearing the glove. Carry on until you come to a little lake. You will notice a bit sticking out on each side of the lake, walk to the bottom bit and jump, pushing upwards. When you come to the building give him the pendant.

Section four — walk forward and drop through the floor. The next bit is like a maze, so follow these instructions carefully — down right, up right, collect rope, down right, up right, up right, down left, up right, collect apple, up right, down left, down left, down right, down left, down right, down

left, down left, put weapons away, use rope and climb ladder.

Section five — go up, keep following path until there is a split. Pick up the apple use the key and go through the door. Down right, down right, now walk up to the statue. Go round first — keep close, but beware. Up right, take the flower to the big grey owl, down left, down right, up right.

Section six — Now if you have a hand up left, up right, collect bottle, down left, up left, up

right, take rose to the white wise, up right, use the bottle on the lion. You use it like you used the stars. Up right. A good tip here is if you see low on energy and you see an apple, collect the apple, go off the screen and get beaten up (!) come to the apple and collect again in section six, here there is a sort of canon. If you touch it you fly off the screen. Also try walking up to the telescope. And this is as far as Ian has got — any one get the rest of the solution?



HINTS AND TIPS

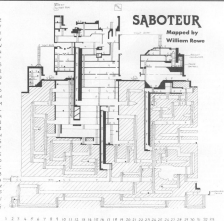
From a bunch of guys who call themselves the K.I.D. Hackers we have some hints and tips for our Wednesday Money.

Take the boat out from Spain to Jordanis in Italy. To use the air lift get the boat from Bonn. Take the bottle of wine from France to Dortmund. Take the steering from Sweden to Monaco. Take the cork to the man in Amsterdam. He will give you some flowers, take them to the lady on the Tower of Pisa. Take the Merve Lisa to the mafia boss. To get extra lives collect all the rabbits, chickens and ice cream. Collect 173,000 and part of the island will appear and you will

receive an extra man. Here is a list of your destinations from the airports.

Airport Spain — Paris, Paris — Athens, Belgium — Amberg, Luxembourg — Amsterdam, Airport Spain — Bonn, W Germany — W Berlin, W Berlin — E Berlin, E Berlin — Airport Yugoslavia, Airport Yugoslavia — Home, Italy, Home — Olympus, Greece, Olympus — Bonn, Switzerland, Bonn — White Airport in Yugoslavia — be warned never use this airport as you will lose all your air socks, Macedonia — Copenhagen, Denmark.

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KEY: □ Guards; □ Doors; □ Light Computers; ■ - Box of Equipment; □ - Trap System; □ - Trap (Removable)
 □ - Hidden Filled Area

SABOTEUR II

Have you noticed the amazing Saboteur II map which William Rowe of Nam has sent us? Wonder how long it took him to draw. Here are some general gameplay notes for you as well.

The best place to leave the glider is as you enter the fourth screen. Keep running on the light ropes. The best fighting position is to pull the joystick down and press fire in the direction of the enemy. This would seem to be the maneuver you can do quickest and most frequently. Some guards have a weak point, a single blow of one

type will kill them. Five screens is the furthest you can fall, only if you have full energy though. The bike is in screen 14. The electric fence switch is in screen 22. The Ninja can swim, sink to the bottom then push up and the direction you want to travel is.

LOCATION OF COMPUTER CODES

The box is in the following rooms contain pieces of the computer tape 24/114/95/105/109/113
 10 contains two codes — 119/031
 014/026/023/027

As the levels get harder you will find the guards and enemies get harder. Try to avoid them as you will find time is the greatest enemy — especially on level seven.

And finally some codes:
 Mission one: No code needed
 Mission two: Janis
 Mission three: Kim
 Mission four: Kuj Kim
 A bug in Delta has been detected by Robert Larkin of Co. Dublin. Line yourself up to destroy the aliens. Destroy them all and very quickly destroy yourself. Remember to destroy yourself before the next wave comes.

GOBOTS

Ronnie Farrington of *Merseydale* has a quick cheat for the new game from Activision — *Gobots*. Load the game in, press fire on the

score screen, the credit screen then appears, press F3 and a menu appears. You can now change the following using the right D-pad key:

Gravity	Yes/No
I and death	yes/No
Y Thrust	0 to 9
X Thrust	0 to 9
Speed	0 to 9
Autofire	Yes/No

After choosing what you want, press return to start the game.



ELECTRON

Here is someone who reads minds. Robert Anderson of *Livestrip* has some tips for the Electron.

Thrust — this game can seem immensely difficult, but can be mastered with a little perseverance. It is best to make simple maps of each level showing the positions of all the objects. Try and destroy the (single) pods first — they only need one shot. If there are pods near you, you can hear them when they fire. It takes anything up to 13 died hits to destroy the reactor.

Death Star — this is a very small cheat which makes the game a little easier — while you are playing hit Caps, Q and T at the same time and the game will revert to the start of the level you are on. This is very useful for when you are collecting starbombs and enables you to buy time as the death star is formed.

Ye Ar Kung Fu — knock

your opponent out at the same time as you self for lots of bonus points.

Expanding Pter — don't use a fourhouse kick after the 2nd Dan, it doesn't do much good. A good move up until the 4th or 5th dan is the forward sweep which works very well. On the later levels sometimes over your opponent and back again, when he turns around kick him — this usually works. Keyboard control is easier once you get used to it.

Robert would like some tips on *Karate Combat* as it is driving him crazy. When he hits this opponent his energy drains — what is he doing wrong?

Go home on all your Martial Arts experts, tell Robert how to beat his opponent in *Karate Combat* — and remember it must be for the Electron version. Write to him c/o Melissa Ravensdale, I.C.

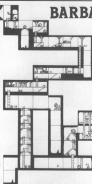
BARBARIAN

Here it is guys. The first Atari ST map to be published in any magazine — well, what do you expect we see the best after all.

The map is for that well stocked game *Barbarian* by Psygnosis. Brian Webber is the main responsible for C+VG being first — again!

BARBARIAN FROM PSYGNOSIS

Mapped by B. Webber



A	Arrow
BT	Ball Frog
G	Grassy
RL	Rock Ledge
P	Phantom
AX	Axe Man
SM	Sword Man
IC	Jumping Cat
MM	Mechanical Monster
B	Box
JK	Jumping Key
ED	Building
S	Stone
O	Orange
SH	Shield
CM	Cave Man
PE	Priest
M	Magma

Traps

1. Death will always occur here.
2. Watch out for falling stone.
3. The bridge is not very safe.
4. This one may not you.
5. This stick has a point to it.
6. Watch out for snake height arrows.
7. See 2.
8. Do not bring around too long.
9. This one is a bit tricky.
10. See 4.
11. See 2.
12. This is the worst as far.
13. See 8.
14. Do not stand too close to the mounting.

Three crystal here and four back

GAME OVER



DYNAMIC
1987 Game Design Group



When you decide to
step on this adventure
you will face RAIKAS (ruling
kingdom), ORCOR (Rena monsters
of the planet), LUMBER (possessing
autonomous search abilities, equipped with
telescopic cameras and turbo-boost cannons),
SARRAS (CORCOR specialists in following trails
through the swamp jungle) ... a world full of dangers.

A challenge for the brave.
A challenge only for those **GAME OVER**.

**...the name
of the game**

SPECTRUM 7-95 COMMODORE AMSTRAD 486 0-95

GAMES MACHINES

COMPUTER
+ VIDEO
GAMES

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NEED TO KNOW
ABOUT THE NEW
GAMES MACHINES!

WIN
A SEGA
MASTER
SYSTEM!



NINTENDO/SEGA/ATARI MACHINES REVIEWED

SUPER MARIO BROTHERS — THE COMPLETE PLAYERS GUIDE!

CLASSIC GAMES ON CARTRIDGE — PREVIEWED AND REVIEWED

GAMES MACHINES

Sega Master System

The Sega Master System is a worthwhile contender in the fourth video-game market. Sega supplies one fully integrated package, containing the master console, control pads, light-guns, gun, plus all the cables and wires needed for easy set-up and use. Two free games on tape cartridge are also included — **Hang On** and **Satan Hunt**.

Hang On places you in a motorcycle race, while **Satan Hunt** lets you zap evil animals with the light-guns. Sega's console is reminiscent of a 1950s conception of a

developed.

Set-up is quick and simple, with a choice of television or direct video/audio output. Cams must be mounted in viewing/monitoring the carts, and remember to kill that power switch! The controllers are similar to Nintendo's, but the movement pad is of one piece. This can make for easier manipulation — especially on the diagonal. There is also the option of using the included mini-joystick that screws into the center of pad.

Another nice touch is the pause button on the console. It

regular games, but it really shines when used with the new carts—designed to take advantage of its features.

Also due shortly is the three-dimensional system. These special liquid-crystal glasses enable the player to experience the thrill of depth in a video game. It attaches via the cart slot on the Master Console, needs no separate power supply, and looks a bit like super-cool dark glasses.

The new games appearing soon are:

Andre Warrior (cartridge): Go head to head with super-

bad luck to be an F.B.I. agent. Better practice with your light-guns! **Caution:** You're gonna need a good cleaning rag.

Clowsters (cartridge): Who-ee! You'll gonna call! Three-dime-balls on/here, and you have to stop them.

Great Soccer (cartridge): Dribble, pass, and head for the net — all aided by the sports pad controller. There are even penalty kicks.

OUTRUN



superly-leader. Cartridges are inserted into a slot on top, but there is also another slot which takes "credit-card" sized games of 256K memory. The carts contain a standard of megabyte of memory, and 128 meg games are created by making combo-carts. Nine Ten-Play carts are also twenty, which ought to really make the fun fly. A wide assortment of original games, plus an add-on collection, are being

may be a bit more trouble to get to, but it works on everything you play.

Accessories are also being required, and the first is to the sport pad. This is a various two-button trackball combination which takes the place of the regular controller. A special setting allows for continuous action when pressing one of the buttons, and there is also a switch so that it can be used with the

powered spacebar. Shoot first, edge them out before they turn you into sub-atomic particles. Then turn on the insidious master ship.

Evilus Baxer is cartridge. Complete against opponents, and the clock, as you race your motorcycle over varied terrain.

Gangster Town (cartridge): It's the 1930s, and you're the

4 BLACK BELT

Alien Kid in Miracle World (cartridge): Your name is Alien Kid, and your job is to save the city from the gaudy danger that confronts it. Will you win despite the class in new to do so!

Hang On (cartridge): The madman MANDA is an evil master of the ancient art. Use your training and wits to end his reign of terror.



Megaforce (cartridge): The classic board game comes to the screen. Play against a friend or the computer.

The Ninja (cartridge): The arch-villain has his sights on the Princess. Time for a slam up his nose. Of course, you'll have to take on his whole army first.

Out Run (cartridge): Test your driving skills as the wind whips up and over your

cartridge). Guess what you get to do? Fight, shoot, kill. Use flame throwers, arrow launchers, and machine guns. When all else fails — use your savage strength. After all, the odds are only 1,000 to one.

Roadie (cartridge): Got big enough feet? You do now, so go ahead and use them to knock out all contenders to your title as Heavy-weight Champion of the World. Another Two-Mega cart.

Illion (cartridge): You and two buddies are captured by Planet X. Switch control between the three as you smash the enemy's base. For the 3rd Dimension System.

Wibble Wobble 3-D: Use the light phone to knock those nuclear missiles out of the sky. Watch out — one's coming right at you!

Zaxxon 3-D: Flying a saucer.

Black Belt (cartridge): You'll have to sharpen up your Karate Kicks if you're going to beat this game.

Trambol (card): A thrilling shoot-out so that allows you to change your weapons during the game.

Marksmen Shooting (cartridge): There are three different scenes to shoot at in this one. Choose between clay pigeons, moving cut-out villains, and a chance to hunt big game in Safari Hunt.

▶ SPACE HARRIER



▶ RAMBO



▶ QUARTET

Convertible: Switch lanes, smooth around curves. Some fun huh? Another Two-Mega cart.

Five Wrecking (cartridge): Work has barely been, as you go to Chicago for the King. When all else fails, pull your opponent out of the ring and hit him with a chair!

Kanbox First Blood Part II

Space Harrier (cartridge): Fight off those aliens as you wobble and black. Run or fly — but don't stop shooting until you've whipped them all. Another Two-Mega.

Wibble Wob (cartridge): The evil Great King has risen girl. His world is full of snakes, bats, and other icky things. But you must meet the challenge.

▶ CHOPLIFTER

super space-raft fighter has never been more fun. Or a tougher challenge.

World-Grand Prix (cartridge): The cartridge not only lets you pit your racing talent against the world's best drivers, it also lets you design your own racing tracks — make them easy or difficult as you like.

Other games available for the Sega Master System are:

On Cartridge: Choplifter, Fantasy Zone, Great Baseball, Great Basketball, Great Football, Great Soccer, Great Volleyball and Marksmen Shooting (4 Megabyte).

On Sega Card: Five Fighting Nations, Great Hawk, My Hero, Super Hero, Yoddy Boy, and Wrecking Pop.

GAMES MACHINES

Nintendo Entertainment

In 1985 the day of the games machine seemed to be dead and all gone. But Nintendo took a chance and released their Entertainment System. With great sound, great graphics, video robots and a light gun the "game" which is on the television screen — PLUS lots and lots of

Operating Buddies plugs into the control deck, and plays along with games in the Robot series.

The 8 move coloured blocks, juggle games, and just plain amuse you.

The Zapper light gun brings a shooting gallery into your house, and you don't even

which allows a player to continue the game from one sitting to the next.

Kid Icarus: Greek mythology updated into the video age. Part of the Password Pak series.

The Legend of Zelda in 3-D

3-D Karen: Fast paced action is combined with speed and sound effects. All enhanced by realistic 3-D viewing when used with Nintendo's 3D system. Other games from Nintendo: ACTION SERIES: Ballon

T GRADIUS



galleries.

Have the Entertainment System games in two flavors. Buying the Deluxe set gets you the console, the control deck, light gun and 8 GB, the robot.

The basic system gives you the control deck plus controllers and you also get Super Mario Brothers.

The control deck is a small box with video quality outputs as well as a RF (radio-frequency) port for the television or monitor.

Two controllers are plugged into the front of the deck. Each has dual firing buttons, a "select" and "start" button and a four direction key pad for movement.

The new line of Robots

have to worry about running out of ammunition.

The NES Advantage joystick is a new addition, with all the features of the regular controller enlarged for easier handling.

The newest addition is 3-D! Specially designed glasses attach to the control deck, and work in conjunction with 3-D games to produce spectacular results. It's never too soon to start looking like Flash Gordon! New games from Nintendo are:

The Adventures of Link: In this action-adventure, Link leaves the countryside seeking allies to help him defeat the villainous Ganon. The game features a special password

approach. **Adventure of Link,** a young Link must use both sword and sarcasm in order to save the land. The cartridge contains a lifetime history which stores a player's accomplishments and position between sessions.

Metroid: As a super-heroic hunter, it is your job to rescue the galaxy, seeking out and destroying the dangerous Metroid life-forms. Also part of the Password Pak series.

Funch-Out: A conversion of the coin-up in which the player fights for the World Boxing Title against a variety of top contenders.



A BUSH 'N' ATTACK

Fight, Ch/Ch Land, Kung Fu, Ice Climber, Pitfall, Urban Champion.

ARCADIA CLASSIC SERIES: Donkey Kong, Donkey Kong Jr., Donkey Kong III, Mario Brothers, Popeye.

EDUCATION SERIES: Donkey Kong Jr. Math.

LIGHT GUN SERIES: Duck Hunt, Camelot, Hogan's Alley, Wild Gunner.

PROGRAMMABLE SERIES: Detective, Mach Race, Wrecking Crew.

SPORTS SERIES: Cyoconite, Stack-up, Baseball, Golf, Soccer, Tennis, 18-Hole Fight.

Amusement System

Arcade Entertainment is the first third-party company to produce a 3D game — the **3D Battles of WorldRunner**. Not only can you play it just like any regular game, but it lets the wind swirl and it turns into red-green 3D, or even 3D when

Star Navigator: Free your civilization the only way you know how — by blowing up the aliens and their spacecraft throughout the galaxies.

Banana presents **Chubby Cheeba**. Poor guy,

and evil demons. Watch out for the many traps!

Family Fun Fitness games are special. You run, leap and move around on a special mat that has sensors built into it. This is adapted into the console

Capcom plays off with transformations of all these top coin-ups.

THQ's Super Angelina is just before, but the spirit's included as an invited guest. You'll have to help him fight off

T TROJAN



T COMMANDO



▲ WORLD RUNNER

used with Nintendo's new 3D system. Arcade's games are:

The 3D Battles of WorldRunner: Play normal, or wear the included red-green glasses for a 3D effect. Or opt for the liquid crystal way and really get off on the action. Keep your Space Cowboy from falling into pits, or the mouth of alien beasts.

Wilder Games: Light is new action and multifunctional arrows highlight the events. Go walking, or try to avoid landing on your head in the 3D event.

all the wants is something to eat. But along the way, you'll have to help him do good deeds, and avoid firestackers and pinky dogs.

M.U.S.C.L.E.: That's what you better have if you're to win the Top-Team wrestling title. Clever moves will whacking your foes, but beware of the electrified ropes or floor of ice options — could be a good time to jump out and let your team-mate take over!

Ninja Kid: Find the soul and restore tranquility to the land. Oh yes, along the way you'll have to fight enormous fires

and, and compare on the screen as you play the following games:

Athletic World: Jump those hurdles, clear that beam, hop from leg to leg. "Feed it that!" There go for a soft crutch, spin a circle or spiral through a door, and tear through a tunnel.

Stadium Events: Participate in four events, with up to six players competing against each other on the same one: "Scubby", There's 100 Meter Dash, a 110 Meter Hurdle Jump, a Long Jump, or a Triple Jump.

But more means all events!

Commando: Shoot, kill. Destroy the evil army. Don't let go until you've found those 15 eggs.

Chubby to Goddess: It's tough taking on the goddess of the night. Don't make your knight (don't) get so covered by purple light out of his armor.

