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Inside Story

Thundercats that got your throats? Got your feet pulled out? Great! Are you sitting comfortably?

Good, then I can begin! There's more than Thundercats and Irony gifts in the house of C-100.

We've got vintage games in reviews of 16-bit games as well as fun new releases for the 64, Spectrum and Amstrad. And games that came much later than our Stone of the Month, International Karate 2. Tony I has been buying a sports being you the mascot of games for the Moon Machine, the Nintendo and the Sega. This time he looks at the long-awaited Nintendo 64.

Talking Nintendo you can still use of the Saturn release. Complete with U.S.A., your parents get what's best to be with! And there's two more prices from Nintendo in the shape of a game.

Remember arcade machine just waiting for you to get your hand on it!

Tim



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● HYSTERIA/P24



● BIG SCREEN/P119



● AFTERBURNER/P134



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News

Get Shirty.

■ We've gotten some special offer just for YOU. **Koumori** has produced the really nice t-shirt and it costs C+VG readers to buy them at the give away price of £6.95 — they normally cost over £10. To take advantage of this special C+VG offer all you have to do is cut out the special coupon and send it, together with a cheque or postal order made payable to 'W+V Supplies, Bank Buildings, Bank Street, Norwich'.



Abbot, Bevon, 10/13 38L. Cheesie readers should add £1.05 postage and packing.

combat simulation that transports the player into a world of electronic warfare. There are seven "historic" missions — from the secret night bombing of North Vietnam to daylight raids into Iraq.

F-15 STRIKE EAGLE is currently available on CD-ROM cassette and disk, and £19.95 cassette and disk and Spectrum cassette.



Coining it.

■ **Melbourne House** hopes to be back with a bang later this year following **Melbourne's** buy-out of the label. The new owners intend to produce computer conversions of Melbourne's



Armed coin-up games.

They are **Bandwits**, a space race around a moon ending with a machine ending the **Mojo** of **Amogebob**, and **Beastford**, based on the **Boulderdash** character.

Other games scheduled are **Metropolis**, **Pulse Warrior**, **Street Hazzle** and **Kelly K**.

Eagle Lands.

■ The long-awaited **F-15 Strike Eagle** for **MicroProse** is due for release on Atari ST about now. **F-15 Strike Eagle** is a realistic

A Howler!

■ There's a **Howler** at **Warwickshire** in **London**, due next November for **Commodore**.



COUPON



▲ **Wesley Martin** congratulated by **Jeff**.



▲ **Martin, Andrew, Darren and Jeff**.

■ A real battle of the giant took place at the **Personal Computer World Show**. Top scoring items from around all over the country met in a no holds barred fighting the best on that magic machine.

■ **Type**: Three finalists from C+VG's search for an arcade star competition, staged in the magazine and at the show, met on the birthday of the show for the final showdown. They were **Debbie Parker** from **Doncaster**, **Andrew Hall** **Bowles** from **Bathurst** and

Martin Goson from **Salisbury**, **Wiltshire**. Each had 10 minutes to work up their high score on a 2 1/2 year old sets a £1,000 arcade machine, **Donkey Kong**.

Electroworld, the UK's top arcade machine distributor, to make sure the whole thing was run fairly. **Jeff Peters** from the visiting US **Video Games Championship Team** was the timekeeper. So who came out on top? None other than **Martin Goson** who put together a new machine high score of 210,000 in his 10 minute slot.



■ **Thrillingly wonderful Lucasfilm** adventure **Maniac Mansion** is reviewed this issue — and we've got **GENM** exclusively huge points featuring the most artwork from the packaging to give away to the first seven C+VG readers who write in on a postcard only please, with the name of the **Lucasfilm** game board around a film starring **David Bowie**. Simply brilliant.

Don't forget to print your name and address clearly on your card. Send your entry to: **Computer and**

Wowie Bowie.





Matt's Back!?

Here's a brief look at some of the **GameLine** games about to hit the Christmas market.

First, there's more adventures of **Matt Travenço** in **MAZE II**.

The action is divided into two main stages. Firstly the short action and the selection of your team and abilities followed by completion of the four main missions, during which the player must exercise expertise in choosing

when to transform. **Compassion** is GameLine's adaptation of the traditional board game **compassion**. Points are the Wins, father Teddy Wins and his wife, Maria Wins.

Up to four players can compete by taking the role of either one of the White children, the lady or the White dog. In **Defensive**, there are no lasers, or no fire, only pure skill and technology. You guide your laser beams through a web of danger, a pyramid of obstacles



reflect it from mirrors, bounce it off walls and deflect it through lenses.

The player must calculate the angles, carefully judging the laser's path towards the beam receiver after that, another fifty one levels of frustration and mind boggling images.

Alternative World Games is a sports simulation world.

Each game takes place at a different location. You're out riding in Phoenix, last throwing at the Colosseum, pole climbing in Toronto and running up walls in Venice!

After that, and if you can still stand the pace, try your hand at piling crates, jumping rivers, programming and colour lighting. **Small The Great Mouse Detective** is based on Walt Disney's latest film character. The player must rescue his good friend Dr. Dawson from the evil clutches of the diabolically Kalligan. Follow the clues which are strewn all over the building in Fisher Street in order to achieve your objective.