Trojan: The Great King has many followers. But a matter of the martial arts, with chess and board in hand can vanquish all.

Continued on page 73

GAMES MACHINES

Nintendo Entertainment System

continued from page 71

Star Road offers the following: **RescueRide** Can you outride the police when lights flash? It's you and your sophisticated pursuit vehicle against leaders of local motorcycle gangs.

Magnetism It's Turbo-Rain before it had Popeye. **Protoplasma** is a kind of food that while making its parent fungus, this could have you into a vegetable.

Rainie Change Change your odds, just by 100. Then let your against your opponent with a series of speed and 100-44 year.

to find who the real some his battle don't hurt either!

Level Corp. presents: **King Fight** The martial arts master returns for new challenges.

Spine The alien has such face of the cities, and a large percentage of the population has become shark food. Do you dare rescue survivors from the underwater city?

From Nintendo comes: **Crashin'** The evil Bacterians are up to no good. Pilot the "Wing Raider" through hordes of mighty opposition, and blast 'em to bits!

DarkStar Through a series of challenges, obstacles and hazards. Get in there and fight!

SNK brings you: **Alpha Missions** Pilot your spacecraft through shoot after screen of dangerous aliens. All intent on your destruction.

Real Warriors They're tough, they're brave. They've got guns and grenades. Don't get in their way, no matter how good you think the odds are. The Real boys are going to wipe those enemy soldiers right off the face of the earth.

for this game of quick reflexes as you battle down the brick-like defenses in an alien space laboratory.

Elevator Action Work your way down the enemy building. But be prepared to shoot it out with evil agents every step of the way.

Elevator Action Move your way through a maze of dodging enemies. He can keep a mile and toss spool star-like popcorn. Whirling his swords like a lava reactor, he must rescue the Princess from the floating Atomix, and other badies.

▶ BANDAI'S FAMILY FITNESS



▲ ATHLETIC WORLD

Karate That jolly old-brothering Karate. Karate works the Last, Brains of Billy Star. Help the old last head in Karate, Karate, Karate, Karate, and in Karate his name begins here.

Kid Nite Give your child a radical game. One over-thing you'd. The New World had with Karate. The result will be...

Tag Team Wrestling: Teamwork is the key. Hit a punch to your opponent!

▶ DELUXE JOYSTICK



▲ SLALOM

Rick in Atlanta Those American POWs are getting really bored. It's time to test his intelligence car apart, through the many hazards waiting for you.

Track & Field Take on all comers in eight events of skill and horsepower. Test your skills: 100m dash, 200m dash, 400m dash, 800m dash, 1600m dash, 3200m dash, 6400m dash, and then yourself there all with your running speed.

EP does presents: **The Krazy Kid** Guide

▶ 3D GLASSES



▲ STAR VOYAGER

Sea Corporation shows: **Sea King** You and your occasional friend, Star-Man, rev up those engines and take all on an exciting mission.

Sea Hunter: You know what this baby does. Weapons, sea, enemy action, and one tough car to drive along a Highway fraught with death and destruction.

Talk presents more arcade action:

Arkade A special joystick controller is included

Roadside Don't let those hoodlums take over the subway, the docks or any part of the City.

Teclan offers the following: **Rogor** This legendary warrior returns once to the land by night-walking and slaying an army of dangerous forces.

Solomon's Key You and Dana the Wizard must unlock the scrolls of secrets to restore peace and order.

SEGA

THE ULTIMATE HOME VIDEO ARCADE MACHINE



This is SEGA - the powerful new video games system designed specially for the home and the whole family. It's compact and easy to assemble, and the high technology gives you sharp video images, vibrant colour and realistic sound!

games console (to run a card or cartridge), a FREE copy of the hit arcade game "Hang On", 2 control pads, a TV aerial fixture to let you watch TV even when the console's still connected as well as a fitted 3-pin plug and a special mystery game built-in and ready for you to find!

1566 cards! And Sega has 1 megabyte and huge 2 megabyte cartridges to take the 40 new titles coming your way later this year including smash hits Out Run, Space Harrier and many more.

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LOOK HOW MUCH SEGA GIVES YOU

With Sega, you get a complete, ready-to-use system. All you need is a TV! The package includes

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GAMES! GAMES!**

Sports action, exciting thrillers and great arcade hits - there's a feast of fun covering

SEGA

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Get more out of your game - More force, more action and more amazing 3-D realism!

Cyclifter™



World Grand Prix™



Super Tennis™



Space Harrier™



Flit-Flut™



Out Run™



SEGA COMPETITION

Hey YOU! Want to be the first person on your street with a brand new Sega Master System? Want to be the first person on your street to have a copy of *Out Run* — the number one race game — to play on your Master System? Of course you do. And only one magazine can give you the chance — Computer and Video Games!

Thanks to Mastertronic, the people who are bringing the original Sega systems into this country, we can offer one lucky C+VG reader this truly awesome prize.

- The first prize winner will get a complete Sega Master System PLUS a copy of *Out Run*, PLUS a mystery game!
- 10 second prize winners will get a Mastertronic video.
- 10 third prize winners will get a Mastertronic music tape.
- 10 fourth prize winners will get a special coffee mug.
- 10 runners up will get a giant Mastertronic poster.

To get your hand on the mega prize all you have to do is identify the six segments of Sega games pictured on this page, answer the simple to-breaker question and then mail your entry coupon off in Computer and Video Games, Sega System Competition, 14 Holkham Road, Orton, Southgate, Peterborough PE2 8JF.

Normal C+VG rates apply, closing date is September 15th and the Editor's decision is final.

Now, get into gear, fill in the coupon and race down to your nearest post box before the rest of your street gets the same idea!

PICTURE CLUES

- Pic 1 is: A) Space Barrier B) *Geoplier Olympia*
- Pic 2 is: A) Jet Set Willy B) *Quartz* C) *Endorphin*
- Pic 3 is: A) *Fight Night* B) Frank Brown's Boxing C) *Pro Wrestling*
- Pic 4 is: A) *Commando* B) *Beat Warriors* C) *Ghostbusters*
- Pic 5 is: A) *Wonder Boy* B) *Miracle World* C) *Maris Bros*
- Pic 6 is: A) *Slap Fight* B) *Acro Warrior* C) *Hades Nebula*





COMPEITION SEGA



C+VG/MASTERMIND: SEGA SYSTEM COMPETITION

Name: _____

Address: _____

Age: _____ Computer owned (tick box)

DS4 Spectrum Atari Atari ST

The Sega games are:

1. _____ 2. _____

3. _____ 4. _____

● The car featured in Sega's Out Run is: A) Porsche B) Ferrari
C) Lotus (ring your guess!) Video: VHS Beta (tick box)



GAMES MACHINES

Atari XE Game System

A just down? I can't believe it out. With that in mind they introduced the XE Game System. A life worth into the game system lived though they started it all with the XE100. ... Atari has brought from the competition, and what players even. And what's better.

The XE Game System is a revolution of computers, sophisticated into one piece. The main console accepts game cartridges which feature over 2500 of graphics and sound. These games are both designed to work on computers from other brands and they use the XE keyboard, which is for the new, a keyboard can be attached to the gaming console.

As expected, these cars are not compatible with any other system, nor vice versa. But though of this, let's see what this Atari's got:

Arkanoid (Electronic Arts): Drive for arcade fans. Fight for position with woods, magic and monsters.

Bullseye (Lucas Film Games): 3-D effects, turn this classic soccer game into a real live-for-all. Don't let the edge drivers get in your way!

Battle Zone (Atari): The battle zone is burning, with only gripping vehicles to fight the war. Can you maneuver your

territory. Don't let anybody, or anything, get to them.

Desert Falcon (Atari): First against great odds in the land of the Sphinx.

Dig Dug (Atari): Holy 100 bonus for buried treasure. But be careful of the fire-pit, and other dangers.

Flight Night (Accolade): A few ideas may get you tossed out of the ring, but who cares! The important thing to do is beat your foe to the pulp.

Food Fight (Atari): Take care of those pesky people once and for all. Give them an eye

this one.

Ghost Patrol (Atari): Avoid the mean traps and aliens, as you drive through the bleak landscape.

Go Pac-Man (Atari): She's cute as a button, but hungry for those power dots. Watch out for Ghosts!

One-on-One Basketball (Electronic Arts): Just you and your opponent, no one to blame or yell at. Show him who's the boss.

Pole Position (Atari): Are you good enough to reach top position? Get behind the

T FIGHT NIGHT



▲ MISSILE COMMAND

wherein the Commodore introduced the XE Flight Simulator II. A light gun also comes with the system, as well as the "Innovative" standard Atari joystick.

Those who want more from their XE will also find the XE1000 opening up to all the 3rd and 4th generation of the market. And speaking of software, it's the games that make Atari's new system shine. There are included with the XE1000: **Flight Simulator II**, **Missile Command**, and **Mad Tax**.

T POLE POSITION



▲ MS PAC-MAN

take to safety, while wiping out the opposition's tanks and bullet missiles!

Caverns of Hanoi (Atari): A wild descent against terrible odds. Destroy the Hanoi Saboteurs and escape.

Confederate (Atari): Bug, bug, bug. Can you keep the garden free of them!

Crossbow (Evil Light Games): Project your wrath as they pass through dangerous

T FOOD FIGHT



▲ ROBOTRON

hall of descent.

Galaxian (Atari): Forget strategy — just blow up all those alien spacebirds before they take you out!

Handball (Accolade): Baseball the way you like it. Lots of graphics, sound and soft screens.

Midnight Magic (Boulder Bunch): Try your hand at a wild pinball ride. You're going to need quick reflexes for

driver's seat and first out.

Rescue from Fractalus (Lucas Film Games): Can you rescue your comrades from the surface without being blasted to smithereens? Be careful of alien traps!

Robotron (Atari): Blast those invaders to teeny-weeny bits!

Star Blasters II (Atari): The aliens think they can take over your galaxy. They've got another thing coming.

Sega System Reviews

► WORLD GRAND PRIX

- MACHINE: SEGA MASTER SYSTEM
- SUPPLIER: SEGA
- PRICE: £19.95
- REVIEWER: PAUL

Sitting on the grid I can almost smell the high octane fuel. It's as hot as hell and getting hotter.

Tension mounts. The warning lights begin their countdown. Ready, steady . . . GO!

I slam my mean machine into gear and hit the throttle. The wheels spin making a racket. Squawks on wheels, in fact.

All but the rubber grips, the terrain and I'm off like a bat out of hell, following the exhaust trails of the other cars. Hot pursuit, I just love it.

The controls are really simple. Hitting the buttons puts up the revs, moving the joystick back and forth switches the gears between high and low. Moving the stick left and right steers the car. Easy to learn, yes, but I lost count of the number of spins

and crashes I had before I was able to complete at any satisfactory standard.

Across the top of the screen is displayed speed, gear selection and the track. Your position shows on it as a moving blob. It pays to keep an eye on it because you'll need to think well ahead. Carsmen have a nasty habit of coming at you before you're ready.

Besides the existing tracks you can design your own, making them as simple or complex as you like. You are compiled with a series of track pieces, straight, curves and bends. By positioning an arrow over them and hitting the fire button you can select the track piece by piece. I preferred fairly simple designs, long straights with as few curves as possible. These are the best for high speeds.

World Grand Prix is an ace action. Great graphics and sound. The crashes are spectacular.

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



► HANG ON

- MACHINE: SEGA MASTER SYSTEM
- SUPPLIER: SEGA
- PRICE: FREE (CARD)
- REVIEWER: PAUL

Hang On is head to head, high speed action between your motorcycle, the Fearless 4, and the equally powerful Harley 2. And it comes free when you buy the Sega System.

The Hang On technique enables you to hang on through really tricky to avoid high speeds.

The bikes race over three levels each consisting of eight courses. Each course has five stages.

The Fearless 4 has three gears — low, second and high. Moving the joystick up and down selects the gear. It's also used to control the bike. The control pad's two buttons are used to brake and accelerate.

Each stage must be completed within a 60 second time limit. If you manage to clear the stage with time to spare the extra seconds are

added to the next stage.

The first stages of a course are often wooded, mountainous valleys, straight, circuit and such like. Try to manage to complete the first course in level three; you start off with goals. But to gain the first mile is not out.

It's a pity that in the Worcester Long The display is displayed after 100/100 hand-over of the screen.

The game's scoring is based on three elements — overall speed, the higher it is the more points; using the Harley just 100 and the other up and under time (two cars 1,000 points).

— Although Hang On would not fit the bill as one of World Grand Prix's best friends.

Speed to hand-over feature is a head to head battle against the clock game Hang On.

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



Nintendo Super Mario

Golf

- ▶ **ACCURATE, NINETENDO GAME CONTROL**
- ▶ **QUALITY MATTER**
- ▶ **PRICEY, BUT WORTH IT**
- ▶ **REVIEWER'S PICK**

To hit a golf ball, you need strategy, game on a console better known for whole-action games. The display is fairly complex, but controls are so simple that this is really any child and drive the ball up the screen you'll find your way.

Things get more difficult when you introduce wind and rain. You can't see the ball, but you can see the path of a parable ball. The wind strength and the height of the ball will need to be adjusted.

performed two strokes — to get it hit into the woods — and if you land in the ocean, Degré, there's any other way, hardly you're penalized again. There's also a tutorial to help you get out of bounds and lines of information about holes, showing the distance from the fairway and how far you'll have to make for each shot using a particular club. The shot instruction book — the short is my view for the complexity of this type of game — also gives a ball ball's eye view of the course and its 18 holes.

The game does not contain all the rules of the real game — for instance your choice of club is limited to five woods, 1022 irons and a putter. If you

Wild Gunman

- ▶ **MAKING NINETENDO GAME CONTROL**
- ▶ **SIMPLE, BUT FUN**
- ▶ **PRICEY, BUT WORTH IT**
- ▶ **REVIEWER'S PICK**

Some lose their hats, some lose their pants, some lose their coat. You're on the other end of the light gun in this game you can get revenge on all those awful spaghetti western actors. Just imagine them in your sights and press the trigger.

Wild Gunman is not another clone from Nintendo, but, despite its reputation, it's one of my favorites. Nintendo's version of the game must be played with the light

gun, and have the ball, this one drop his pants.

Game B is more of the same, but you have to contend with two gunmen who show at the same time. They do take a few seconds out between yelling "YEE" and drawing their guns, but you have to be pretty steady with the joystick if you want to hit both between the eyes.

Finally, Game C, changes game to the front of a screen. You have a limited number of bullets but, unlike the other two games, you can see more than one shot at a time when you step out of the wing door and draw...



The joystick beneath the screen allows you to aim your club at a green ball. You can hit through the forest and into the woods. From your position, you can see the path of a parable ball. The wind strength and the height of the ball will need to be adjusted.

The joystick beneath the screen allows you to aim your club at a green ball. You can hit through the forest and into the woods. From your position, you can see the path of a parable ball. The wind strength and the height of the ball will need to be adjusted.

Things get more difficult when you introduce wind and rain. You can't see the ball, but you can see the path of a parable ball. The wind strength and the height of the ball will need to be adjusted.

way in a real game you'd probably need to be Gary Player to win with that little selection but, after all, this is an arcade game and we shouldn't expect miracles of the real golfers and greens of a course such as St. Andrews.

If you're not after a good time, Golf will probably be enough, but if you want a no-holds-barred simulation you'll have to look to the Commodore or Spectrum computers. Wind variants and weather problems just aren't in the Nintendo game.

- ▶ **GRAPHICS** 4
- ▶ **SOUND** 5
- ▶ **VALUE** 4
- ▶ **PLAYABILITY** 4



gun, and there are three types of action.

Game A takes place in the desert where a number of gunmen are after your blood. They come onto the screen one by one — they turn, their eyes flash and they shoot "YEE". The timer starts and you've got to have them already lined up in your sights to stand any chance of hitting them between the eyes. Your opponent will blow you away if your hand shakes or your finger hits him for just that second too long.

Two characters are involved in the plot to gun you down. If you're lucky, though, you'll knock off the Mexican and run in black, blow the bitch

The most competitive of the three games is B — I regarded A as a practice range — but, because the game is so repetitive, it's good to be able to switch to C, and a different location. It would have been better if the game action were varied — gunmen are funny for instance — but you can't have everything when you're trying for coin-op money, even if it's antiquated action.

But, with luck, Nintendo will soon be rid of its back catalogue stuff and we'll see some real action.

- ▶ **GRAPHICS** 4
- ▶ **SOUND** 5
- ▶ **VALUE** 4
- ▶ **PLAYABILITY** 4

System Reviews

Pinball

- MACHINE: NINTENDO GAMES COMPUTER
- SUPPLIER: H&M LTD
- PRICE: £19.95
- SIVERRAS: 10446

Faster than a speeding bullet the ball is hammersed from its launch position and into the three-covered pitball machine.

The ball, shot into space by the control pad's A or B button and its velocity is determined by the length of time you hold the control down.

The main area of the machine is divided into two sections, both of which have a pair of flippers at the bottom of the screen. Left is flipped with

screen A, at the top of the table, you can knock over pegmans and balancing acts.

Screen C holds the bonus features, which you can only reach if the ball has the good fortune to pop into a hole at the bottom right of the A screen. Instead of flippers you've got Mario, of Mario Brothers fame, in control. He builds a platform which'll catch the falling balls and bounce them back up the screen if you manage to walk Mario under them in time.

The bonus screen also includes a three-by-four matrix of coloured, numeric lamps which change colour as the ball bounces between Mario and the two 100-point bumpers on left and right. If you manage to turn the lamps

Excitebike

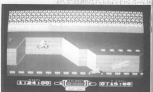
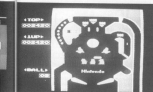
- MACHINE: NINTENDO GAMES COMPUTER
- SUPPLIER: MATEL
- PRICE: £24.95
- SIVERRAS: 10446

like racing games, especially when the two wheels ruff horizontally across the screen, but their real points when *Excitebike* first appeared had its (include has enough track features to provide an entertaining, if dated game.

It's a one or two player game, played on one of two courses. You can also design your own and save your track in RAM for use when you get back to play mode. The second, more difficult track got

When you've scored enough dirt or lost too many tracks, the design of your own is simple.

The cartridge stores 20,000 set lengths of track which you can put together in hundreds of combinations. The display shows your bike at the start of the engine race. You either if along to the end where you want an object to appear the (bumpers) or a corner to the left. A 10, which corresponds to the player's will always fall, before it either gets into the next display. This is a very short course but a suitable target against against other racers.



the control pad while the right is moved with either the A or B button. The latter part of the set up can cause confusion at the start of the game when these two buttons have different meanings, and a short mental control loop has to be made before you get into the game.

Although you only have two sets of paddles — there are no single paddles in this game — the lack of control or involvement is made up for by the crowded point-scoring features. There are two sets of numbered targets, cards that'll fly over if you hit them, and four 100-point bumpers. On screen but the bottom of the table, small chicks are hatched from eggs when the ball hits, in

or in the same colour, a lady at the top of the screen will drop into pool, which means extra points for you. Eventually that egg becomes too big to jump and she'll fall, at which point you move Mario under her and when he catches her you get a bonus 10,000 points.

If you're a pinball fan you won't see the new features which are appearing on the latest coin-op games but, if you can't afford one of these in your club, Nintendo's ball buster provides an excellent alternative.

- GRAPHICS
- SOUND
- SPEED
- PLAYABILITY

comprises of a more turbulent route. The obstacles are the same no matter which track option you take. There are seven hill gradients, a jump barrier, oil spots, multi gradient hills, and a ramp which looks like an oil platform.

You've got two speed controls — one controls the other turbo — and the use of one or the other at the right time will determine whether you do a wheelie or crash.

Over use of turbo also makes the engine overheat so it's best used on flat parts of the track, where there are no mud or oil slicks to slow you down, or over several hills if the engine heat monitor is less than half way up.

There's just what you need.

It's just a pity that the *Excitebike* version has too little on-line control to make it a good choice for the arcade. The controls are simple and the graphics are good but the lack of a good track editor is a pity. The *Excitebike* version is a good choice for the arcade but the lack of a good track editor is a pity. The *Excitebike* version is a good choice for the arcade but the lack of a good track editor is a pity.

- GRAPHICS
- SOUND
- SPEED
- PLAYABILITY

SUPER MARIO

It's the game that's kept the entire C+VG office in chaos for weeks. Yup! It's the solution to the incredible Super Mario Brothers — well almost!

The C+VG team has been working day and night to beat the game, and we've almost done it. You'll just have to finish the last world all by yourself... if you can!

Super Mario Brothers is a very long game, and if you're going to ever get to the end of it, you'll have to make use of the cheats and shoot into the programmer's hole put into the game.

Well, let's begin at the beginning. World 1-1 should present no problem. First of all collect the mushroom hidden in the second flashing-question mark on the first screen and then, instead of having to waste time covering the whole world, dash down the tube which is just beyond the first pair of mushrooms.

You'll now find yourself in a secret underground room full of flashing gold coins. Collect all the coins — once you've got one hundred you'll be given a few life — and walk out of the exit in the corner. You are now at the end of the first level. Run up the stairs and jump from the top onto the flag pole for maximum points.

The reason you can sometimes get fireworks at the end of a level is still a mystery. The instruction manual is frustratingly vague about everything.

The next level, World 2-1, is the first underground scene and is quite a bit more difficult than the

previous level. The first thing you must do is get some fire power — and quick!

Grab the fire-flower hidden in the very first flashing-question mark and you will be able to blast those enemies out of the way.

Jump across the brick pillars and you'll come across a monster trapped between two walls. Squash the monster by dropping on it and then jump underneath the single

Just jump up and down to break a hole and jump through.

remembering to shoot any approaching enemies. A little further on you'll come to a small chasm, with a small ledge above you. Jump onto the ledge, you should now see another ledge on the right-hand side of the screen, covered in gold coins. Jump over the gap, collect the coins and push two or three holes in the ceiling above you. Go to the far right-hand side of the ledge and jump up to the brick above you, run back along the ledge and then jump through the hole you created earlier. There will be a small mushroom waiting just across the screen which you must catch. That accomplished, you will have gained yourself an extra life.

Run along the top of the screen

marked 4. You have now been warped to the fourth world. Congratulations!

Things now start to hot up. New hazards include a smiling cloud which drops spiny monsters from the sky — they can prove very painful for your Mario. The best policy on this level is keep moving as fast as possible. The only thing that is worth stopping for is another fire-flower mushroom. Half way through the level you'll come to a ledge consisting of four flashing-question marks in a row which you have to hit with Mario's head. Once all four have been knocked, jump onto the ledge and position Mario over the third brick and jump into the air. A brick will appear as if by magic, and an extra life mushroom will emerge from it. Once you get the mushroom, it's a non-stop



brick above you. You should get ten or 12 coins from it. There are very many of these bricks around the game, and many of them are invisible. So make sure you give everything a good head-butt — even if it looks as if there is nothing there.

Now we're coming against the first obstruction — a solid wall,



until you come to the two elevators. Jump on to the lifts but make sure that on the second one you jump back up to the top of the screen where the coin is displayed. Keep running along and you'll come across the game's next short-cut — the Warp Zone.

There are three tubes here and you should go down the one

sprint to the end of the level.

Level 4-2 is another underground scene with a very surprising plot, involving a 4 — a 4th.

First of all you will have to negotiate several chasms — it should be no problem by now — and once over these obstacles you will enter an enclosed tunnel. Run



players guide

10 BROTHERS

down the tunnel polishing off the monsters as you go. The screen will now open up again and you'll find yourself in a room full of the floating question marks. Jump to the ledge on the right hand side of the screen and jump onto the lift and drop-off it on the other side.

Above you you will see a line of bricks. Jump up in the air below them, you won't be able to reach them but several bricks will appear and you will be able to use them to reach the highest one. Go underneath, hit them with Mario's head and a star will appear. Climb up the star and you will enter a bonus screen filled with more coins. At the end of this screen you will come to another Warp Zone. Does the name sound familiar? Well it is the last world!

Not surprisingly things have



in the middle. The best way to deal with this is just to run very fast at it and jump right at the edge. Don't push the B button down because it will make you over-thrust and send you plunging downwards.

The beginning of level 8-2 requires good timing. Jump over the first bouncing turtle without touching it. Wait until another turtle comes bouncing down the

bouncing monster, and collect the mushroom as it drops down.

The rest of the level becomes an obstacle course of ledges, turtles and bouncing monsters. The one particularly difficult feature of this level is a chain which looks far too wide to jump.

First of all drop-down into the tunnel of the two pillars below the gap and then press the B



then it first appears. Jump over the ledges and enemies — but remember to keep your timing absolutely perfect. The one throwing monster perched on two platforms. The best way to deal with these two is to stay close to nearby tubes, where the hammers can't reach you, and wait until both of them have left the ground!



started getting tough. Flying turtles, huge bullet firing cannons, stream plants and black turtles come at you all at the same time. You're going to need a lot of dexterity to get past this level. Practice in the arena.

The one particularly difficult feature of this level is a huge chain with only a small column in



stairs, it will fall down a hole and you should then run up the stairs avoiding the spiny enemies as you go. Jump off the top and you'll come in a trampoline. Jump into it and jump straight up into the air. Just enter the mushroom will now appear and start moving along the highest platform. You should run along your platform, avoiding the wood

button to make you move quickly — don't worry about the small gap between pillars as you'll just walk over it — and when you reach the very edge of the second pillar you should jump!

Once across this problem the end of the level shouldn't be too difficult to reach.

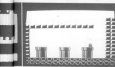
World 8-2 is much more tricky



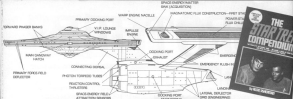
and then run underneath the platform — you can kill them by kicking the brick they are standing on. There is also a mushroom hidden inside the highest platform.

A little further on there another two hammer throwers and the same technique will work here. Later on in this level you find three low hammer throwers and you have to avoid the hammers and jump on top of them.

And that's as far as we've got! The last level is a maze of tubes you must climb-down — they must be in the correct order as you'll wander around forever — and you'll encounter a remaining level. And that's as far as we've reached. Can you beat it?



players guide



STAR TREKKIN'

Bored with waiting for Paramount to release *Star Trek*? We are! Well, to keep all you Trekkers happy we've arranged a special Star Trek competition with the help of our mates at Titan Books. If you can't play the game at least you can read about the classic sci-fi adventures of Captain James T. Kirk and his crew. Don't go where no C-VG reader has gone before and enter this cosmic competition!

Just answer the simple *Star Trek* quiz and a starship full of goodies could be yours!

● **FIRST** prize winners will get the new *Star Trek Compendium*, packed full of fascinating facts about the TV show and films. Together with a complete show-by-show guide and lots of pictures, **PLUS** Mr Scott's *Wikipedia* the encyclopedia of **100** instantly deleted *Star Trek* trivia facts. **Star Trek Encyclopedia**, **PLUS** a set of **100** *Star Trek* trivia questions and answers for the light game!

● Three **SECOND** prize winners will get a copy of Mr Scott's *Walter* in the *Enterprise*.

● Five runners-up will get a copy of the latest *Star Trek* novel.

Now on with the questions! Answer them and mail your answer via the nearest *Star Trek* transporter beam to Computer and Video Games, Star Trek Competition, Priority Court, 39-32 Farringdon Lane, London EC1R 3AA. Closing date is September 16th, normal C-VG rates apply and Mr Spock's decision is final.

1. Name the pop band who recently had a hit with the terrifically dreadful *Star Trekkin'* song.
2. Name the Communications Officer on the Starship Enterprise.
3. Name Mr Spock's Vulcan father.
4. Name the giant creatures featured in *Star Trek VI*.
5. What does the T stand for in James T. Kirk?

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Moebius fits both sides of two-disc packs available for the C64, SA, Amiga, Atari ST and Apple. Prices from £18.99.



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ADVENTURE news

Among three future releases announced by Infocom, none of the famous *Zork* which sold over one million copies is promised. *Beyond Zork*, written by Brian Moriarty, features Infocom's new interface system, in what would appear to be a combination of role-playing and traditional adventure game.

With window displays to show what weapons and tools the player is carrying, and special function keys programmed for fighting battles, the player will start off setting up his own character, in terms of strength and endurance, etc before setting out in search of the fabled Coconut of Guinever.

According to C-V's source, *Beyond Zork* will be available for a restricted range of machines, which does not include the C-64.

Lord of the Coasters! Make Mead Or Not Or It Is the unlikely title of a new game from Jeff Orbell, author of *Rolling*. Described as a game of word history and double meanings, *MakeMeadOrNot* will consist of eight short stories.

New Infocom storyteller Amy Biggs will be making her debut with *Runeborn Hearts*, a 17th century adventure set in a scheme on the high seas, the receding of romance novels, and details of 17th century customs and ships. It has been part of the research undertaken to provide the background for this adventure, in which, it seems, the player will be unable to control his position.

Beyond Zork is due for release in the USA in October, the other titles, in September. It seems to be expected to follow some six to eight weeks later.

The BBC comedy hit, *Yes, Prime Minister!* is due to hit your computer screens in the next few

weeks. Programmed by Oxford Digital Intertex, versions for the Spectrum, Amstrad CPC, Commodore 64, and BBC micro will be released by Mosaic Publishing during October, to be followed a month or so later by a Amstrad CPC/PCW disc version.

Combining graphic and text, including icons, screens in a scrolling office, there will be elements of strategy and decision making in the game, which covers a five day period in the life of Jim Hacker. Each day will require a separate text.

A series of completely new scenarios has been devised for the game, and scriptwriter Tony Jay has been keeping an additional eye on the game's development. A new TV series of *Yes, Prime Minister* is also scheduled for late in the year, and the BBC has talked with Mosaic so that its timing fits in with the release of the game.

The launch promises to be an interesting and amusing event, with a number of real MPs on hand to play the game, and see how they would make out as PM. C-V's will be there!

Very big high-quality adventures are always welcome — and tend to be released every couple of months or so. However this month has seen the appearance of Laurel's *Sight Circ* coinciding with the cutting horror from Infocom, and all close on the heels of *Stefan-fall, Renaissance* and *Spout of Shivers*. The latter is just those games deemed for more playing than the average adventure, for a suitable review.

After all, if you're paying 50 or more a time, you want to know a bit more about them before you decide whether to shell out. Fortunately, there are so play-

able, the extra re-playing comes as a pleasure — it's the reduced time available for writing the review itself, and completing the column that becomes a nightmare!

There was a reappearance of the *Inspector* on *Clive Bull's* BBC programme on a recent Sunday afternoon. For the first time, Paul Coppins and I decided to show caution to the wind, and leave our files of solutions behind, just waiting for the database printout and members. And guess what? *Brittas* had decided to carry out maintenance on Paul's line. Paul arrived too late, and there was I with only one half of the memory requirements! And it's funny, isn't it, how the questions that one can't answer always come in runs, leaving an embarrassing sequence of guests and *Brittas* still, it was nice to speak to so many who phoned in.

This issue brings the first of the *Henry's* alternative looks of adventure — in the shape of an adjudication over *Matthew's* savage island review, to keep him out of harm's way over the next few weeks. I have sent him an unusual badge adventure on which to comment — *Inspector Fiskel*. It has a somewhat 'Sherlock' feel to it, with independent (?) characters who deserve the shop analysis available only by the *Henry's* huge intellect.

Also next month, *Matthew* and I will be bringing you a complete rundown of what to look out for in *Adventure*, of this year's PCW Show. C-V's will be out a week or so before the show — so make sure you are not without your copy before coming along to meet us, and all the other people in the adventure world!

The *Baron Encounters* comes from the programmers of *Kings Quest* if not *The Blood Countess* and is a humorous tale of action and adventure set in deep space.

It introduces Roger Weiss, ventilation engineer turned space age wealth builder. As luck would have it, Weiss becomes the sole survivor aboard the research ship *Arctico* and the last hope for his planet, Baros.

His mission is to search out and destroy the super-vector star generator which has been violently stolen from his vessel, then carry out *Arctico's* last objective — initiate a new star for his dying planet.

Kings Quest II and *Space Quest* will be available in July for a wide variety of computers including Apple II series, G5 and Macintosh, Amiga, Atari ST, IBM PC series and MS-DOS compatibles. The suggested retail price is £25.99 for *Atari ST* and £29.99 for all other systems.

Activision are releasing two *Baron On Line* titles. *Baros* has built an enviable reputation in the states for fantasy role playing games, with chart hits such as *King Quest* and *The Blood Countess*. The first two titles being released in the UK by Activision are *Space Quest* and *Kings Quest II*.

Kings Quest II is the name suggests, is the third in the *Kings Quest* adventure series that has proved immensely popular worldwide.

Featuring the 3D-oriented graphics included in *Kings Quest* takes place in the kingdom of Dorenbyr. The player must help Gaydon, slave to an evil wizard overcome his servitude and perform brave deeds, kill the seven sons with a bond of many souls, and come face to face with Medusa and the Abominable Snowman.

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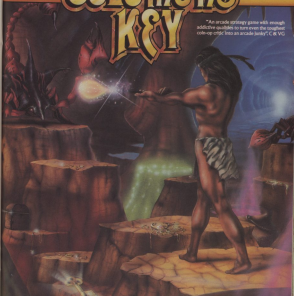
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SPECTRUM 48-128K £6.99



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ADVENTURE

preview

RIGEL'S

What is it like struggling to make the grade in the competitive world of adventure software? How does one go about setting up a full-time business, and what are the pitfalls?

Over the past year, Keith Campbell has been following the progress of two adventure enthusiasts who have created Smart Egg software, and reviews their first big game — *Rigel's Revenge*, a budget adventure from Mosaicronic.

Rigel Brooks is not only an adventure enthusiast, he is a businessman. A couple of years ago, he teamed together with his friend David Hixson, to write adventures for commercial sale.

As boys, Nigel and David were friends of a Prep school in Parker, where both their families moved from. It was quite by chance that they met up again at the age of 11, at Brighton College.

David went on to obtain an A-level in Computer Science, and then spent a year of staffed Poly before dropping out and deciding further study was not for him. He got a contract in a microsoftware project at Brighton Poly, developing software for transmission to local schools. At the same time, he was writing educational software as a freelance basis, for Jeffy Daines. But C-level subjects suited on the Beach and Spectrum are not great money spinners. David discovered, and so more time doing what he enjoyed most — playing adventures.

Meanwhile, Nigel, too, had a Spectrum, and a copy of the *Shell*. He tried out a few ideas using it, and showed the results to David. David liked what he saw, but they both agreed that the *Shell* had too insignificant an approach. So David, by now an accomplished machine-code programmer, went ahead and developed his own Adventure system.

Nigel, unemployed, decided to set up a business on an adventure software company. He

looked into the Enterprise Allowance Scheme, and discovered it was possible to get a weekly payment of £48 for a year, plus free counselling. But first he had to demonstrate that he had a sound business idea, and that he could lay his hands on £1000 to support the business, if and when it became necessary.

Nigel being strong on knowledge of adventures, had little difficulty in persuading the powers that be that he knew his subject well enough to make a go of it. He and David have definite views about adventures and how they will be used, writing them, finishing them early, they believe that should demand that a game unless the quality is really high quality.

"The players' opinions," they think, "are just that," and although they like the development of local PCs, system of having game so far in terms of technical expertise, that the system may make the game. So, occupying the need, compatibility, for graphics, Smart Egg's slogan is "value for money."

But knowledge in the primary subject doesn't amount to run a business, and so when Nigel's proposed company was accepted under the scheme, he took a number of short courses to help with the business side — such as finance and marketing.

Consistency in an adventure is one of the priorities of Smart Egg, and that means always clearly visible must be supported in the program. Their paper

accepted two-word input, and they decided to test the limits of their system by increasing Character Code — with a few variations — on a Spectrum. Their next step would be to upgrade the price from nine to three words, but possibly to further, since they believe that the cost of expanding the extra words to maintain consistency might limit the games themselves.