Video Games, Mantis Motion Competition, Mary Court, 20-22 Farringham Lane, London EC1R 3AA. Don't delay, order today!

Spitting Fire.

■ **Spitfire 90**, Microsoft's classic combat flight-wr is due to take off on the Atari ST this month. Enhanced graphics, great sound, improved graphics with maps and log/books make this an attractive package even at £14.95.



Hi Chuck!!

■ Here's **Chuck Yeager's Advanced Flight Simulator** from **Electronic Arts** - put together with the assistance of the man man himself! Who's **Chuck Yeager**? He's only the first pilot to shatter the sound barrier that's all. And he's flown every craft at jet you can think of. You might fancy your bit the story or live in the flight itself.



Star Man.

■ Laying down the law on the wild frontier planet of New Texas is **Starman**, six foot of cut carbon character, blasting up a SpectraX near you this Christmas. It's programmed by Probe.



Software for US-Gold's new Colossal. The should reach the

press but that won't be easy when you see the outlays and criminals attracted to New Texas by the precious metal Rainium. It's a game where you'll have to shoot to kill.

Parther Tale.

■ Sitting in an dingy backstreet cafe somewhere in Paris is a small, shabby looking man. Topo you guess it, it's the Ed on a secret mission for C-90. The caller of his stumped opponent is turned up, his bathroom but is pushed down into his hole his body eyes. Another shabby character walks up to the Ed's table, sits down and says in a false French accent 'Be, Inspector Doreau sen. 'Are you 'ard about our coffee 'Ary-Clamant?' 'I've been watching beam very closely. Is it hiding something from me. But it's a great detective, will find out what it can?' But the Ed's way in front of Clamant. He already knows that 'Ary-Clamant has signed up the **Pink Panther** for a big new computer copper coming to a software shop near HQ very soon.

Dirty Rat!

■ Here's the long awaited new one from **Electronic Arts**. Called **King of Chicago**, it's a superb, atmospheric game set in the



gangster period of US history. First seen in the movie **Five Angel** version has truly awesome graphics.

It should be out now for the Amiga from **Microsoft** at £2.95.

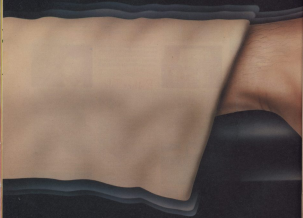
Eugene's Island

■ **Eugene Fromm** is alive and well, and still living in Liverpool. The world's oldest whiff-aid is making up the **Bananaia Project**, an exciting text/graphics adventure for the ST, Amiga and Apple Mac to be released by



Microsoft this month in the game is a superb crafted an excellent without his eight favourite records. The only solution is to attempt on escape to collection.

**CALL IT A SEQUEL...
AND YOU'LL LAND UP FLAT ON YOUR BACK.**



INTERNATIONAL

KARATE



They called International Karate the best beat'em-up so far. And who are we to argue? But System 3 have come up with a stunner: A Third Fighter. Some amazing backgrounds. New moves. Re-mixed music. And balls.

Contributed by C&A Cassette, 06/93, and Sea, 03/4 000. Coding: Gouin, Spelman, and Arnold home computers.

Mail Order: Software (UK) Ltd, Units 3A-4, South Docks, Freshwater Road, Millersley, London, W19 6JH (0181) 740100. Fax: 0181 740101. 06/93.

Distributed by Activision (UK) Ltd.

News



Driller Thriller.

■ This here's **Driller**, the new game developed using **Interplay's** new **Proteus** and **3D** environment simulation. **Driller** puts you in charge of a rig which has to locate dangerous gases beneath the surface of your mine as well as dealing with alien machinery and defense systems. It's a huge game which takes you over and underground... with over 20,000 billion screen possibilities. Mind-boggling, and **Interplay** say the complete **Driller "experience"** will include 30 page operations manual, a complete plot or 3D mapping model. Out for on the Spectrum with Commodore and Amstrad versions to come. Price will be £19.95 on tape, £21.95 on disc. Review next issue, hopefully.



16bit Offer!

■ Just as all you 16-bitners don't feel left out because there's a free



C-VG NUMBERED 16-BIT NEWS OFFER

Please send me my copy of **Fracker** for the hour 33/Cloud of Thieves for the Amiga (delete where applicable)

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tape for Commodore, Spectrum and Amstrad owners stuck on the front of this magazine and we get a special offer just for YOU! Top Amiga 51 and Amiga enhanced bonus bundles has agreed to knock £5 off two of its best selling 16-bit games — **Fracker** and **Cloud of Thieves** for the Amiga. Yes, for whole pounds off the spin thence game **Fracker**, which was a C-VG 16-bit fan favourite, or five pounds off that awesome Megatech Sports adventure **Cloud of Thieves**.

Just Ripping

■ The issues of **Driller** have been rather quiet recently, but their latest game should put them back into the full glare of publicity. And the Ripper, due for release on the Spectrum and Amiga in December and Amstrad in December, should be controversial to say the least if the rather gory screen shots are anything to go by, which was, for reasons of good taste, refused to print. The game, which will be released by CIG, — is a portrayal of one of the most brutal and inhumane periods of American history.

Jingle Bells!!

■ As Christmas looms on the horizon the publishers here are rolling their best catalogues of games and putting together all sorts of game compilation tapes to tempt you. Some are good, some bad, some are actually great. Here's a round-up of what's lined up in C-VG's offices, roughly.