Although it was not their original intention to publish 'Adventure' (their version of Colossal) they were so pleased with it and result, that they offered it on mail order themselves, of the same time approaching a number of publishers, and sent out review copies. Typical of the replies received was one from Aclogonic, which, perhaps improbably, concluded that the Committee and Hixson never had been done in death. Nevertheless, it expressed an interest in any future adventures that might come up with.

More encouraging, however, was the reaction of Mosaicronic. Again, now too interested in 'Adventure', Mosaicronic was so impressed with the way it performed, they sent Nigel and David a statement to evaluate, with a view to producing the adventure for them.

David never was soon to follow. Interceptor Software requested 'Adventure' for publication on their Player budget label, and Mosaicronic gave the go-ahead for them to produce *Rigel's Revenge* — the storyboard they had been evaluating. Plans for writing their own adventure, already storyboarded and ready to go, would have to wait, for here was an opportunity too good to miss. Nigel set off to

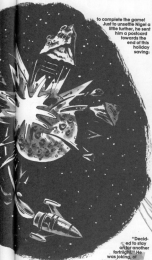
visit the two firms, to ascertain projected sales figures

and finally return, and negotiate the contract.

When I visited Smart Egg for a progress report, David demonstrated his graphics in a preview of *Rigel's Revenge*. They were truly impressive in concept. But for Nigel and David, there was something of a crisis in the air.

The Mosaicronic contract deadline for the Spectrum version was two days hence. It was over so nearly

REVENGE



to complete the game. And to ensure Nigel is safe further, he sent him a postcard towards the end of the holiday saving.

phone call elicited a multiplicity of reasons, excuses, and procrastination. Nigel was getting bitter about it. "I begin to see how you operate in the computer games business because millionaires — by not paying any royalties!" It took a lot of cheating, and Nigel really had to make it a matter of himself, before he got a sheege — for a mere \$1.99. "I know they've sold more copies than that, but they know why that game is not in play until they have been paid by the distributor!" Nigel has become very knowledgeable about the form of these companies' contracts can take, and what to look for in them, as a result of his experiences.

"Can you see the day when you will be able to live on the business?" I asked, knowing that anytime now, the Enterprise scheme allowances would be running out. Nigel was philosophical. "No business can really afford to make a profit in its first year," he said. "It takes five to ten years, a minimum, before things do at last seem to be gathering momentum for them."

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REVIEW

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- 3- PRICE/CASSETT \$1.99
- 4- RATING: 5/10

The Nigerian war raged, Harper dropped down from the scudding. His cowardly explosion threw off his night-vision goggles, sending him into darkness. Nearby, a man whispered that Kibiki was mortally injured.

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Harper finds the man in the grip of war. Shattered fragments from the dome whispering voices from the town below. Hushes, bubbles, and a broken whisper of a sound. He walked in through

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roady, but said was looked on an evening flight from Gatwick the following day, for a fortnight's holiday in Yugoslavia. Said worked off through that night — a 23-hour stint in all — and talked

"Didn't you talk to another fortnight. He was talking of course."

and with 'Adventures' as the model for a good few months, the quarterly royalty payment from Interceptor was well overdue. Please call after

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ADVENTURE helpline

Here it is, the one and only Adventure Helpline. (It's plain to get A.) The hints, tips and solutions you could possibly need. Need a helping hand? Then check out KC's all-purpose problem page!

Every month the Helpline mail brings a diversity of problems usually centred on a "moving window" of currently popular games. But every now and again, it seems, perhaps telepathically, a whole host of adventures gather around one problem, and stare at it in amazement. This month's most baffling problem is: How do you get past the she-beer in *Catwar at Midnight*?

This adventure is proving difficult all around! Geoff Lane from *Essex* in Essex, doesn't know what to do next having rescued Twoflower and brought a home.

And then, of course, there's always the odd plea for something really off the beaten track. Like that of M. B. Baskin of Redhill, who can't open the chest, nor use magic in *Firebird*! Anytime, who can't?

Most adventures these days are available for a range of machines. Occasionally they vary slightly from one machine to another, although if so, the solution is roughly the same. However, it is not possible for us to play every version of every game to check out the clues sent to us by you, and those that we glean ourselves.

Thus we come, anachronically, in giving advice on how to deal with the tramp in *Spook Adventure*. It seems that a bug in the C-64 version, makes this problem more difficult than it should be, if not impossible.

Phil Knight was puzzled about the holy door message in *Race! Planet*. Routine Gornth of Andover comes to his rescue with his explanation. The message refers to the five balls on an oct. Above is temple doorway. If you ignore the first

and last, you have 808. Since the middle, guess you 087. But David Irwin suggests the opposite. He reckons it means 80 the binary number 8, wait!

Wagner Tomajuk was desperately trying to find *Shogun*, and this month *Lee Westergaard* comes to his rescue, with a clue for *Sea Times*. But Lee can't get to *St. Franklin* (see) — can anyone help him give his son, Freddie his come-again-er?

Conan Jellwood of Rockpool, is playing *Warrior in Rhoco*, and is trying to avoid being captured by the natives with the war figure. Sounds like a problem that will soon melt away, since C-1-VG adventures put the heat on it.

The Sydney Affair is causing Jon Smith of Warrington some difficulties, for it usually quite content plodding through adventures, but he (or her) had to put pen to paper about this one. Every time he seems to be getting somewhere, it comes up with the irritating message: 'Hey boss, Wake-up!' "Can you explain that?" asks Jon. He has only one suspect, on E. Renard, and is disappointed that Intergame doesn't supply an address offering help to their customers.

Where is Mr. Video after the meeting in the woods? What is Croaker's gettable for other than *Wabbit*? And how can you get rid of *Bollon* before they get rid of you? All these questions are posing Josiah, both of Denmark, playing a very dodgy game of *Douglas Gwynon*.

Who can help Eddy Jones to stop the professor shooting little off the end of *Bedroom*?

Mike Thomas of Coarphilly is playing *Frossenstein*. Freshening about the game is great, he thinks, so the response time, and the fact that he doesn't know what to do in the *Blackout* off-ice-service, with the vague



Thanks for the help with month-to: William Hain, Aberdeen; Matthew Gannet, London; Pauline Gannet, London; Ivo Reichmann, Bochum; M. Gennaro, Assisi; Scott, Ringkobing, Denmark; Eddy Jones, Sunderland; Mike Thomas, Coarphilly and Mike Ansell, Tain.

ADVENTURE
clues

shadow behind the wall? Frodo, help needed at a different ting! Come in, Dave Orwell too kindly offered more for Rod's tale. He not only talked to your address, to make matters worse, we have now had to write and let us know where you live, Dave, and if your offer is still open, we will

repeat it. Before I go, here's a advance warning that the Adventure Helpline will once again be willing to meet you and help with your problems, at the PCF at Olympia. The show runs from 23rd to 25th September (first two days inside and Press only), show details in the next issue!

ADVENTURE

round-up

The Three Musketeers

- SUPPLIER: COMPTON
- SERIES: COMPTON
- PLATFORMS: COMMODORE 64/128, CASSETTE
- PRICE: \$1.99
- DEVELOPER: DATA
- SOURCE: DATA ENTRY, 4

Not so much an adventure as a multiple-choice novel, the story concerns your mission to deliver a letter to England that will prevent the Queen from being discredited by Cardinal Richelieu for giving the Duke of Buckingham some diamonds.

Text narrative alternates between choices and action. There are in most cases displayed sequentially, and selected by pressing RETURN. In some cases, the range is



▲ The three musketeers.

limited to a choice of two actions, and those presented are rather confined. For example, when charged with your mission, do you rush off by jumping out of the window, or hurry through the door?

Very little gameplay is somewhat offset by some effective graphics. In most cases digitized from photos.

There is a terrible clasp that accompanies the whole game, but this can easily be turned off, and probably will be.

It is not an orthodox adventure.

Inferno

- SUPPLIER: VANGUARD SOFTWARE
- PLATFORMS: BBC MICRO, IBM PC, AT, XT, MS-DOS, APPLE II, ATARI, ZX SPECTRUM, ORIGIN
- DEVELOPER: JOHN 'LOONEY' HARRIS
- SOURCE: VANGUARD SOFTWARE, 1

Go to hell, say Vanguard Software has been dumped in Dante's Inferno, and must get out. Dante's map of Hell is provided, but the scientist who dumped you there says it's out of date. (I didn't know Hell had been redesigned!)

Two flippable 40-track disk worlds like a lot of adventures, until you discover that it's been written with GAC, and it's split into four parts. That means you get pictures (video) but also that the games are smaller.

The graphics are most ugly. I never knew Hell was so colourful! Unfortunately, there doesn't seem to be a way of killing them, despite the fact that GAC supports this feature.

Inferno has quite long atmospheric descriptions (maximum 255 characters), vocabulary is adequate, and a hint is even provided. It is a pity, though, that you can't SAY (answer) but have to ANSWER (answer). The text at the start of part one suffers badly from typos, another bad point is that some commands simply have no

response whatsoever. And there is a bug in part two — do not press COPY.

With a few humorous moments, on the whole Inferno is one of those VICIOUS adventures.

Dusk over Eflinton

- SUPPLIER: VIDEO GAMES
- PLATFORMS: SPECTRUM 48K, CASSETTE
- PRICE: £1.95, MAIL ORDER FROM 1 (SUNSHINE) FROM HOME, BIRMINGHAM, ANNAPURUS, BA11 1DP
- DEVELOPER: MATHSON
- SOURCE: VIDEO GAMES, 1

Walking down a quiet alleyway, your eye catches the reflection of the moon on a broken mirror. On closer inspection, a ghastly apparition is seen, which beckons you into another world.

It all starts off in a library, and from here you venture into numerous 'Ghailed' locations. A two-part game, the first involves the retrieval of an orb, whilst in the second you continue adventuring around Eflinton.

The problems entailed in the game are often quite hard, but not too difficult. The vocabulary is fairly abundant and there is no real trouble in trying to find the correct phrase required.

Not exactly my cup of tea, but a good problem solving exercise.

Treasure Island

- SUPPLIER: MASTHEAD
- PLATFORMS: COMMODORE 64/128, CASSETTE
- PRICE: \$1.99
- DEVELOPER: DATA
- SOURCE: DATA ENTRY, 4

I suppose this could be called an adventure, since it involves text input, but is very strange, and not very playable. To start with, play is in real time. Movement is by walking in a set direction.

Vocabulary is fairly minimal, as are the text replies, and often, entering of action such as NORTH, which I reckoned would turn me the right way before READING, and with a "Which way's that?"

A TELESCOPE command puts a cross-hair on the screen, which can be aimed at anything in view for a greater magnification. Well, anything that is in the same horizontal plane as the cross-hair, for they can only be moved left and right.

Pictures can be turned off, in which case it seems you are almost playing in the dark, for WALK brings no response at all.

The intro explains, and has comprehensive instructions, but sadly that help-page is needed to read them!

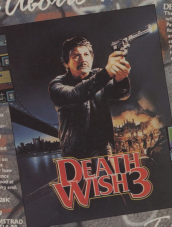
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ADVENTURE

reviews

► **SYSTEMS:** IBMPC/LEVEL 1
► **DEVELOPER:** COSMOS/COSEI
► **HL:** STARR BOG, JAMESBOG
► **CPC:** JAMESBOG
► **PC/XT:** BOG, JAMESBOG
► **PRICE:** \$14.95 (less a \$2 off
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► **DISPATCH:** BETA

A band of orcs, cornered in the cellar of the Orcs Head Tavern, has challenged to Cael to a fight of champions (under the rules of the contest, provided their own champion stands behind to fight, the rest may leave. And see they do, leaving you, Gindragul, the most drunken of the bunch, to the fender-marches of the joust. Just to make sure you enter the spirit of the thing, and don't escape or fall off your steed, they have led you to it.

Meanwhile, with the Orcs Head Tavern Ladies' Bowling Team in hot pursuit, the band of orcs demolish the bridge spanning the chasm leading to Orcs Head Tavern. You join in Part One is to make a rope long enough to get across the chasm — and that's a lot of rope. Believe me!

Eight Orc is a single game in three parts, and the first part is really provided to help the player explore the way the new adventure system works. Parts Two and Three are the real guts of the adventure, in which you learn to use magical spells, recruit followers, and escape.

To be successful, you must not feel like an orc. So what are orcs really like? According to the manual, they are pungent people of slight stature, with the charisma of blow flies and the appetite of gnomes. They are particularly cowardly, too. In the game it usually pays to run like hell.

The orc philosophy, in a nutshell, (distilling it beautifully) runs throughout the game, and provides much of the fun. You'll discover LURK, for example, provides information that he is a brilliant creature of great cunning,

and those familiar with the habits of the Uruk-hai, pronounce the word by gathering a mass of phlegm and gobbling it as far as possible!

But back to the plot. The joust ends, and given up for dead, you crawl out of a comfortable pile of garbage to go in search of anything that will join together to make an extended rope. Like the haystack on the flagpole, the haystack is the wall — even the very robes the herald is wearing and a bit of wood supporting the lid of a chest.

series of directional commands to get to a particular destination. If you type GO TO CASTLE then all the replies you would have received in typing in each move separately, are displayed, until either you reach the castle, or can go no further due to some obstruction. Alternatively, you can RUN TO CASTLE, and merely arrive there, or even ask someone else to go and carry out whatever chore you have in mind, while you get on with something else. Mind you, that's not to say they will

co-operate, for some of them have a decidedly stubborn streak in fact. Denny is the only controllable character in the first part.

Not all missions have graphics but the bigger machines do.

In Part 3, things become very strange, for two possible worlds exist — the original and the modern — both extremely similar yet intriguingly different.

With the game comes a 24-page manual containing full instructions, and a novella. I can usually take or

KNIGHT ORC

The countryside is scattered with an amazing amount of gold treasures — not the objects of your attention in this game, except insofar as they may help to distract the local population who are thirsting for a drop of orc's blood. There are plenty of them, too, like Bookworm, Doin, Musclemom, the Liquidizer, Kite and Denny.

Movement is through normal direction commands, but, unless you prefer to, there is no need to painstakingly make a map, or to issue a



leave a novella. So often they consist of so much combined detail to lend a degree of readability to the game plot. But The Sign of the Orc is really amazing, and is a good read in its own right. It really is useful, too, for the game starts where the story ends, and so you feel you know more of the character when you start playing.

Here is an adventure that is like nothing you've ever played before.

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On a cold winter's night, with a blizzard raging outside, you find yourself trapped in the computer building of the George Washington University Institute of Technology. Never mind, you have an assignment to get finished by tomorrow, there is only one other student using the computer terminal, so now is the time to get on with it.

Logging into the system, you find the paper on which you are working. Instead, some very strange text fills the screen. Misinterpreted by its nightmarish quality, you panic. When you come round, you find yourself standing in a cool, smooth stone with some weird markings on it.

Your interlocutor, a hacker if ever there was one, comes over to see if you are all right. He diagnoses that your life server has been corrupted and somehow entangled with that of the Academy department.

To you head for Academy hall, with most of the college buildings locked up for the night, your route takes you down into the basements and tunnels that link the various buildings of the campus. Students have been warned not to venture into these parts, for they are old and decrepit, being part of the original buildings that once stood on the site, and held to be dangerous. It soon becomes apparent that something very nasty is going on down there.

The first hint that anything is amiss comes when you reach the Ains building, and start to traverse the so-called Infinite Corridor to Academy. A maintenance man is fixing a floor waxer, and is

LURKING HORROR

determined not to let you pass. But is he really a maintenance man? Come to that, is he really a man? A roid driver runs down your spine as he disintegrates, and turns into dozens of squawling little creatures who disappear at great speed down the corridor.

Before long you have forgotten about your assignment, and become

hell-bent on pulling a stop to what seems to be a takeover of the college by an evil life-force.

Very much in the style of a modern horror movie, this is an in-between shooter from Dave Laibin, whose graphic text makes graphics redundant. It will leave you, more than once, feeling slightly queasy and decidedly uneasy.

Like the Lurking Horror on the same level as *Shattered*, although, preferring science-fiction to horror, purely as a matter of personal taste, I found this slightly less enthralling. If you are into horror, and into adventures, get into the Lurking Horror!

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ADVENTURE

The Fiend....

★ Did you read the mailing pages (July) and Frank Gilbert's wonderful little letter? asks Mike Thomas. "Down me, he must be rather short sighted if he can't see that you're in the adventure column. A curse on him for his nasty writings!"

Yes, Mike, I noticed alright. But I didn't worry too much. The editor digs out letters like this every now and again—as do post-sensitive readers when he gets an instinctive feeling that I am about to ask for a raise!

The Adventure pages in C + V are a forum for adventures' views, and over the years a number of the more longwinded readers have become household names to regular readers of the column. One such, renowned for his loopy letters, is John Peffer, a novice of Jersey, and on-again follower of *Phantasy* in its time.

John still writes, in fact he wrote a review a couple of months back. "But where did it go?" many readers have asked. Having seen it mentioned in the *Magazine*, no one could find the actual review, and were keen to see what John would come up with when put to the test. Unfortunately, it didn't make it into the available space, because the game concerned was of a more minor appeal than the others that month, it was consigned to that great pile labelled "overwater" (but don't worry — John will be back).

Another who has prodded these pages is the ultra anonymous *Fortigod* fiend. No — we REALLY don't know who he is! But his cutting comments are now being cunningly and constructively directed away from your feet.

Roy Peonley of Heyden, recently wrote taking young Matthew to task over his review of *Jarvis Island Port*. Roy felt that Matthew, finding it too difficult to get very far, gave up too soon and thus



★ THE FIEND IS REVEALED!

gave an excellent game a bad rating. So I passed Roy's comments, along with a copy of the game, to the Fiend, and invited for the ritual to occur first.

One thing can be gathered from the Fiend's analysis: the game has lost a lot in conversion from the NES-88 to the Spectrum.

It also seems to have gained something — Bugal bugs of the sort that seem to have been created by someone concealing the original code, without a sufficiently intimate knowledge of the subtleties of the plot.

★ So someone has written a letter of complaint. Had the Fiend (and letters of complaint) should, as I write enough of them myself. So I was with professional interest that I read what Roy had to say about Matt's review of *Jarvis Island Port*.

Heh-heh. It appeared that he didn't quite agree with Matt's appraisal.

In reading up old faithful, the Fiend set out to discover what all the fuss was about. And I would like to say right off the bat that I found the game so simple that it completed it within the first hour.

I would like to say this, but I can't, as it isn't, and I ain't! But as *Fiend* are nothing if not stubborn, and having the full name of my maggotish in his direction, I eventually overcame, finally completing the game with abandon waving proudly in the breeze. The breeze was the residue of Hurricane Alexis, so beloved of Matt.

So, faithful Fiend fans, who was right, complainer or complainer? The case for the prosecution has some merit, as the logical sequence of the problem is well thought out, and if Matt really hadn't fixed the teen/humane problem, then he would've over to into the game.

However, the Fiend has noticed that most of you humans are not blessed with the tenacity of a fiend, nor the brightness for that matter, and I suspect that many a poor mortal would be reduced to a gibbering frantic heap by this game!

In my humble opinion (not that I am ever humble) Matt got it right! This may have been a bit of a game in 1981, but it poses in comparison with... oh, but that would be telling, wouldn't it?

User friendly game this is not! First off, time I found myself ingulping water with the first letter ensuing because the program detected, for reasons best known to itself, that I should press ENTER before continuing. And as for the GET ALL command, by all that is fiendish who does the stupid thing insist on trying to pick up narrow crevices and dark openings, particularly when each try moves the humane nearer!

Hot parts one and two been packaged together of £7.95, then despite all that I have said, I would have no reservations in recommending it as real value for money (but as it stands, this is one hot fiend Adams treats and software historians).



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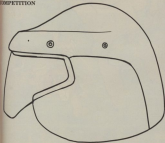
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Rock On



To begin with, it's worth I would like to thank all the readers out there who've read and supported the page. It just goes to show that a lot of readers out there have gotten interested again from playing computer games. It has a day. In fact, the person who wrote in has managed to combine both music and computer games in a great effort.

The person in question has to be taken to Creation of Fall volume which displays them away in games like a Mad Max Stage Fight, etc. because that the music increases his performance and puts him more in the mood by keeping him on edge. If you decide to try out the combination of sound and should see us, write in and let us know the results. I'll send a couple of albums to the people who have the finest results.

Right, we'll move on to the music side of the party. It came as no great surprise to me that 98.9% of the people who write in are amazed that the question got it right. In fact there was only one wrong answer and boy was it wrong!

The question I just sent "Who is the bassist in Motorhead?" and the answer is of course Lemmy Kilmister. Being a long-time fan of Lemmy, I have taken Lemmy as well. However, the guitar lead work in and the answer was wrong. It Lemmy. I don't think I'd be surprised if I

As for the lucky winners of the album, it's California Nights by Ozzy Osbourne, W. Hammer of Brighton, Dave Fisher of Buffalo, Harry Black of London and P. Osborne of Bradford.

Well with that out of my system I'd better get on with reviewing this month's selection of albums, which all have at least one thing in common: they are all debut albums.

STATETROOPER/ UNDER OUR FLAG

When Gary Barker resigned his position as vocalist in the Michael Schenker Group, he moved around a bit from band to band and then finally decided to form a band of his own. Statetrooper is the result.

In Statetrooper he has gathered together a group of accomplished musicians who produce a very capable form of heavy metal M.O.R. rock. They have taken all the tricks of the

Kerrang! Yeah it's Wayne Bootleg, the thrash wizard, bringing you the latest and greatest metal releases. This issue we look at a great new indie band Fields of Nephelim and an essential new Thrash release. Play it loud!

trade and put them on this album. The album has a freshness, with a clean sound which personal computers suggest at the edges. At times the sound reminded me of early Death but the music would quickly change into a pseudo Sabbath type blast. They have a combination of sounds which they can't pull off. This is one of the rare bands which can carry off a ball as well as a real rock.

When I read that lead guitarist Martin Bushell had left the band, I wondered what they would find someone of his quality to fill the obvious void that he left. However, when I found out that Brian "Bobo" Robinson, an Iron Lady, Motorhead and Black Sabbath, had taken his place I was very pleased. It proves once again Bushell's shoes Bobo can't. It is very tough to see any he joined as Barker's vocals will complement Bobo's guitar playing style and invariable this band is clearly suited for him.

Statetrooper is the band's debut album and it is a nice one

to get started with. Tracks like "The Edge of Things To Come" which leads off the album and "Star in the Sky" are out of the band's reach. However, my favourites are the closing two tracks, which incidentally are both reissues. "I'm Late" and a tremendous version of the Michael Schenker Group's "Armed and Ready".

DEATH/ SCREAM BLOODY GORE UNDER ONE FLAG

This band has been around the thrash metal scene for quite a while... In many various forms, in fact they have had more band changes than have had lead singers, so I won't go into the different versions of the main line up they have had in the past. However, it will suffice to say that lead guitarist and vocalist, Chuck Schuldiner, was one of the original founder members of the band, has now got together a group trio, which consists of himself plus John Hande on rhythm guitar and Chris Flinder on drums.

This is Death's debut album and in my mind it is a great classic. There are many Thrash bands around at the moment but most are only a few M.A.L.T. (5000) Thrash bands. Death fit in the latter category. This album is violent and nasty. It packs a meaner punch than Mike Tico's. The album is classic, classic Thrash with smoking shots of short, cutting riffs plus tight, tight riffs. Whether it's fast or has captured the perfect Thrash sound and atmosphere. The tracks seem to mould into one another and it seems like that there are no breaks at all. I don't see Death of Life, Sacrifice and the brilliant Mutation and see what I mean.

I don't know how they are going to beat this with their next offering as they have set a very high standard with this first album. Even the cover is excellent, probably the best I've seen this year.

An essential Thrash buy!

FIELDS OF NEPHELEM/ DAMNATORY SITUATION TWO

I make no apologies for reviewing an "older" band which does much more to punk than rock. In fact I have reviewed a lot of metal taking me to review more "alternative" and indie material. This is yet another debut album and like the others, I don't see it on this page, the band has played out of their skin.

It is inevitable that critics will compare this band to the now defunct States of Mind. While it is true that they have the same general sound and style, since it was formed originally like the States' old vocalist Andrew Berman, the band do have a more western flavour. This together with the use of pieces of tape from "Nagasaki On Fire" and "The World" gives the band a much more interesting and horrific aspect. Also Nephelim have a distinct organ sound in their live up which greatly enhances their musical classicism. The band will be probably be branded as "Death" for their use of dry ice and black clothes. In fact, I think they go even more to the style of Mad Max than the States!

Really do like this band and they have come up with it again full swing in Phoenix





Man and in the scary, haunting Necronator where you can imagine a body screaming the lyrics. "Bastardize me, BASTARDIZE ME AGAIN!" Really effective stuff.

When the Blackgates split up I was looking for a band to bring back what they left behind. Wayne Hussey and Greg Aulding formed the pop-based Mission, which are far too commercial for my taste, whilst Andrew Eldritch formed the orchestral but over-the-top Sinterblood that seem to release a record once a decade. Now The Veil Of Melancholy are here and the veil has now been lifted.

**GDNA/
PHANTASMAGORIA/
HEAVY METAL
PROFUNDICE**

GDNA are a quartet of Danish goth rockers who seem to try to find the same as synthrock. They only a lot on their looks, their "Mega-thematic phantasmal" imagery. They also lean rather heavily on their reputation for being obsessed with ritual sacrifice and war or the symbolism. They would like to be seen as urban warriors dressed in Gary Glitter's clothes.

After listening to their album, it is easy to see why they play it up upon the glorified/ritualized points. You see the music is little more than mundane pomp rock. Although they try, and try very hard at that, they soon fall into the old rock and roll rut. One point I did like though was the length of the tracks. Gangland's Secret 21 is a full seven minutes long and it is very rare nowadays that you hear a track as long as that. In fact all the tracks on side one are quite lengthy as it contains only three numbers in all.

The band's lead singer, Yaku Cheyenne, stands out above all with a natural voice that would be more suited to Heavy Metal than this Giga-Rock. However, what it is nice is the band's lack of style and the over produced sound. I think they would need a complete change of musical direction to produce a good album.

**HOLY TERROR
TERROR AND SUBMISSION/
UNDER THE FLAME IS**

Once again, an album with a terrific cover, but it also has a great inner sleeve.

The band are a five piece American outfit, hailing from Los Angeles, California. When Adam Glass quit, Kurt Dillon, left the band to

immediately formed Holy Terror as he wanted to progress in a new direction. He enlisted various musicians into the band as well. Mike Justice is the Black Mission support lead guitarist.

With this album he has progressed from the roots. He has taken the classic elements of Heavy Metal and superbly blended them with the finer points of Thrash Metal. The result is a unique sound which has all the aggression and speed of Thrash, but the style and technique of Metal. The music is very, very good and the production is superb. The guitar solos actually sound like they are lifted off, up and away from the background music and they are as clear as a bell.

Kurt Dillon's lead vocals are clear and for once you can understand all the words. This brings me to the one point about the lyrics. The lyrics are in the same vein as Rainbow (reviewed last issue) and are all about devil worship and the damned. They don't seem one iota good for one would like to see a lot more variation, so see if they can produce lyrics in a different vein.

Overall though this is a tremendous debut album, the musical quality of the band speaks louder than the words.

This album is a real pleasure to listen to.

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For all its previous releases, you can win a copy of one of the albums above by answering a ridiculously easy question. All you have to do is let me know

who is the lead singer of Ambrosia. If that's too hard, there is an album to the person who gives me the wrong answer, but sends it to the postcard which is in the "Front position later".

See ya in two months and don't forget to keep headbanging!



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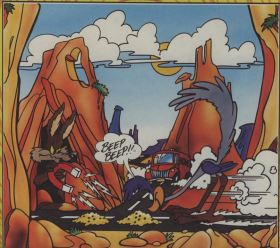
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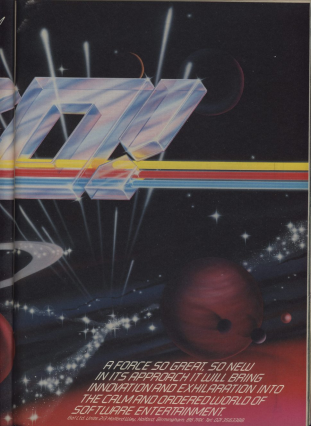


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NEWS



▲ This is the first look at what could be the most grand and impressive games to be released on the Atari ST so far. It's called **Ancient Mariner** and it's from a relatively new name on the games scene, Systems Architect.

Systems Architect are probably best known for producing the *Three Little Pigs* (also using Microsoft's Film Director).

Mariner will be a trilogy. The first part will probably be released towards the end of the year. You play the part of an impoverished 18th century seafarer whose lands have been lost through gambling and bad business deals. To regain his former status in life he must make — both legally and illegally — all over the world.

The game will combine fast arcade action with isometric elements. The screen shows an isometric view on a map of the life or death sequence depending on Elizabethan harpoonist attacking the *Sunken One* of a host of giant sea creatures that impede your voyage.

Other arcade sequences include battles in the Spanish main, skirmishes against cannibals, robbing and boarding parties, hand-to-hand combat (yes it's computer).

Ancient Mariner is being programmed by ex-Ultimate ace Maxwell Cobolliero, who claims **AM** is the first Atari game to be written in machine code, and the graphics are in the hands of artist Mike Jory and Emma Hughes.

Ancient Mariner, which will also be out on the Amiga, will probably be released by Mirmansoft.

Meanwhile, Systems Architect also has another Atari game in the offing. **Dimension 42**, set on a lightless, desolate planet north where a mercenary must explore London to find something known as the "Etem-devicer" will can be used to store the planet to colonisation. It should be released early next year.



Academy OR's smash space game, had made the transformation to the Atari ST, price £19.95.

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- Get wrapped with the spicily-topped barbarian *Sain* in the totally berserk October issue of C+VG! We've got an exclusive review of the latest game to feature a fun 2000AD comic character. Coming from the same team who brought you *Hammer*, *Sain* is a totally original and exciting game. We'll have a prize pending competition plus a full colour map of *Sain's* world. The October issue will simply slay you — don't you dare miss it!

- Meet the A-team in our 34 page full colour, totally FREE special 16-bit supplement — featuring all the hottest new games for the awesome Amiga 51 and Amiga. Packed with news, reviews and previews this is going to be the essential guide to games for the Amiga and 51. And it's FREE with C+VG. THE magazine for 16-bit games players.

- Games guides galore come you way next issue in the shape of our special Centurions map and tips from the man himself, Tony Crowther. PLUS a players guide to the sure fire hit *Strud II*. If it's tips you want then you know where to find them first!

- It's show time again. And we'll be bringing you a rundown on what's going to be on show at the Personal Computer World Show — a game by game guide which will help make the most of your visit to the UK's top software show.



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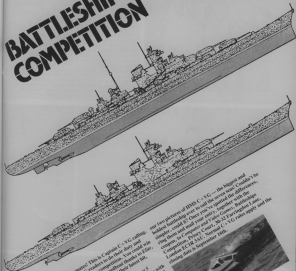
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our two pictures of USS Oregon — the biggest and oldest battleship ever to sail the seven seas. Can you be a King, Queen, or Computer and take down the differences? Once you've spotted the differences, write your name and address on the form, and send it to: Battleship Competition, Privacy Court, 26 St. Margaret's Lane, London W10 3AL. Contact: C-141 rules apply and the closing date is September 1988.



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Frame Up!

Thunderbirds are Go on the ST thanks to Atari artist Shaun Davies of Barnsley! He created these neat pics from his favourite TV show using Microsoft's Art Director. Meanwhile, a Computer freak, Boz has set us a couple of his pics — The Wizard and good old Cliff the Earthworm also featured again. Astronaut clips from Wayne Grimes who wrote his first movie star in a scene from *Headbroke Ridge*. Hugh Birns from Wales is doing well high with his *Airwolf* art. Karl Wether, programmer of the budget blast *Frogger* offers this cute picture of the lovely *Aladdin* to warm us and says a big hello to C/P readers in his home country of Sweden, November — keep those screen gems coming! Send your discs — complete with comprehensive loading instructions and a totally indestructible sticker or something with your name, age and address on it — to Computer and Video Games, Frame-Up, Priory Court, 30-32 Ferrington Lane, London EC1R 3AU.





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Wayne's Play by Mail

The first thing I would like to do this month is thank all the people who started applying for the writing positions that I offered in the July edition. There were hundreds of letters which I passed from the rubric to the subeditors. Someone even tried to bribe me!! I can assure you that I read every letter and the people who were selected will be notified shortly.

I just regret that there are not enough games for everyone to play at the moment, but new games are being created daily so eventually everyone will get to test one. It just takes time.

Talking of time, the time, date and place of the next K. J. C. London pub meet has been announced. It will start at 11.00 on 3rd October at "The Horn Of Plenty" public house, which is 25 yards on the right of Mile End tube station (Central Line).

Once again a couple of hundred P.B. Mers will spend the day chatting about K. J. C.'s four games, P's A Crime, Earthwound, Chessmoff's World and Capital. Kevin Cropper, K. J. C.'s managing director,

will be attending and he will be bringing with him a couple of his GMs to answer all your queries/problems.

For those of you who have never been to a K. J. C. pub meet, I'll give you a brief idea of what you've been missing. It is the chance for you to actually meet the other players in your game and discuss tactics whilst you have a drink. You get to meet loads of new people, pick up hints about the game, make alliances, sort out your problems and generally have a great time.

This time the meet has been arranged so that we will not have to move to a K. J. C. pub from the pub. The pubman has very kindly agreed to apply for an extension and he will open throughout the afternoon. Hot and cold meals will be available all day.

All C+VG readers of the age of 16 and above are welcome. If you have never played a P.B.M. before, please feel free to attend as this is a golden opportunity for you to get involved with a great hobby. Even if you do play P.B.M. but don't play any

of K. J. C.'s games, you will learn a lot about P.B.M. in general if you turn up. Also, you do not have to live in London to attend. There will be people from the length and breadth of the country.

This is a chance for the readers playing in the special C+VG version of P's A Crime to come along and pick up a few game winning hints. A few people from C+VG, including myself, will be attending, so please come over and have a chat. See you there!!

Moving on now to the long awaited Sixth Edition prices, "Giantstep" competition results, it is apparent that the question I set in June edition confused a few people as it was slightly ambiguous. I asked "Who won the 1984 Superbow?" and the answer to this could have been either the L.A. Raiders, the team who actually won the Superbowl in the year 1984 or the San Francisco 49ers who won Superbowl XIX at the climax of the 1984 season. To compensate for this I decided to accept either answer and

below are the details of the ten winners: Mark Watson of Slings, Kevin Pugh of Higham Ferrers, Simon Cornwell of Stock-on-Thames, Stephen Nelson of Kilsnoe, Mick Cheong Kook of Brampton, David Hetherington of Roshford, Kenneth Banks of Glasgow, Robert Goddard of Harlow, Martin Owen of Garmarham and Nicholas Cair of Oxford. They should be receiving their prizes shortly.

By the way, the people at Sixth wish to apologise through the pages of this magazine to their players for the dramatic increase in the length of the next round time with regards to their other games. They have informed me that the increase is due to the fact that they have just lost two GMs, moved into a new office accommodation and had a lot of their staff take their summer holidays. However, they assure me that they have broken the back of the backlog and hope to resume their usual regular service as soon as possible.