4-Pak (plus the **16-Bit Pak** volume 4) **Pak Volume 2** offering a selection of goodies from various companies. Games are **Ass** (Commodore), **Breakaway Rider (FTL)**, **Into the Dragon's Mouth (Pendulum)**, **International Kango** (System 3) **Light Force (FTL)** and a previously unreleased game called **Berry**.

4-Pak Volume 3 is out for the Spectrum, CIB&A and Amstrad at £9.99 on cassette and £14.99 CIB&A and Amstrad disk.

Out from **Activision's** **Lizard** and **The Powerlog** Collection, are two cassette packages containing **Fracker**,

Bullseye, **Konami 800** and **The Hobbit**. Prices on £9.99 on Spectrum, Commodore and Amstrad and £14.99 on CIB&A and Amstrad Disk.

Letter Pack 3 from **Activision** contains **Who Does Who's B**, **Outspies**, **Trap and Indoor Bowling**, **Spectro**, **Who Does Who's B**, **Kettle**, **Trap and Indoor Bowling** (2 in 1), **Who Does Who's B**, **Kettle**, **Trap and Indoor Bowling** (Amstrad).

Spin Tapes from US Gold contains **Impossible Mission**, **Summer Games**, **Breakdown** and **Pinball II** on Commodore.



■ **Original Dept** We made a book giving you the price of **Electronics Arts' Pinball II** last issue. The correct price is £69.95 NOT £1.30, which makes it even more of a bargain.



■ **ECO Dealer's** first game designed and written for 16 bit computer is scheduled for release in December on the Amiga 500 and Amiga 51 machines at £19.99.

The game simulates an ecosystem, a well supporting natural environment which is depicted in 3D scrolling landscapes. The aim is survival. Beginning life as an amoeba, the player multiplies through fish and some stages, eventually achieving human status. During the quest for vital elements such as food, water and light a food chain starts which turns the player into a predator — or prey.

Class has also acquired the computer game rights to **Madden** licensed by a gang of word and wacky file characters, featuring **Outfield** and **Tommy Lasorda**.

Also coming from **Imagine** on the Spectrum, Amstrad CPC and Commodore 64 is **Proble** **Harvest** featuring an actual player's search for a spouse.

Kick Off.

■ Which outfit **Football Manager 2**, the follow up to **Kevin Turner's** major success **Football Manager**.

The game was launched at the **PCW Show** by **Bob Atkinson**, manager of **West Ham**.

The game includes real and extra-athletic on one tactic and up-to-date match score with the fully animated scoreboard.

Brits thrash Yanks.



■ The Brits are the best arcade players in the world and that's official. In a battle of the games of the recent **Paranoid Computer World Show** the night after **A.L. Freeman** and **Wiles Game Team** were humbled by the team from **Mastertronic's** home, but international arcade championship events held by the touch of their own **Amiga** stage of announcements. The US team are **Dave Haines**, **Jeff Peters**, **Perry Rodgers** and **Steve Harris**. The Brits included **C-VG's** **Sam Machin**, **Commodore** **Dan's Daniel** **D.Boyd**, former C-VG Arcade

Champion and **John Jallans** **Regional** and **Tony Morgan**, from **Smiler Use**. The final was played on an **Amiga** in the **Rock Band** machine, and like we said the **8-bit** team came out on top — but **100** the **Team Haver** took individual honours winning the **International Player of the Year** title and a large trophy.

The **US National Video Games Team** consists of the world's top arcade and computer game players. Players may qualify themselves a member of the team by demonstrating top performance at the major national tournaments.

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▶ PRICE: 19.95
▶ DEVELOPER: P&L

Had enough of being kicked in the head, punched in the stomach, and smashed in the stomach?

Not good. Just get your knuckles and biceps ready for the computer and get ready for another bout of flesh-flaying, body-sweeping, crystal-punching, bone-crunching, fist-flailing, high-kicking karate.

So what's new? Let's face it, there've been some pretty excellent martial arts games over the past year or so — who needs *Knights* now? There's nothing new to be done, is there?

BYRON:
Sound the fanfare and get the flag out for System 7's *International Karate 2*. We expect that's more than equal to the original.

The man given the job of creating this masterpiece of martial mayhem is Andrew Mathews, creator of the classic *Drop Zone*.

C+VG has seen a very early copy of the game and there may be a number of changes between the finished copy but, without any fear, we say the game is the *Biggest 64*.

The obvious innovation is that Archer has added an extra computer controlled character to spice up the action. This means that you can get trounced from two different directions at the same time! No wonder the fighters are always being stars.

Continuity is the one-player mode. The computer controls the other two fighters. But when there are two players it's quite good fun to gang upon the computer man.

It won't take too long before you discover the and some nice moves which you can make. My favourite is the *Knobly*, an almost psychotic movement which allows you to rip out a thumb.

The other is more difficult to describe. Imagine your player is trapped between the other fighters. It's possible to get him to lean out of the screen and jump with both legs flailing out and upwards. It's called a very ballistic way. Get your timing right and it's possible to put your opponents flat on their backs very quickly.



Reviews this issue

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Cricket
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- 15 Barbarian/Blackbeak
- 16 Evening Star
- 17 Red L.A.B./
Top Gear
- 18 Straight Games/
Blaze

親善を深めあう機

機会を提供する制度 Final Karate 2



The other moves are fairly standard but I did miss the absence of the roundhouse kick. Still, you can't have everything!

Another has also added a touch of realism by making the fighter's karate suit bottoms fall down occasionally, turning the game briefly into a sort of *Caro on Karate*.

At the end of the round (but a reversed oriental approach on the screen to give the verdict on who came first or second or third).

The bonus screen is also new. The player stands in the middle of the screen holding a round shield. From the other side launching balls fly towards him. He spins round, left-right, down-left. It's possible to collect the balls. Miss and they knock him over. Very original and great fun.

Besides the fight action, the game is full of nice little touches. In fact when I noticed there I was so distracted that I ended up getting caught by the vital punch or kick.

These touches include



spiders coming down from the roof structure in the background, fish jumping out of the water, and strange creatures appearing to either across the screen.

Try it, try it, enjoy it. This will be a bumper late game.

- ▶ GRAPING
- ▶ SOUND
- ▶ PLAYABILITY



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Super Sprint

3

- **LAUNCH:** 1987
- **DEVELOPER:** GIGAWATT/THOR
- **AMIGA:** £14.95
- **PRICE:** £14.95 (incl. VAT)
- **IN THE PAST:** £14.95 (incl. VAT)
- **AVAILABLE ON:** Amiga, Atari
- **REVIEWED BY:**

Here's a real treat for arcade addicts. That all time classic, Super Sprint, converted for your computer will all the features of the Atari's exciting track — except maybe the steering wheel which you have to supply yourself. But don't let that stop you from your dad's car just as he's going off to work. That would spark off a few family arguments.

If you've never seen the arcade machine you won't know that Super Sprint gives you a lot of eye-catch of a race track — there are eight different tracks to choose from — and challenges you to drive your super sprint machines as fast as you can to beat the rest to the finish line.

Along the way you'll encounter hazards like oil slicks, potholes, sometimes traps and other games. Not your ordinary race track track, as you'll discover.

You can drive alone or head to head with a friend — the best way — take part in a series of races or simply practice. You'll need plenty of practice even if you are an expert on the arcade machine.

It takes sometime to get to the track with steering and accelerating at the right moment in time.

When I first picked up the stick I found myself getting acquainted with the trackside walls quite frequently. Luckily Catalyst Coders have included the helicopter sequence which flies in a more totally unaided car when you've damaged the first one beyond repair.

All the time you are increasing all the data the drive computer controlled cars are racing away — four laps isn't long you know — and the race ends when the lead car crosses the finish line.

There's the same skills to the winners circle — an accurate representation from the coin-op this — and you see your finishing position, score and any bonuses while the crowd cheers at you!

Get a high score and you can enter your name in the Super Sprint Hall of Fame.

If you manage to beat the three cars of your opponent in two laps inside you move into the next track in the sequence. If you are driving alone, or come second, you can simply add the track you want to race on.

The CDM version is a multi-task game, so either tracks 1-4 are completed you have to load in the next file. The arcade version game also sets in all eight in one at once.

Each race consists of four laps — and if you reach you'll see golden splatters and bonus points appearing on the track. Drive-over these to collect them.

Pick up three or more golden splatters during a race and you'll be able to customize your race car by giving extra features. Features like super traction, higher top speed, turbo acceleration or increased steering. Japan from winning each track one lap five levels.

It's up to you to work out what combination of features and levels you want to win.

As a machine I'd go for the increased traction before anything else — just to help get to grips with the tricky steering.

The Spectrum version of Super Sprint is pretty basic — the graphics are simple but adequate, as is the sound. The cars are small and the whole appearance of the game is a bit lackluster.

The Amiga version is excellent. It looks good, plays pretty much like the arcade machine and has all the extra bits together that you'll want to keep coming back for more. I found the music for the one-player full game terrible irritating after a while and turned the sound down.

By the way, the two player option allows you to compete one car over on drives against a computer car as well.

Once you get to grips with the tricky steering you're in for a while but all fun — so don't think about your joystick too long after a couple of attempts.

It will help you if you've played the coin-op — and may be Super Sprint addicts will get more out of this offering, than the rest of you. But despite the minor frustrations I still came back for more and eventually got to grips with the game.

So for the Amiga version is the ultimate conversion. But I've had a great look at the Atari ST version which looks even nicer. We'll get to have a look at the Amiga game in time of going to press.

- **Graphics**
- **Sound**
- **Value**
- **Playability**

Score/100

100
90
80
70
60
50
40
30
20
10
0



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- GRAPHICS: AMIGA, 1 MEG, SPECTRA, PLUS 2
- SOUND: 100% DOWNLOAD SOFTWARE
- PRICE: £75 (5 MEGA) OR £100 (SPECTRA) (1991) - AMIGA
- REVISOR: GAMES

OK, Hollywood Poker is not a lie, we've had strip poker games before, even ones with Cam Foe. This one has to be the best.

A extremely bold statement, but I believe you'll have to agree. Hollywood Poker does well, it's very good and looks wonderful!

The game is based on five Card Draw Poker, which in my opinion is the simplest form of poker. You start with £100, and then every player gets £5 in at

the beginning of each hand. Naturally, there are only two players in this game, you and one of four women girls.