Most enterprises has informed me that they are having another 1,000 copies of the *Gameplan* rules reprinted. They have arranged a unique, one-off limited period offer to all C+VG readers as follows: If you write into me, enclosing the logo at the top of the page asking for a copy of the "Gameplan" rulebook, you will be sent an **ABSOLUTELY FREE!**

SPELLBINDER OFFER

How do you fancy getting a set up, a rule book and three items

in respect of a long established P.B.M. game, all for the price of an S.A.E.? This is the offer *Spellbinder Games* has kindly made all C+VG readers. Yes, if you write into me enclosing a S.A.E. I will pass it on to *Spellbinder* and they will send you all the above for their game *Spinal Ace*. I intend reviewing this game shortly, but to give you some idea of what it is all about, I can tell you that it is a computer moderated, fixed deadline game based around sci-fi and space travel. It is a game of economics, diplomacy, strategy and warfare, where you try to become ultimate ruler of the *Galaxy!* The game is limited to 30 players per game and features a map with over 840 stars, seven spaceship classes, eight racial types, four modes of space movement, space and planetary combat plus colonization and technological development. Interested? Then send me a S.A.E. now.

GIZZA A JOB

Last month, *Matrix Games* were looking for new GMs, however this month it is the turn of *Avail Games*, who run

the rapidly expanding P.B.M. called *Plunge*. They are looking for a new GM now because they realize that in a couple of months' time their game will be so big that they will not be able to cope on their own. They have asked me to announce that if anyone out there has a wide experience of fantasy role playing, a wild imagination, good handwriting (that's not funny) and a good sense of humour, then there is a job going for you. You should be 18 or over, have a couple of O Levels (including English) and be prepared for a move to Surrey. The wages are not a king's ransom, but the job is fun and at the same time interesting. A liking for *Roleplay* music (yess!) will also be an advantage. If anybody out there thinks that they suit the bill, drop me a line and I will pass it on.

REVIEW RECAPTURE

I have moderation policy not to immediately review games that get sent to me from companies that I or my colleagues in the P.B.M. world have never heard of, just in case they fold, leaving the C+VG readers, who have paid good money, high and dry.

However once in a while a P.B.M. retailer turns up that gives off good vibes about the game and the company that runs it. *AvexPress* is one of these games.

For a start, it is very unusual. It is the only game of its kind that I know which is based around comic strip superheroes. You play the part of a superhero that you create and you have to live your life either defending the weak human population from the superbadies or trying to make the population your slaves.

You can also target almost all the comics you may have read, to some extent, because in this world if a member of the public say you flying overhead, they are not going to say "Look there is a super person flying up there! Aww! we safe" they are more likely to shout, "Hell's teeth! There

is someone up there flying!"

The world of *AvexPress* is very, very unusual and that makes it extremely interesting. It is not like any comic book world that I have read about and I have read over 10,000 comics. The trick to playing this P.B.M. is to play yourself. The game is based around YOU, being the superhero.

CREATING YOUR CHARACTER

The first thing you must do is create the P.B.M. You should take an honest look at yourself and grade yourself between 0 and 100, in the following characteristics:

Health: This determines how much damage you can take, how fit you are and what kind of trials you can survive i.e. how long you can hold your breath etc.

Agility: This shows how well co-ordinated you are, how well you hit and dodge in combat.

Might: This is a measure of your actual strength showing how much you can hit and how much damage you do in an actual combat.

Popularity: This measures the amount of respect and recognition you get as a superhero from the members of the public. It can range from the public thinking you're a nice person to trust to them believing you are a thug in a silly suit.

Movement: The measure of your ability to get from A to B in the shortest possible time.

Of course the above system is open to abuse as you could put 100 in every statistic, but you would be cheating no one but yourself. This game has no winners and is only played for fun. Also I know that the G.M. has a very good and effective way of dealing with superpeople who are perfect in everyway, so don't bother trying to hide.

WAYNE'S VERDICT

On the whole this looks a very, very good game. There is masses of background info, the world has been created in depth to give a real life feel to it and the presentation of the game as a FUN based P.B.M. appealed to me.



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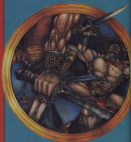
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BARBARIAN ART



◆ STEVE LYTLE

By the board of Grand You want add over **Barbarian** competition — CYPON offers was almost over-whelmed by muscle-bound warriors, carrying their mighty iron-wooden all over the place! Here are the winners, and runners-up for the rest of you to enjoy. Steve Brown, who designed **Pokese's** maze game, worked as to help us judge the competition and picked out Steve Lytle from Ballant as the overall winner. Richard Thomas from Manchester picked up second prize. Once again we were amazed at the quality and the number of entries — sorry more of you can't win something!



◆ RICHARD THOMAS



◆ RICHARD THOMAS



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BARBARIAN COMPETITION



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● JONATHAN BLACK



● MATT LYON



Fantasy

It's horrible, it's disgusting and it's dangerous. Yes, it's C + VD's very own PHM Wizard Wayne — aka Tol-Harquin the Barbarian.

Wayne grabbed his trusty broadsword and headed off to the Isle of Dread to find fame, fortune and mostly green monsters to play with.

About a year ago Peter Carter, who runs the Labyrinth, invited a select group of C + VD's people to explore the wonderful world of his Labyrinth Live Role-Playing Society below the earth in his spatially-constructed maze. A good time was had by all. Since that date, the Labyrinth has expanded and become the largest and most successful live roleplaying society to date.

Always trying to keep one step ahead, Peter decided that he would visit an island and run live roleplaying on it in a series of 24 hour adventures. It was in this place that I was invited to try my luck, a mysterious island in the middle of the Midway, near Gillingham.

I arrived to find Peter introducing his run — a second hand antiques — of all the fighting equipment and costumes we would need for the day. Swords, covered in the infamous Galls tape, shields and armour were in abundance. As Peter went through explaining the

basic rules to the others who had never played before, I, as a veteran, was devising what character class to play. Out of the four choices of Warrior, Elementalist, Priest and Scout, there was only one real choice — a WARRIOR.

So it was here on the pier that Tol-Harquin the Barbarian was born. A broad sword and small shield were thrust in my hands and I stepped off in the wind, ready for action. I kept on the boat and away we went. On the boat, the others were eagerly getting stuck into the beer and hoty points. I initially declined, but when I gave it some thought, my favourite barbarian, Shonar from 2000 AD, always wore points. I got stuck in. One black strap across the eyes and one across the mouth did my face, then it was onto the body. I decided that I was a member of the black apple tribe, so I immediately sprayed them Mark.

After a short ride we jumped off

the boat, and we were told that the reason we were here was because our "loving" Emperor had written to us saying that a fallen angel of evil was on the island doing all kinds of nasty business and, most importantly, not paying his rent. We were to sort him out or we would be sorted out by the town executioner. So our party of seven brave adventurers set out to sort the demon out.

Our first problem was to get into the fortress which was, magnificently sealed by a spiritual key. After a short discussion we decided

and shield slating and the screams of battle filled the air. In the end our skill and strength of numbers finished them off. But at a price! Many of our party had serious wounds and if we didn't get help soon, this would be a short adventure!

We searched the island and ran into a few more encounters, which we managed to overcome here, before we found a man tied in a pole in the sea, being slowly drowned. We killed off his captors and rescued him, but one of our party was killed. He seemed very



▲ Tol-Harquin the Barbarian indulges in a little pre-adventure shopping.



▼ The big, bad mystery about our option had to match 'em with his sword.

to search the island. We had been searching for no longer than ten minutes when a small furred midge, writhing a sword in each hand, popped up through the long grass and started screaming abuse at us.

We discovered he was evil by casting a magic spell that forced him to tell us his alignment — good or evil. He shot through the grass at him, behind the covering fire of our white robes. However, when we got to within six feet of him the other monstrous creatures with silver faces and fangs, jumped upon us and attacked. We had fallen into a well laid trap. Quickly we regrouped and fought our opponents. The sound of swords

collided, but he did manage through magical means to cure most of our wounds with special herbs.

We also bumped into a paladin who was unfortunately being attacked by some nasty green men. We didn't manage to save him, but I relieved him of a nice silver sword that he could no longer use.

However, we still couldn't get through the spiritual door! Luckily, one of our prisoners told us he had found a scroll hidden in a small shrine with which he could do an exorcism. He was reading it over the man he rescued, when we were attacked once more. This time it was Trolls, who we could

Island!



not fall, so we burst them!

By this time the man we rescued had recovered his memory. We found out that the spiritual key was in this man's body. So he approached the door and cast a spell and the door majestically cracked open.

We waded through the acidic deep mud and water only to be confronted by a circular passageway of of which led numerous dark tunnels. It was about this time the explosions went off and the smoke began to fill the air. This time we were fighting

pitch black, muddy, wet, smelly corridors which was only top enough for single file. We slowly waded down it and entered a small, smoke-filled room.

It was full of zombies and looked like an altar room. There were some altar plates on the floor and the greeny ooze smeared on the floor. Too late! They were triggered and loud explosions rocked through us. Three fire pits appeared as well as a demon which had red flaming eyes, horns and a musical laugh. It told us to leave or die. That was it! The weapons came out and there was absolute chaos. Once again our priest came to our aid. He read a scroll which disintegrated the monsters and turned the demon's zombie servant on himself, and killed him.

We then moved out of the passageway into the bright light, only to be confronted by a group of Zombies. Those caught us off our guard and battle weary and battle weary another one of our party lit the dead, never to rise again.

Then we leaped into him! The main man, the false angel, he was confident, he was arrogant, he was hurt! We first had to see what his zombie servants and he cast all kinds of spells at us that

paralyzed us, blinded us and made us run away in fear. Eventually, I realized that my other sword hurt him real bad, so after I lost it to a friend, who was stronger than me and got stuck in myself, we chased him outside the fortress into the open and drew him by the power of the sword. Our priest sacrificed his body and we gathered up our weapons. Then it was back to the boat and off to the mainland. We all vowed to avenge our lost comrades and agreed to fight evil

wherever it rose. We would return.

If you'd like to try your hand at an adventure on the Isle of Dread you should write to Pete Gannar, The Lakeside Club, 77 Mission Road, Herne Hill, London, SE24.

The 24 hour adventure costs £20, the 12 hours costs £18 and nine hour adventures £15.

What adventure would be complete without a pair of mud boots.



▲ Sir Phleg the Archer.

about six humans and there was also a man dressed in a magician's garb. We battled bravely on, being chased and chased around and around the circular passageway. It came as no surprise when the guy in the magician's garb started casting spells at us shattering our weapons and shields. This battle lasted about 20 minutes and we were really badly wounded. We then were lucky enough to find some potions and scrolls which went some way to healing our wounds.

We then found another magical door and to this day I do not know how we managed to open it. However, we got through to the



▼ After a hard day's fighting even the monsters had the they could do with a pair!



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ARCADE

Clare Edgeley reports on Sega's version of *Rommie Raygun*'s newest toy — SDI. She also takes a trip back in time to do battle with *Dragon Split*.

▶ SDI

Strategic Defense Initiative is the secret name for Sega's latest in a huge string of shoot 'em ups with lots of flashing lights along the top.

The game is divided into ten levels. On the first, you're in Defense Hall. This defense hall screen first and is played out high above the Earth in space. Scattered on your screen is a complete set of enemy gun sights, but you're not to stop the opposing super powers joining in a super-agony on screen.

That means blasting away at all enemy missiles, satellites, rockets, floating space stations and a host of other nasty junk while dodging the laser trails which come your way. This isn't an easy act and needs your space craft controlled by an eight-direction joystick with a fire button set on top, but your sights are controlled by a joystick. So while guiding the sights onto target, you must look on eye-on your craft in order to avoid a gun of danger.

As you get better and move into further levels, the numbers of enemy jets increase and the screen is almost filled by gun-firing. At these times it's difficult to justify installing in the units such screens at different speeds and resolutions, because out of the screen, enemy jets are also increased and there's more likely to be a collision.

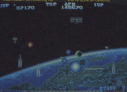
Power capsules can be picked up and these can be generally by increasing the number of your sights, allowing the aim of an opponent to vary by increasing your ship's speed. When going for a power capsule which is situated in the bottom of or outside, make sure you're in a clear enough position to do it. Otherwise, if you hit all the edges of the screen before you can catch it.

After a time, a double fire into the screen, wipe-up the craft and your score is shown up and you're thrown back with your sights. The screen you are played outside the boundary of enemy missiles, satellites, fighters and bases you're

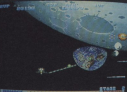
meant to destroy and then it's onto the defense hall where, for any attack, it needs to be destroyed. The laser columns around the Earth hit the enemy and you're not to let the enemy missiles as they come towards the destination. Head on they look like slowly moving targets and if you can get there before they enter the atmosphere your job's nearly done. On entering the

atmosphere, they start to burn and while spreading up and when there are four or five have had together, you may find it impossible to destroy them all before they reach target. As a great number of missiles will be travelling at very low rates of air velocity, distance from the planet's surface, the trick is to know that you can't see only just starting there but you can concentrate on the screen screen.

The defensive stage can be quite hectic, but isn't really as exciting as the offensive hall. *Geography* is a little systems on to pick you up and this time that you'll be able to do it. *Geography* is a little more of a puzzle than you're used to.



The second is somewhat odd through the jets developments with a satisfying battle, other jets and probes like which are distributed about feature. SDI is a little bit of a puzzle and a great fun to play, especially when you get the hang of the system. However, it isn't one of those games that gives the ultimate jumping out your head feeling. Having said that, though I did get some into the sea here.



▶ CAPTAIN SILVER

Captain Silver is the latest release from Data East in which you have to swim for treasure the tough a number of enemies, fighting your way past a host of traps.

Your first task is to go through the level and make your way to the goal. However, to get through the level you've got to go through a couple of the (rather) 10 positions looking respectively like built, enemy, straight or float level. One of these will drop, except other things, a way. While you're there, pick up the letters or well, they will, you'll get the letters. **CAPTAIN SILVER** on the bottom of the screen at which point you'll be awarded a goal.

Captain Silver is a no-work game and getting to the treasure is a chore, what with treasure chests being up to you to clear you to search, some traps to take and others which are little towards your home level.

Old enemies that have varied in an interesting level, but it's not one of those games that gives the ultimate jumping out your head feeling. Having said that, though I did get some into the sea here.



WIDE ACTION



CAPTAIN SILVER



By the way, the going is easy. Learning what the ship and studying are absolutely vital if you're to avoid some of the hazards, and remember, you've gotta collect as many chests as you can. Some are placed outside out of reach like the ornate, golden-plated shield on



CAPTAIN SILVER

top of the wall in the early stages of the game.

Should you succeed in the first level—what? You're a slacker! No, you're just a little nervous. Only the real treasure seekers are allowed to panic along. All this you need to do is think about the flying creatures and remember to get the treasure hidden at the top. But you may be that the Captain who is talking in the background.

The third treasure you need to find is the most interesting. It's the treasure chest in the middle of the island. It's not the easiest thing to get, but it's not the hardest either. You'll need to use your special abilities to get it. You'll need to use your special abilities to get it. You'll need to use your special abilities to get it. You'll need to use your special abilities to get it.

It's a really a tricky situation. And if you manage to jump on a guy from the ground, you'll get a bonus. It's a really a tricky situation. And if you manage to jump on a guy from the ground, you'll get a bonus. It's a really a tricky situation. And if you manage to jump on a guy from the ground, you'll get a bonus.

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▶ DRAGON SPLIT

Now it's a Dragon Split. Basically a short run up of the Captain's ship with a dragon taking the place of the more usual treasure chest. It's a really a tricky situation. And if you manage to jump on a guy from the ground, you'll get a bonus.

The first of the dragon's special abilities is the ability to fly. It's a really a tricky situation. And if you manage to jump on a guy from the ground, you'll get a bonus. It's a really a tricky situation. And if you manage to jump on a guy from the ground, you'll get a bonus.

The second of the dragon's special abilities is the ability to fly. It's a really a tricky situation. And if you manage to jump on a guy from the ground, you'll get a bonus. It's a really a tricky situation. And if you manage to jump on a guy from the ground, you'll get a bonus.

The third of the dragon's special abilities is the ability to fly. It's a really a tricky situation. And if you manage to jump on a guy from the ground, you'll get a bonus. It's a really a tricky situation. And if you manage to jump on a guy from the ground, you'll get a bonus.

The fourth of the dragon's special abilities is the ability to fly. It's a really a tricky situation. And if you manage to jump on a guy from the ground, you'll get a bonus. It's a really a tricky situation. And if you manage to jump on a guy from the ground, you'll get a bonus.

The fifth of the dragon's special abilities is the ability to fly. It's a really a tricky situation. And if you manage to jump on a guy from the ground, you'll get a bonus. It's a really a tricky situation. And if you manage to jump on a guy from the ground, you'll get a bonus.

The sixth of the dragon's special abilities is the ability to fly. It's a really a tricky situation. And if you manage to jump on a guy from the ground, you'll get a bonus. It's a really a tricky situation. And if you manage to jump on a guy from the ground, you'll get a bonus.

The seventh of the dragon's special abilities is the ability to fly. It's a really a tricky situation. And if you manage to jump on a guy from the ground, you'll get a bonus. It's a really a tricky situation. And if you manage to jump on a guy from the ground, you'll get a bonus.

The eighth of the dragon's special abilities is the ability to fly. It's a really a tricky situation. And if you manage to jump on a guy from the ground, you'll get a bonus. It's a really a tricky situation. And if you manage to jump on a guy from the ground, you'll get a bonus.





ARCADE ACTION

BEAT THE BEST

The search is being up for the best coin-op player around. High scores are being in to the C+VO offices and outside adding one doing their nuts in an effort to beat the best. We send in your high scores NOW!

And that's not all, thanks to Eurocom, who is sending out the High Scores Chart to many arcades round the country, you will be participating in a huge nationwide contest to find the ultimate champion.

If you would like your favourite arcade to get in on the action, get the owner to write for C+VO's Hall of Fame, Eurocom, Seaworld Industrial Estate, Boffington, North Humberdale Y14 3SL.