You get to choose your opponent, and each girl has her own style of play. For her girls are: LARRY, LARRY, LARRY and SPOOKY.

The favourite has got to be LARRY, as she plays colour, is the most attractive, and she's also the easiest to beat!

After choosing your opponent and playing five big blinds on the table, you are dealt five cards. Your cards are displayed graphically at the bottom of the screen, and you must then decide what course of action you are going to take. You must card your cards, called a hand, into one of the following:

• A Pair: Quite obvious, let her go.

• Two Pairs: Two sets of cards with same face value, i.e., two Kings and two Queens.

• Three of a Kind: Quite simple, three cards of the same value.

• A Straight: five cards which follow each other, regardless of suit. Let three of hearts, four of diamonds, five of clubs, six of spades, seven of hearts.

• A Flush: Any five cards of the same suit.

• A Full House: A pair and three of a kind.



• Four of a Kind: Four cards of the same rank.

• Five of a Kind: Five cards of the same rank.

• Six of a Kind: Six cards of the same rank.

• Seven of a Kind: Seven cards of the same rank.

• Eight of a Kind: Eight cards of the same rank.

• Nine of a Kind: Nine cards of the same rank.

• Ten of a Kind: Ten cards of the same rank.

HOLLYWOOD POKER

Four of a Kind, Speaks for itself!

A Straight Flush! That's a straight, but of all the same suits. This is the highest hand. Once you've seen your hand, you can either raise (BET), bet (GO BET) or fold (F) out of a (DROP). After a player decides what action to take, player position rotates round the pot (RAISE), after that, it they can bet (CALL).

If a player calls, all betting stops and you have the chance to change some or all of your cards to make a better hand. This betting continues. When someone calls again, the hands are compared and the winner gets the pot.

Should you run out of money, the game ends. But if you do have more, you will start to "play" (bet) again. If you've lost to another £100, and the game continues.

Should you win for money back, you will start to "play" again. If you've won £100, and the game continues. All that's left to do now is remove the joystick so that to

one can press the fire button.

The best part of the game is, of course, the graphics. Each picture has been digitised, and using the Amiga's 10 colour low-bit screen mode, the pictures look stunning.

The sound is of exceptional quality, and it comes in the form of two tunes, the title tune being the best.

Are there? Well, just two. The girls seem to be far too easy to beat and, a more novice poker player, managed to beat each girl first go. This second review is the first that these girls didn't seem to be an "Over 18's only" side on the line. As the girls actually go completely mad, many parents might wish there was one.

That aside, Hollywood Poker is a fun strip poker game! It has over seven, hard and played.

Well done Robert, it's fantastic!

- GRAPHICS
- SOUND
- PLAYABILITY



Alpha Mission

- GRAPHICS: OR
- SOUND: 100% DOWNLOAD SOFTWARE
- PRICE: £49 (hard)
- REVISOR: GAMES

Because we didn't do this mission. There, that's better. Can I have another game to play now please? And where you see, it is the full!

Alpha Mission isn't quite a flight simulator, nor quite a shoot-em-up, in fact it falls somewhere between the two. It reminds me of that other Activision game based on the Space Shuttle—if you can remember that far back.

The game puts you in charge of an R-7B space-od. Your mission is to terminate a terrorist-controlled space station using remote-controlled robots.

Load up the game and you see a kind of pre-play overview screen, including a relatively small real-time film

show from the 4-15.

Then you have to take off—which isn't as easy as it sounds. You see a small box with two white-bars in the centre of the game window. You have to match the computer controlled bar at the top of the box with your joystick controlled bar at the bottom of the box.

If you don't the mission terminates then and there is a big static red bar. Moving after the first few times, AND you have to go through it all over again if you blow out later in the flight.

An unnecessary addition to this already fairly complicated game. You must remain

airborne through the next three levels of the mission in order to reach the space station.

The joystick handles controls your aim as well as your heading and altitude.

During combat, use the joystick to aim your missiles but to start—move directly to the edges of the window and you will alter your altitude—displayed on the R, L, C, and. With the crosshair at the edge of the window, aim and use by moving the joystick and lower altitude by pulling back.

There are three areas you must pass through. Once boundaries are entered at each atmospheric boundary, you

must increase altitude in order to break through the next zone.

Each game has a unique strategy and most difficult yourself against—Inclusives, jets and killer satellites.

Reach the space station and you must centre the station in your combat window and align the crosshair to its centre.

Have you a terminal to enter the secret access code given at the start of each game.

The terminal has a magnifying glass the space station in the centre of a circular screen and both must be passed through in order to land the module on the station's surface.

On landing, a fleet of remote control robots and your ship. These robots are programmed with various functions for defence, including a self-destruct mode. Just hit forward will release a robot. You must guide each robot around the station, avoiding obstacles until it can connect with a weapons system and self-destruct.

A mish-mash of game ideas which doesn't cohere all. There's nothing about the early stages of the game that encourage you to reach that elusive space station.

- GRAPHICS
- SOUND
- PLAYABILITY

1
1
1



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you will be placed back on the start square. Fall off the end into the darkness to complete this sub-plane level.

Sublevel 2: Follow the direction of the arrows and pick up floating white squares, then enter the hole of darkness.

Sub 3: Avoid the electric arcs and try to find floating squares that are scattered around, again enter the hole of darkness to complete.

Sub 4: Be quick and pick up squares, enter hole of darkness

to complete.

Sub 5: Blast around the pillars in the direction of the arrows in order to pick up the floating squares that will activate the goal.

Level two: — and you accomplish the task. Pick up the keys which will open the doors. Use the teleports but avoid the traps to find the goal. When told for the invisible keys which only become visible when you move closer to them.

Level three: You need to find

four hidden emulents in this plane before the goal will start appear. Use the teleports but avoid the traps to find the goal. When told for the invisible keys which only become visible when you move closer to them. Use the traps but only move left and right. Place down the rope trap or use as possible. Avoid blocks, use lifts up and down to your advantage as you only have a limited number of jumps available.

Level five: Yellow squares will turn into patterned floor tiles and patterned floor tiles will turn into plain yellow squares when loaded. Try to fill in the vehicle area with patterned floor tiles.

Level six: Extra features which are visible add extra jumps, other invisible features affect you or the play area either positively or negatively. Progress through the level by determining these effects and using them to your advantage and to help you find the goal.

Level seven: Once entered, you have to complete this plane before entering other planes.

Level eight: Pick up four keys in order to open one of the two doors which lead you to the goal.

Level nine: Pick up extra speed so that you can destroy all the cubes, extra speed win.



next level for ever.

Level ten: Jump from platform to platform. There are three different heights which can be recognized from the terminal position of your. Use one-way jump-one end of height either up or down without a penalty. Try and get to the GOAL - as quickly as possible.

Wonder is pretty damn good — exciting, frustrating and addictive all in one. Don't miss it

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



- ▶ HISTORY: JARRELL
- ▶ SUPPORT PLAYERS
- ▶ PRICE: \$4.95
- ▶ REVIEWER: PAUL

Great! Another tough guy game straight from the Rambo clone genre. But don't panic. Joe Blade is well worth checking out for all you trigger-happy pistol-packers.

I had heartily started playing and before long I was hooked. Gee, I wanted another go, Joe.

The plot is simple. Great Bloodfinger — a great name, eh? — the leader of an infamous band of mercenaries, has kidnapped our world leaders. Unless their ransoms come up a cool thirty million dollars, it's curtains for these heads of state.

Bloodfinger is holding the leaders captive in his fortified HQ, awaiting such members of his private army.

In a show of defiance, the world has refused to pay the ransom even though the high noon deadline is fast approaching.

Send for Joe Blade, man. Tough, fearless (his guy sounds as though he should be a C+VG reviewer). According to the cassette notes, Joe Blade has been trained in a Tibetan monastery. Just what the monks have taught Joe Blade that will be useful on search, kill and rescue missions is not explained. Perhaps he learned a poem or two at that.

Anyway, smooch with his

new automatic gun. Joe has inherited Bloodfinger's base. He must rescue the leaders and activate six boots-to-terror explosive devices. (Don't these red-hot bombs have been on going, Joe? His treasury must be getting pretty heavy soon.)

Joe moves around the complex collecting keys to cells, armory, and tools to keep up his strength.

Guiding the keys allows you to pass through locked doors and into new areas of the game.

Nice and cheap with nice graphics, Joe Blade certainly ticks a lot of good boxes.

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

There are three time zones. The first has a Greek feel to it with temples, minarets, skeletons, flying things and statues that look real. The second is quite modern and the third futuristic.

The game was programmed for Software Projects by Special FX, set up by ex-Ocean man Paul Penning. Hopefully they'll be more good things to come from the partnership.

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



Joe Blade

TV GAMES





■ GRAPHICS: COLLECTOR: AMBITIOUS: 4.5/5
 ■ SOUND: 4.5/5
 ■ MUSIC: 4.5/5
 ■ STORY: 4.5/5
 ■ GAMEPLAY: 4.5/5
 ■ VALUE: 4.5/5
 ■ RECOMMEND: 4.5/5

Remember Indiana Jones, the hero from *Raiders*, and the Temple of Doom film? Now he's back, not in a film, but in his own computer game. That's

screen-telling you how you could have avoided dying. For example, if you are killed by a thug—guided, the message, "Follow the thugger and...!" will appear.

■ Scene One: The Mine. This is where you begin your

quests. After a while you will come to the end of the line. This is the end of the next stage. ■ Scene Three: The Temple. This is probably the easiest of all the stages, since you must collect the Sankara Stone, which is just above the statue of the evil god, Kati.

You are attacked by some of Mola Plam's thuggeser minions, as well as Mola Plam himself.

As you come near to the statue you were to loot by a pile of wooden lava. This can easily be swung across by using your whip. Once across you will notice that the floor just below the statue continually opens and closes.

Indiana Jones and the Temple of Doom

right, LSI Code has released the long-awaited computer conversion of the award classic, *Indiana Jones and the Temple of Doom*.

The suspense of you have already played the arcade original, I know I certainly have, what a fun game!

Just wait to be outdoing yourself in levels, especially with such hits as *Clonkers*, *Supergrip* and *Indiana Jones*.

Indiana Jones is one of those games where the better of the game is seen, and played in it. You get to be so successfully achieve the sacred Sankara Stone from the temple of the evil god, Kati.

If you are guided by the high priest Mola Plam and his evil thuggeser minions. There are five stages to collect, each of three-stones is situated on the temple. To get to the stones you must first pass through three stages, or scenes.