C+VO SEARCH FOR BRITAIN'S BEST ARCADE

NAME _____

ADDRESS _____

My choice for best arcade is:

NAME: _____

ADDRESS: _____

UK COIN-OP HIGH SCORES HALL OF FAME

Bygar	4,732,250	Kathryn Bailey, Bournemouth
Green Beret	4,166,000	Michael Robinson, Newcastle
Street Fighters	1,475,000	Colin Smith, Manchester
Rise Warriors	2,192,200	Charles Taylor, Essex
Over Smoke	1,819,250	Chris Owen, Swansea
Bubble Bobble	4,190,200	Keith Bradley, Blackburn, Lancs
Gauntlet II	4,128,070	Christopher, Essex
Quarrier	6,575,700	James Whitlam
Yie Ar Kung Fu	9,999,999	Geoffrey Clark, Sunderland
Out Run	10,000,000	Steven North, Luton/Lancashire
Slap Fight	4,480,000	Phil Penworth, Bolton
Indiana Jones	1,180,000	U.S. based
King Of Bases	1,800,000	Gary Spenser, L.O. W.
Hyper Olympia	3,100,000	Gary Spenser, L.O. W.
Eye Blunder	3,000,000	Gary Spenser, L.O. W.
Blade	228,000	James Corning, Dublin
Jockit	674,810	Paul Stokes, Essex
Victory Road	120,000	Mark Deen, Kent
Scorpena	68,400	Mark Burgess, London/Essex
Sam's Lane	1,213,700	Dou de Kof, Holland
Enduro Racer	22,830,000	Dou de Kof, Holland
XX Mission	1,848,000	D.P. Hunt, South
Valtric	715,400	D.P. Hunt, South
Great Gormones	2,970,800	Paul/Robbie, Essex
May Man	792,000	A.J. Rids, Cole Chertsey, Surrey
A.S.O.	380,000	Pa. Country
720	244,900	Mark Deen, Kent
Arkanoid	925,470	Tony Penworth, Bolton
Rolling Thunder	491,700	Mark Deen, Kent
Legendary Wings	525,480	Matthew Pease, Kent
3-in-1 Arms	17,640,000	Jonathan Cook, Co. Dublin
Stryker	1,429,800	Simon Mills, Southport
Fighting Wings	127,400	Andrew Bell, Glasgow
Warrior Cross	793,940	Geoff Davis, Swansea
Arm Wrestling	345,800	Roger Huxford, Holland
Jet Break	262,400	Mark Deen, Kent
Popularity (Claw Machine)		

1,782,274,887 Matthew Hill, Essex

Space Harrier	21,288,700	Matthew Pease, Kent
Ragen's Alley	223,000	Neil Coppers, Liverpool
Terra Cresta	10,088,000	Car Nichols, London/WO
Section Z	2,280,000	J. Murphy, Essex
Talpa	2,482,000	Scott/Oliver, Essex
Express Raiders	890,200	Matthew Pease, Kent
Tale Punks	428,244	Scott/Oliver, Essex
Iron Horse	4,790,400	Mark Manley, London, WYO
Shao Lin's Road	7,794,200	James Corning, Dublin
Poolend	8,190,000	Pa. Country
Miles	3,920,800	Roger Parker, W. Yorks
Prisoners	9,882,111	Colin Dennis, Swansea
Ghosts 'n Goblins	380,440	Pa. Country
Kung Fu Master	3,224,700	Simon Lenton, W. Ireland
Wonder Boy	164,800	Benno Lindahl, Holland
Wander Boy	2,020,170	Dan, Farnworth, Bolton
Tiger Hall	1,290,540	Larry Ben, Warwick
1942	1,009,200	Geoffrey Clark, Sunderland
Solowander	1,300,000	Keith Bradley, Blackburn, Lancs
Warheads	1,170,000	Paul Adams, Plymouth, Devon
IX-1	380,000	G. Whittington, Birmingham
Good Runner	2,000,000	U.S. based
Gauntlet	2,847,911	Jeremy White, Cornwall
1942	12,144,240	Neil White, Farnworth, Bolton
Warble Madness	248,240	Mark Deen, Kent
Return of the Jedi	2,794,200	Mark Deen, Kent
Do Don Run	1,800,000	Adrian Antonovics, Bristol
Star Force	2,279,000	B. Jones, New Orleans, Oyolet
Bugger Bug	1,183,000	Roger Huxford, Holland
Soccer Mario Bros	2,781,800	Mark Deen, Kent
Kung Fu	49,628,200	Mark Deen, Kent
Commando	1,680,200	Ray, Farnworth, Bolton
Dragonflyer	2,728,400	Michael Carr, Scotland
Beavis Jock	1,434,000	Mark Deen, Kent
10 Yard Fight	480,000	Mark Deen, Kent
Track & Field	2,899,000	Mark Roberts, London
Tegamonic	1,200,000	Gary Spenser, L.O.W.
Bobcatron	268,920,000	P. Cole, Cardiff
Pole Position	710,140	Matthew Pease, Kent
Pen Man	2,000,000	Christopher Bryan, Lancs
Mr Do	10,000,000	Peter Hudson/Holland
Mr Do's Castle	479,720	Lee Taylor, Essex
Demotron Action	149,000	Peter Hudson, Holland
Dragon's Lair	970,700	Lee Taylor, Essex
Defender	1,000,000	Chris Spenser, L.O.W.
Wily Beast	1,448,540	Neil White, Farnworth, Bolton
Wizny	1,970,290	Heidi Drew, Farnworth, Bolton
Arion Mission	1,210,790	Phil Penworth, Bolton
Wally's Comet	274,400	Phil Penworth, Bolton
Legendary Soldiers	224,000	Phil Penworth, Bolton
Skay'd	490,000	Ben, Farnworth, Bolton
Pinball Action	2,400,000	Andy Penworth, Bolton
Soldier of Light	1,719,000	Keith Bradley, Blackburn
Psycho Soldier	180,200	M.H. Wilson, Burton, Bradford
Psycho 5	27,470,000	M. Wilson, Burton
Turbo	9407	C. Kirk, Sturton
Side Pocket	48,800	M. Wilson, Burton

1. 1942
2. WANDERBOY
3. BUBBLE BOBBLE
4. PACLAND
5. BIONIC COMMAND
6. BYGAR
7. ARKANOID
8. TERRA CRESTA
9. EXPRESS RAIDERS
10. GHOSTS 'N' GOBLINS

- CAPCOM
SEGA
TAITO
NAMCO
CAPCOM
TECHNAD
TAITO
NICHIBUTSU
DATA EAST
CAPCOM

► The Top Ten chart is compiled by Eurocom and shows the most popular games nationwide.

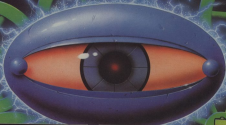


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πr^2

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Now's your chance to do it!!
with this addictive arcade game
literally a...

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I M A G I N E

ARKANOID

THE BLOCKBUSTER!
 SCREEN ARTIST'S DESIGN OF
 ONE OF THE MOST
 SUCCESSFUL ARCADE
 GAMES EVER! IN THE U.S. TO THE ORIGINAL WITH SHARP GRAPHICS
 AND PLAY FEATURES SUCH AS ADJUSTER, CATCH-HOLD, AND
 BONUS-LEVEL MATCH. MATCHES THE ORIGINAL - THE ORIGINAL
 ARKANOID ARCADE GAME. COMMODORE 64/65
 SPECTRUM 1270

TAITO
 COME ON!

ARKANOID - Licensed from TAITO, Tokyo, Japan

MAGMAX

WORKING ARCADE
 HIT ARCADE GAME
 TRANSFERRED TO HOME
 PLATFORMS. TO BE ENJOYED
 BY ALL AGES. EXPLORE THE
 GAME'S OF COURSE AND
 YOUR OWN PERSONALIZED
 AND LIGHTNING BOLT. FIGHT
 THE BOSS. YOU CAN EVEN
 RETURN TO THE GAME. THE
 ORIGINAL ARKANOID ARCADE
 COMMODORE 64/65
 SPECTRUM 1270

Witchlight

MAGMAX - Licensed from Witchlight

Street Scene



Bob and Bob, two under-weight front-men, are about to float onto computer screens, everywhere, after their highly successful run in the Taito coin-op **Bubble Bobble**. The fronto brothers are spilling for a fight, and they get it from the seven tiers of inhabitants of the game's 100 levels.

Monies include Blubbo, Benzoo and Bonnie-Bo, but all pale into comparison

when the evil Baron Van Blubbo hits the scene — he's the one it's fondest to destroy. Bob and Bob's gentle twosome. Not far from the facility of the laser blast, or the explosive Blob bombs. Their only weapons are bubbles, blown from their gaping mouths, which encircle the bullets, float them up towards the top of the screen and bring them down on their heads with a burst. There're masses of

other exciting adventures, to play out, demands to collect and bonuses to eat ... but the secret of the game's surprise, so we won't give too much away.

The final conversion work, done for Firebird by Software Creations, bears close comparison to the original coin-op but the sound track has yet to be added before its release in September.



Imagine the peace and serenity of the jungle. The furnished roof of the setting sun, zebras, tigers, and lions grazing together near a pool, and the sudden frantic yell of **Jack the Nipper** as he glides to earth on his nappy parachute in his new game **Coconut Capers**. He was the one who got his family departed from Britain to the Aussie outback, but he didn't like the idea of all those dingoes, so he took a chance and jumped somewhere over Africa. Now he's got to avoid his father, who wants to give him a spanking — and the natives who aren't always friendly, but not to worry. There's plenty of naughty traps for him to park in, as usual. He can eat like a regular heavy Tawny, using up vine ropes, and liberate coconuts or spears of the pygmies. The game will be on the Spectrum for £7.99 while Amstrad and Commodore versions will sell at £9.95. Alternatively you could try the Amstrad or Commodore disc versions of £14.99.

10



Druid. The Druid is back and he's better as magical! Yes, Druid the first may have been a big hit — but prepare yourself to be spellbound by the second, entitled **Brightenment (Druid II)**. Created by **Dave Carter**, **Andrew Bailey** with music by **David Horvath**, speech by **Simon Pick** and a killer loading screen by **Pavel Docherty**, the game has heavy DSD influences and is coming your way on the **Firebird** label next month, initially on the CD.

Marrinock has a mission — to destroy

the Dark Magic before he destroys the land of Belora. Fight off the living dead, wild trees and deadly mucksters in the action packed arcade adventure.

Druid II is going to be big. Watch out for our players guide next issue.

The game comes with a comprehensive manual which explains — in true D&D fashion — how you can mix and match the spells you need to collect.

The Gutter is back from the original Druid but we have seen also call on other alternatives to help him wipe out the big bad Dark Magic.

Allegedly, that **3000AD** "mecha-bots" health form, is a popular place. First Phoenix becomes a rather unsuccessful **Beggs Trooper**, then **Melbourne Moore** takes on **Judge Dredd** — another limited success — and now Phoenix is back at it with **Judge Death**.

This latest arcade thriller pits the beautiful but deadly Judge Anderson against the dreaded Dark Judges. They've come from another dimension to wreck perverted justice and death on all living beings. Judge Death is their leader, a mixture of a monster with a claw that rips out human entrails. Only Anderson's blazing laser and psychic powers will save the Universe — and the game buying public.

The games, due out in September on Amstrad, Commodore and Spectrum games machines, will cost £8.95.



Prof Humphrey Beggs, inventor of the Digital Tachyon and leader of the Lunar Renovation Project, has pointed his latest weapons, the Tachyon Vortex, on the rear side of the Moon and intends to wipe out the Bomb. Your mission, should you choose to take part in such madness, is to destroy the infernal device during a late futuristic, digitized landscape — only in this game your step can fly over a grid picture of the lunar sea. And wait until the last of antiaircraft rains, bombs and pieces hit you. **Moon Strike** has been programmed by a new team, **Binary Innovations** from New Zealand, and will be launched on the Spectrum, £7.95, during September.



Hey! We're the **Jet Boys** and we're going to blow you away! This is a sneak preview of a new game set to appear on the **CRL** label from a brand new programming team called **Social Air**. It's a two player game — each player con-

trols a heavily armed Jet Boy through a horizontally scrolling alien landscape floating cities. At the end of each level you have to wipe out a BOO alien like the one in screen shot. **Jet Boys** should be out on all formats of £8.95 or cassette.



If you really go out to your software shop sometime soon you'll discover **Discovery**, a huge space style game from **CRL**. It's **Orin** meets **Death** or



Glory — a space shoot 'em up combined with 12 different sub-games created by Software Innovation, the team who brought you **Plasmatrix**.

Death Wish III will be out on the streets soon and it's looking mean. **Orin** gives you the chance to become vigilante **Paul Kersey**, as played by rough tough **Charles Bronson** in the film.

Pop out the wild justice of your dreams, take out muggers, rapists and robbers on the streets New York. Your range of weapons is guaranteed to put you on the winning side. There's your famous 475 Wiley Ingram bond gun and a pump action shot gun. You're well protected with a bullet proof vest and can have a bloody good gun both without worrying too much about the ordinary citizen on the street.

Hitting them may make your score suffer but **Orin** has provided a team of nurses to mop up the blood and stitch back the limbs.



Street Scene.....

LOGIC SUMMER SALE

COMSEARCH

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 This special sale is a real bargain for those looking for a complete PC system. The system includes a 386SX processor, 4MB RAM, and a 20MB hard drive. It's perfect for those who need a reliable, fast PC for work or play.

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1. ABC'S AND 123'S
2. ABC'S AND 123'S
3. ABC'S AND 123'S
4. ABC'S AND 123'S
5. ABC'S AND 123'S
6. ABC'S AND 123'S
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13. ABC'S AND 123'S
14. ABC'S AND 123'S
15. ABC'S AND 123'S

COMMERCIAL SOFTWARE

ALPHABETICALLY SORTED LIST OF SOFTWARE TITLES
16. ABC'S AND 123'S
17. ABC'S AND 123'S
18. ABC'S AND 123'S
19. ABC'S AND 123'S
20. ABC'S AND 123'S
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26. ABC'S AND 123'S
27. ABC'S AND 123'S
28. ABC'S AND 123'S
29. ABC'S AND 123'S
30. ABC'S AND 123'S

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 This special sale is a real bargain for those looking for a complete PC system. The system includes a 386SX processor, 4MB RAM, and a 20MB hard drive. It's perfect for those who need a reliable, fast PC for work or play.

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Mailbag.

■ I'm a long-time reader of C+VG and I've seen many reviews about all different aspects of gaming, though your review-packed pages.

Clear game which stands out on its own and that is Soft Aid's compilation tape for charity — with proceeds from the game going to the starving of the third world.

Many people bought this tape and so in turn saved many lives. In my area, places operate with any game for any machine, but I was glad to see that these games did not copy this charity tape — who said they didn't care!

This tape spawned other compilations for other charities, but didn't get far. Nevertheless all software companies are concerned with "are we at the top of the software charts yet?" or "how much is our new game selling?"

We game-buyers pay enough as it is, just to see the software companies getting later on our hard-earned money. Why can't they help those less fortunate than themselves?

Most software companies produce two games every eight weeks or so. Why don't they give half or more of their income to different charities every three-four months?

If they did this then more people would buy the top-selling game but in turn help others too. Or does it take another earthquake, bad crop, or chemical leak to make them realize that they can't just do this for a couple of months? All things look better. Charities all over the world need money ALL year round because disasters happen all the time in Africa and third world countries.

Also, if the game did well, they would in time get some of the money they lost, back on other leading games. Russell Hills
Oxon

Editor's reply: You'll be pleased to hear about **BACKPAGE** — the compilation being released to raise cash for the NMPCC. Buy it today. Details on our news page.

■ I have come to the stage in life where I feel I need to upgrade my old Atari 800 to either an Atari ST or Amiga. I have seen the graphics on the ST and they are very impressive.

Now to the point of this letter. I would like your honest opinion on which of these two machines is the best. The ST seems to be doing very well at the moment and was launched at the perfect time and has got a lot of publicity including TV ads. The Amiga has had none of this. What do you reckon C+VG?

Jason Crowley
Dublin

Editor's reply: Get an ST. They are cheap. There's lots of software and I like them. OK!

■ I am speaking on behalf of the millions of Amiga broke out there in the big, wide world. As it is wasn't enough for "reviewer" Chris Cain to say in his review of *Conrad*, that he finished the game in five or six goes but to actually list us the conclusion of the game — it has totally spoilt the game for all of us. He completely ruined the game for a whole audience of Amiga freaks.

I am totally sure that a minority of them are going to buy this game and I am equally

convinced that Mindscape are not really satisfied with this review.

Matthew Aylen
Kent

Editor's reply: Hal Green yourself away Matthew. It's obvious that your Dad, or some member of your family, works for Mindscape. Chris will be visiting your home very soon to sort you out. Have the *Oldies*' read.

■ *Assasin 1999*!!!!!! I! This makes me so mad! What I'm referring to is the organization of last month's issue. When I hastily brought it home and turned to the contents. Aah! Page 87 Sentinal Pleases Guide.

So I flicked to 87, but, gaaa, NO Sentinal guide. So I looked for it and there it was on page 82! What's going on! Then I went to page 108 — Arcade Action. But, where was it, again, it was not there. It was on page 122. Then I turned to the *Big Hunters* — page 124. Yep, you're gassed it — they weren't there. Instead they could be found on 126. To top it all you made mistakes on *Bony T's* *Mad Crazie* section — you put rappers under the wrong photo. This is going too far. Please stop this foolishness and do not make future mistakes, otherwise you will have a mad person on your hands.

Oh last thing, I loved the brilliant article on *Mad Horses* — Fantasy Figures! Wrenchin' N'g
London

Editor's reply: I could give you a long and very boring reply *Wrenchin'*, but this isn't *Cash or Crap* — so just by adding the page numbers up, divide by five, sprinkle some *Panzer*

over the contents page, hold it up in front of a street lamp and you'll discover the proper page numbers. Haven't you ever heard of secret? Can't have just anyone reading C+VG, can we!

■ I am writing to get my views heard I think that the music section in C+VG is a VERY good idea. It makes for a more varied mag.

All those who complain should try really listening to Rock and Heavy Metal which is real music, not just pressing a few buttons on the synthesizer like much of today's pop music is. Give it a go, you'll love it! There's nothing better than a bit of AC/DC while doing napping.