Altho there various hazards and dangers which must be overcome. The only way to avoid them, is the using help to work your way.

You begin with five lives and the game ends when all five lives are lost. It is incredibly easy to lose all five of your lives, as you will discover. Each life you lose a life, a message appears at the bottom of the

screen. Equipped with your whip you must protect yourself as snakes, both stone-carved attacks from the thuggeser dogs.

The snakes and bats can be destroyed with just commands of the whip. You can also use your whip to swing across chasms and across the pathways. The guards, on the other hand, have to be blown off the ledges. There are nine real-world tasks looking up in cages. Rescue them for bonus points. You are also attacked by Mola Plam himself, who magically appears on the screen and thumps himself as you.

To escape this stage, you must find the entrance to the railway tunnel. If you do and you will go on to the next stage.

■ Scene Two: Mine-Cart Chase. This is the fun part. You are now riding on a rail-car, collecting down a series of railway tracks which are lined by several junctions.

You can go fast or slow, depending on whether you move your joystick up or down. As you proceed down the track, other carts — full of thuggeser guards — approach both from in front and behind, instead of stopping you ahead in your tracks, you must see as if they catch you up, your cart will be overturned.

You will also come across concerning guards who are waiting for you alongside the tracks. Whip them for some

about this game, I think that the sound could have been a lot better, though.

A lot of the sound effects were not all that descriptive. There's one of the things that I'd like to point out.

Firstly, each level — which is made up of three scenes — has to be loaded in separately, and when you see all of your lives the first level has to be reloaded.

If you purchase the game on tape, you will find this both tedious and tiresome.

Secondly, it will take you quite a bit of practice to eventually master the game as it is extremely hard. Whether you're a fan of the arcade original or you're just after some high adventure — with a few tricky moments in — this is the game for you.

■ GRAPHICS
 ■ SOUND
 ■ MUSIC
 ■ PLAYABILITY





treatment of amaretto graphics and exotic graphics. Xenon has gone a stage further and turned the joystick from the past, into a first person zipper that puts you in the cockpit of an experimental Aerobika craft. Your mission... as always, the utter destruction of a mere 99 waves of Venetians... the most feared of all intergalactic warships.

The major part of the screen is your cockpit window, through which can be seen the advancing ranks of the alien Venetians. Each alien is seen in detail 300 as it lines up for the kill.

The Venetians come at you in any one of 24 different formations, and after every four

missiles goes off in the opposite direction.

I'm sure that, given a lot of practice, one could use this feature to one's advantage, but I found it annoying and frustrating. It would have been better to be able to manoeuvre the craft independently of the missile's location.

However, when you do hit a Venetian, you are treated by a digitized explosion which

is the most obligatory kind of brightly coloured, though useless, instruments and dials, although the radar comes in handy if you mislay the odd wave of Venetians that turn in your destination.

As for playability, well the game has some serious flaws but is still fun to play. A little more game testing may have seen Xenon evolved into a great arcade blaster. Nevertheless, all

Galax

- SUPPLIER: GEMINI
- MACHINE: ATARI 817
- PRICE: £19.95
- VERSION: ATARI 817
- REVIEWER: CHRIS

In the wake of the phenomenal success of Asteroids comes another 'reworked' version of a 14 year-old game by, this time it's the old classic Galaxians that's been brought out of retirement, but this time they're coming straight at you!

Not content to just give Galaxians the Asteroid

twist, you will be invited to to use an advanced field just to keep you on your toes for the next four waves.

Your Aerobika craft is armed with two telescopic, manual anti-air missiles, and anti-missile missiles—a perfect one for the common asteroid!

Each time you fire a missile at the approaching Venetians, it pushes off into the distance in the general direction you aimed. The problem is, that if you start to steer your craft, to keep the Venetians in view, your



missiles at the focus, you put in some auto-tilts. If, on the other hand, you let the enemy get too close to you, the screen gets a go-go and the average manual speed-tilt is replaced by a suitably blood-curling scream—yaaa!

Below the cockpit window is

credit to Gemini for joining the Drive ranks of those prepared to develop games exclusively for 16 bit machines.

- Graphics
- Sound
- Value
- Playability

110

Skull-digger

- SUPPLIER: NEOS
- MACHINE: ATARI 817
- PRICE: £14.95
- VERSION: ATARI 817
- REVIEWER: CHRIS

All anyone, who has been playing computer games for a few years, is sure that they've seen this, and the name Skull-digger will appear with remarkable regularity. So it's not surprising that this most notorious of arcade classics has been re-awakened a number of times under various different names. The latest of these is Skull-digger from Neos.

The game, for anyone who really hasn't seen it, uses the classic, but you're a number of levels (100 in all, each full of diamonds) up for the picking. But, not unexpectedly, things aren't quite as simple as they sound, because the caverns are also full of bats,

icky greets and creeping snakes.

As a bonus, cave fruits, your staple diet consists, quite naturally, of diamonds. They appear in extremely large quantities. To get your 100, you must burrow your way through the caverns, avoiding anything that moves, and mind things that don't. Any bats or greets that you accidentally run free will chase you along the tunnels you leave or don't bring around.



to make friends either, because any contact is deadly.