C+VG is easily the best computer mag on the market, especially now it has more other regular features like *PWA*, the *Big Screen* and *Rock On*.

It all makes for a much more varied, entertaining and valuable money mag. The posters are brilliant too!

But I hope all these features will not in any way cut the space for what the mag is produced for — computer and video games.
Chris Briscoe
Gwent

Editor's reply: See, I told you game players liked *Metals*. Pass me the air guitar, I feel a solo coming on. Never fear — we'll never lose sight of our main purpose in life — to bring you the best in computer entertainment.

■ OK, fine things first. Covers. These used to be extremely good — take for instance the year book — Dallas and more recently the *Panzer*.

Now back at the more recent

pictures — Barbarians, Good grief, what rubbish. The Barbarians looks as if he is in the process of removing his ball set of white teeth.

The Castle of Thieves cover was incredibly bad. I've seen better artwork on the back of a cigarette packet. The Caravaggio wasn't too bad but indeed James was not very good.

Poster now. Most of which are rubbish. For example did you import a three-year-old from Japan to draw the embarrassingly bad Colours picture? How to probably the most poster ever designed by C+VG. Top? You garmond it, Miss Melissa Ravenshane.

What a crap picture. My nine-year-old niece could do better.

Baywatch is totally average and the storyline is awful. Still, C+VG does have its good bits. See . . . m . . . art . . . the Arcade section.

The Barbarians poster was lousy. Who wants a picture like that?

See Rainbow
lineage

Editor's reply: I'll have you know that I modelled for the Barbarian cover — and there's nothing wrong with having fangs, looking forward to seeing your nine-year-old niece's artwork. Makes me wonder why you spend a quid on this magazine every month.

■ I wish to pick your brains. Around Christmas time I bought two games for the Spectrum Plus — it was a special double pack. It was Children and Fantasy. After ten weeks of rain-stop playing I got a thrill score and to my utter dismay, after I entered [W] in the Hall of Fame, I found that some letters (OH, or something) had mysteriously taken place in my score. Has anyone else had this problem? Justin J. Mellor
Cheshire

Editor's reply: Better than picking your nose, I guess. Are you sure your keyboard is on the right way round? Are your fingers on in the right order? Did you get your spectacles off? It's the only problem you've got then you're laughing.

■ I have enjoyed reading C+VG for several years and

been pleased that it has gradually improved in spite of some of your juvenile letter-writers.

I always imagined that your targeted market was the 10 to 20 age group, but enjoy the contents even at 33.

Your recent foray into music surprised me — a music of [LH] think. As music is a far more personal subject than computer games, I think it better left for the specialists such as Melody Maker, Sound!, Record Mirror, etc. Your current reviews have been too narrow in choice of subject, apart from that, the majority of reviewers I know do not like Thrash or Heavy Metal. They seem to prefer the likes of Madonna or Whitney Houston.

If you must review music, at least let it be from soloists, selling artists and not studio cut groups. As an alternative to no music reviews, you could try diving into different types each month including an occasional foray into the top-selling albums rather than new releases.

I would sooner read a review of a group's new album than an album by a new group. My own tastes vary from cult types such as Pink Flies, Christian Death and Berk Remage to 10 mega-types such as Kate Bush, Kim Wilde and Status Quo. At least you require a serious to-think regarding style and content.

I'll save the back time for your PMS section. The first and the best. Also thanks for the low price of Martin Whitaker and Barbara and for the Imagive Game Over artwork — how about a poster of that?

Also, whatever happened to the delightful Melissa's weird cartoon? It started very interestingly until she started covering up the Anika 'The Skull River' jape. I can tell they are from Anika's 'cos they are bigger on the bum.

Finally, how about a strategy and simulation section? I would like to see a round-up of games currently available and which are worth buying. As an ex-Anika reader I was one of their best sections.

Playing games on a computer does not mean you are a dork — I'm in IBM/MS and I don't program or do

anything serious — I'm far too busy enjoying myself.

Bill Fox
Essex

Editor's reply: Thirty-three isn't almost as old as Paul. Looking still having fun at that age. Should be a law against it. Oh — we got the point about the music. Watch this space — again! Jerry's cartoon is taking a break — but Melissa is still ensuring the jape. In line adverts. We've already got a strategy section — WYAB L!P

■ After reading your brilliant comic article, I have decided to write to you about your magazine's change to not just a specialised computer and video games magazine to a more varied one.

Some changes, in my view, are for the better. These include the comics and the role-playing games.

Some, however, are for the worse, these include the music reviews and the rock music anti-selection. Comics and role-playing games have something to do with computers, but how rock music and the miniatures can be of any interest to computer users. Please keep irrelevant features like these two OUT of C+VG.

I have been collecting comics for about five years now and have enjoyed myself greatly but with continued criticism from family and friends, but it was hard and after a year's absence from the comics scene, I returned with a vengeance to find sheer brilliance.

How about printing some posters of comic-book characters? If you put LT Lawrie in comic book form he would sell like hot cakes.
Fred Rose
London

Editor's reply: Don't quite follow you, Fred. Role-players L!P the miniatures for games — and programmers do their best in with load music while coding code for games you whip away at. Glad you like the other changes, though.

■ I've been a reader of your magazine for about a year now and if we didn't read anything better, your reviews are great and I particularly like the system of putting rating for

different formats in the same review.

One thing I'd like to know, is it possible to buy C+VG in alternative shops? And if not, why not? Another thing, I am, at the moment considering three possible futures for my interest in computing.

They are — keep my C64 and build it up into a complete system. Sell my 64 and buy an Amiga A500 or buy the Amiga and keep my C64 and tape deck without investing in disk drives, etc.

I know that the C64 is popular with loads of software and that the Amiga doesn't have anywhere near this amount, but it is a great computer.

I am only afraid to go for one option, so could you offer me some advice. By the way, does the A500 need a monitor or will a run-off-line TV? Richard Harkin
South Humberside

Editor's reply: If you want an Amiga you're going to have to buy the peripheral — there's a big word — anyway, 64 still isn't compatible. And yes, you'll need a monitor.

Connectors in their wisdom haven't made the A500 with a built-in monitor. Dull, if you ask me.

■ The last time you did the video section, all you reviewed were kiddies' films. We want to see some good flicks! Love the mag.
C Ross
London

Editor's reply: Dicked! You mean like Craig's home movie of Gary Williams in the bath. Talk about Nasty Dick . . .

■ As C+VG is available in the remote town of Rhondda Merthyr, South Anika, since last April, I have been a regular reader of your beautiful, informative and colourful magazine.

One thing, though, why don't you send the comic pages and devote those pages to info. On April 83 and Anikas as readers know very little about these machines.

I want to produce commercial titles for small stores and mail-order firms, so I decided to buy a computer with bigger memory. I am

Continued on page 103

Mailbag.

Continued from page 141

considering a C135, Amiga or ST. Can you help me? What is the difference between the Atari 520 ST and 520 STE? — are they compatible? Khalid Sohal
Saudi Arabia

Editor's reply: New here's the sort of reader I like to get letters from! Politics, and to the point: The Atari STE can be plugged directly into a TV. The ST needs a monitor, the ST or an Amiga — both will serve you well, but it really depends on how much cash you want to spend. Check out our next issue for the special Atari/Amiga supplement.

■ I am hopping mad — running, in fact. Software companies do all these lovely adverts for their up-and-coming games and get all your readers really keyed-up waiting for the release date.

We all rush out and buy their games and that's that as far as the companies are concerned.

They don't want to know us until the next game release. But, what about us... we buy the game and find it right as impossible to reach certain levels, or to find magic potions.

So, of course, what do we do — we phone the company concerned and what do we get — oh, yes, we can't help you, we don't have hint sheets, or even better, we don't give away hints. So there we are, left staring our hair out trying every conceivable way possible to complete the level.

Don't they realise that all they're in just as important as all the lead-up to the release.

I'm not asking them to give away the complete formula to the game, but surely if someone can't finish get out of level one there is no harm

telling them how to do it and get on and enjoy the rest of the game. Do any other readers think this is a valid argument. Cameron Maize
Dundee

Editor's reply: You're not talking about cheats: It's just Nihil, are your friends. My vote goes to a good ending to by Melissa Kavelkova and Ideas Central. And it wants you too than a phone call! Seriously, C+VG prints solutions to many different games each issue — so BUY IT MORE OFTEN! And help keep me in the style I've become accustomed to. The cardboard box is quite comfortable, thank you...

■ In reply to M Millican's letter — there is one Enterprise User Group. He can contact them at this address: EUG, PO Box 11, Crowborough, E Sussex TN6 1QJ. Make sure you enclose a SAE when you write. There is also an EUG hotline available from 7pm to 11pm. The number is 08933 1990.

If anyone wants to help with their enterprise or wants a postal letter write to me, c/o C+VG.

John Foster
Sheffield

Editor's reply: So now you can all finally get where no computer owners have gone before...

■ I am a loyal fan of the magnificent composer, Jon Michel Jans. I have all his existing records and consider myself quite an expert on his wonderful music.

But isn't it amazing how many of his pieces occur in computer games? I own a C64 and with my large selection of games I have reused out four examples: Bomb Jack —

Magnetic Fields Part II, Ecco — Equinox parts five and six, The Art of King Fu — Magnetic Fields part IV and finally Rob Hubbard's Thelma's leading music, which was one of the demo's best from Zoop.

I do hope they get permission first before putting them into games — can I'll grant 'em up... I will yet know, it somehow seems to be such a rock-up of his music. I am only protecting the rights of my idol. I wonder how many more pieces of his music are in computer games — do you know?

Dorian
Dorchester

Editor's reply: Don't know, Dorian, but I guess JMG is just one of many composers to be treated in this way. We're looking forward to his spectacular in London's Docklands later this year. See you there!

■ Wayne's outdated. OK, if you want a "music" section in your mag please remember this is the 80s and not the 70s. I think it is ridiculous to review only hard rock, heavy metal, speed metal and other metal.

I completely agree with Stuart Goddard, if you want to review hard music, how about punk, don't say that there is no more punk, 'cos if there is dead, then hard rock has 12 billion years away, just look at The Cardiff, The Exploited, GBH and many others — or won't you dare to review it because there's too of @#@#@ and @#@#@?

If you want something new come over to Belgium, it's the world's center for New Wave. If you're too lazy to come over just sign your name up — there's loads of good, unknown groups in England, in

Alison Sue Fines, Sisters of Mercy, The Dead Kennedys, etc. I think you should review records of unknown, new bands bringing different music so that more people know that it exists and buy it. Got it, Wayne?

I was a bit disappointed with three of your issues earlier on this year — namely, March, April and May. They were so weak. But, I am glad to report that you have got it together again.

I loved the advert for Game Over — could you do that into a gigantic poster? I would also love a poster of Newson's Zynaps. Wim de Gort
Belgium

■ Please mind with the C+VG strap lines up!

You need a little kick in the pants to get your brain working. There's a few things about your mag that I don't like.

1. Your competitors seem to be set for Anika, what about all other readers who can't draw?

2. Your letter pages are full of it! Yes, full of people moaning about pointless anatomy and God knows what else. Send them people one note of Terry Woggar whenever this should quickly dispatch them.

3. Just how many people out there don't know how to write complex programmes (see included) Loinsome can write game scenarios, but it takes time you showed as how arcade games are made!

4. Don't you ever read what you print? And there are too many black and white Spectrums 16.16 photographs. Anon
Birmingham

Pen Pal Page.

● I am looking for new friends to write to, to talk about my C64. I also have a 1541 disk drive, printer and modem. I have had my computer for two years and I just love it! So, please write to me.

Cory Chason
PO Box 9084
Main Terminal
Ottawa
Ontario
K1B 3T8
Canada

● I am a 17-year-old Spanish C64 owner, who would like to swap photos, hints, etc., with owners anywhere in the world.
Jordi Marges
Bàbiles de Rei 2023 Sobà La
08750 Barcelona
Spain

● Hiya, my name is Kim Ch "Ghetto" Li. I am a Chinese woman talkin' reader/listener/adventurer/tracker person. Anyone want an innocent 10-year-old penpal like me to write to?
Are there any Amstrad CPC 464 cool dudes out there to swap news, etc I, then write to me c/o C+V.C. Kim Ch "Ghetto" Li
Cheshire

● I am a 15-year-old Finnish boy and I have MSX-micro and cassette unit. I would like to swap ideas, hints, etc. I am looking for male/female pen pals from abroad. All letters will be answered.
Tarmo Aho
Lehtola
74640 Suikkarijärvi
Finland

● If anyone is interested, I am a 14-year-old boy stationed in Malaysia where a very good range of software for all computers is available for very good prices. I own a C64 and would like anyone interested in the above or would like (just to chat to drop me a line.

Narban Curran
Desa Uluay Heights
Condo-apts 8-no 2
Jalan Teberua
Kuala Lumpur 68000
Malaysia

● I am the owner of a BBC Master compact and would like to get in touch with any male or female from Britain. I am 15 years old and a student at the English School in Nicosia.
Dimitri Stoufides
8 Phedias Street
Nicosia
Nicosia 154
Cyprus

● My name is Mark. I am 18 and own a C64 and 1540-datasette unit. I would like pen pals all over the world. I would like to swap hints, tips and photos.
Mark Murphy
9 Woodvale
Feyenoord
Co. Limerick
Ire

● Hello there! I am a very lonely, male-C64 owner and would like a male or female pen pal (preferably the latter). You don't have to own a computer, just write whether you want to swap hints or tips or just to chat. It doesn't mind.
Any members of the

Hunting are welcome.
Criminals or Extremists, and before you ask, yes, I am a member. I'll reply to everyone.
JC Curran
Dixon

● I am an American C64 owner who is stuck with only a datasette and printer. I would like to hear from anybody, from any country, wanting an American pen pal.
Paul Smith
576 Township St
Sedro-Woolley WA
98284
USA

● This is the voice of someone who has just bought an Amiga 500. Yes, it is a fantastic machine! But, I need a pen pal. I really like good graphic adventures like the Paws.
De Vries Christophe
Cherembout 11
1900 LaRoche
Belgium

● I am a 18-year-old Atari 520ST/M/Specdy owner who desperately wants a British — preferably in the South East — male/female pen pal of roughly the same age. I am a devoted computer freak.
Paul Alwech
Dixon

● I am looking for a penfriend between the ages of 13 and 15 and who will be able to inform me of upcoming games that are being converted from the accades to the computer. I am not bothered where they come from but I would

like to know their hobbies and interests.

Coppy Winfield
67 May Street
Abingdon North, 3022
Victoria
Australia

● Fancy a pen pal who is crazy keen on home computers, a CPC 4628 Amstrad owner with a cassette player, interested to get in touch with other Amstrad owners, 17 years old and a really nice lark? If you do, then don't waste any time! Send a letter to Harvey Tsangaris
2 Phedias St
Nicosia
Nicosia
Cyprus

● I have been studying English and German at the Institute of Foreign Language in Prague. My name is Jiri Suchy and I would like to have a pen-pal from England, Scotland or Ireland. I am 17 years-old and work as a translator. My hobbies are tourism and fishing.
Jiri Suchy
Pavla 10
Pajonicevi 21
107 001
Czechoslovakia

● I am a 14-year-old Amiga user who would like to get in touch with male or female Amiga users. I am interested in swapping ideas, tips, information and, of course, letters. I run Amiga Users Group, Norway, so I can get lots of tips and info.
Oyvind Gornstad
N 6674 Kollevik
Norway

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Hot Gossip

C-VG's Hot Gossip

Tony Tabuchi 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 at the good, the bad and the ugly in the software world.

One of the most painful aspects of running an Amiga right now is the extreme shortage of quality arcade games. OK, so there are a few games from Amco and Eidosoft but nothing to set the world on fire.

But do not despair! There is help on the way. Really classy arcade games are being written in Germany for the Amiga. A hot (pre-production) little beast that has arrived on my desk is *Garrison*. *Garrison* is truly awesome — there's a word I haven't used for a while — it is a *Chomel* derivative and has everything you could want from an Amiga game.

When the game has landed you are

presented with a choice of five characters. Merlin the Wizard, Agor the Warrior, Galwyn the III, Yvelina the Valkyrie and Thoric the Dwarf. You choose your character and go into the game.

The play area takes up two-thirds of the screen, with the other third to give you the

details of each character's score, health, keys/treasures/potions collected.

At the bottom of the screen is a timer — not operational in my copy — I would assume speed is the order of the day.

As is the form there are armies of ghosts trying to mangle you, and you lose health

points if they touch you.

You can destroy the ghosts by sapping them but give yourself room as they do tend to crowd around you!

Other features of the game include chunky banks of chicken and minisk-looking hens to keep your health level up, drinking potions and amulets for special powers and teleports to get you into corners of each level.

The play is smooth and the action does not slow down regardless of how many enemies are on screen!

I really am looking forward to this little gem being finished on the other promises a hundred levels, lots more enemies, sounds galore and even better graphics.



I'm really strange that just a few days after writing my last comment on TV producers and marketing people, I had a call from Channel Four to do a spot on their Network 7 show.

To be honest it did little to change my view that people in TV knew nothing about computers. To a great extent they still seem to take the view that computers are a fad, and are not here to stay.

What was refreshing was that they were honest about their ignorance and were keen to do more on

computers. That set me thinking. What, we should do, I reasoned, is start a proper campaign for a PROPER TV computer GAMES show — not just another BLUE PETER and Chipol!

What better way to start than to ask all the C-VG readers who'd like to see a proper show on TV, dealing with their favourite subject, to join in a campaign to persuade the controllers of the airwaves to let computer games have a regular slot.

What we at C-VG would like is for you to fill in the petition

coupon below, and get a friend to sign it as well.

Then we'll pass on your demand to the BBC, ITV and Channel 4. If they ignore the

massed ranks of C-VG readers then you'll know that they don't care about the kids!

Remember if you don't, you won't get the TV you want.

C-VG READERS SAY WE WANT A PROPER COMPUTER GAMES SHOW ON TV!

Dear Mr Producer,

Please help us get a good computer games show on television — 100,000 C-VG readers can't be wrong!

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