Skull-digger's tone and colour of theme is quite allowing in the widest possible audience. Although some companies like Neos are already via it, it is good to see other like Neos producing just for us a few games, and hopefully others will follow suit. After all, just because someone bought an 87 doesn't mean processing it doesn't mean they should be



deserted of but too—look how many games have been compiled for the Amstrad PC16.

Another welcome addition to the Skull-digger of the two player option, which allows to players to concurrently indulge in either co-operative, or competitive play.

As in all, the game is perfectly produced, but lacks the excitement and exhilaration qualities of the original, which is available on the ST already. March on for Skull-digger on the Amiga, if it truly is worth it!

- Graphics
- Sound
- Value
- Playability

111

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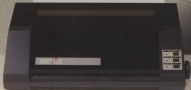
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- GRAPHICS: AVERAGE
- SOUND: AVERAGE
- SOUNDTRACK: GOOD
- MUSIC: 100% (FAVE) (74) (40)
- PLAYERS: 1-2

It looks like Imaginix has done it again, and released another bit of those puzzle conventions we repeatedly recommend. All that ever seems to be released nowadays is either updated versions of old games or converted arcade titles.

Most often than not, these are pretty appalling. But this is not the case with the conversion of *Renegade*. Although the actual arcade original was nothing much to write home about, this version is a gem.

You play the part of a crime site vigilante who is on his way through the equally decrepit city of an infamous city to meet his girlfriend, Lucy. The only problem is that she's on the 'bad' side of town. So you have to bear you on, for her sake. But this game is so delectable a series of tricks to the main crime gangs in the city.

The game has different levels. Level 1: The Sleazy Street. You have to pass by these levels, until you are eventually killed with your girlfriend. Each of these missions is filled with traps and villains, brandishing a selection of harmful weapons. To enter

ground you normally twice for them to be killed.

Level 2: The Hair Dens, you are confronted with a gang of motorcycle thugs. You are immediately attacked by four hair-dens. In *Renegade*, you who attempt to kill the cops. They must be knocked off their bikes by using a firing knob. Each time you are hit over the

head, these bodies are deflected, then knock you. Bad barrier, is brought onto the scene.

Level 4: Jail Street. This part of the level have got to be the funniest bits of all. The level consists of a series of cars following things. All motorways which are these guys, one stuck from their wheel between is fatal. The things also



allows the player control the game is to work with four cars and you can give them all instructions.

All of you ST and Pentium users will be glad to hear that the version for your computers are well above average and well worth the price of your hard earned pocket money on. Any of you who are Spectrum or C64 owners also, in effect, have to see the game for yourself, so you can make your own decisions about the game.

Physically the conversion is excellent and animation for all characters is very smooth. The 104 version, I thought, could have been a lot better. The image team has a lot to answer for, coming back at their own games, it makes the

Renegade



completion of a level the gang leader must find the player. This is done by releasing him or her from the. Each time you collect a character a blow and a note to the ground, his money will instantly disappear. This is done by an enemy bar which is at the top of the screen, just above your own energy bar.

Level 5: Subway. This is the first of six stages. Here you are attacked by a number of armed and unarmed assailants. They have to be knocked to the

ground a small amount of your money. Once all four are subdued, you are attacked by a bunch of unarmed men.

Angels. As you gradually follow off each of the Hell's Angels, their leader appears, and he certainly takes a lot of beating.

Level 6: Sleazy Street Finale. The fight that occur here takes place in the sleazy downtown streets, where gangs of female murderers making out. I think most women are at least with extremely lethal looking clubs and knives. When a number of



have a couple of hit enemies, they come at you from behind — so always watch your back. Level 8: Interior. (Best of all the characters in the last level only result in those lightning bolts that is the gang).

Completion of this last level will ensure that you keep your date with Lucy.

Graphics are excellent, colours are widely and easily used. The soundtrack is very good, too. Apart from the loading procedures and also the

sounder if *Renegade* was a full job. The Spectrum version uses all its resources, and produces a pretty good presentation. Graphics and sound are well used throughout the game, it's a pity that the C64 version did not use the same resources. Another version has been programmed well and looks as if quite a lot of time has been spent on its production.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY



A close-up photograph of a hand holding a joystick. The joystick is mounted on a red, textured base. The hand is positioned as if about to use the joystick. The background is dark, making the red base and the hand stand out.

QuickShot
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Performance

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Sidewalk

► MACHINE: PC, AMSTRAD GXL, ZENITH
 ► NUMBER: INFORMATIONS
 ► PRICE: PC—\$49.95, GXL—\$75.95, ZENITH—\$69.95 (UK) (VHS) \$24.95
 ► VERSION TESTED: AMSTRAD
 ► REVIEWER: DAVID

A number of alternative attempts have been made to convert a cartoon strip into a successful game.

Allied, however, a game has succeeded with the approval of a comic book, but with the added flexibility offered by bringing the characters to life on the screen.

The game, called Sidewalk, is published by the French software house Informations, and features a pop-art style character — namely you.

Unfortunately someone has stolen your car, kidnapped it, and hidden each of the parts in a different location in and around the back streets of Paris. Some parts are just being around waiting to be found. Others are near the police headquarters of various characters who may reveal an important clue.

The game starts in mid-afternoon, and you're only got until 11 o'clock to find the bits to your car. As you assemble them, and get to view girlfriends in time to take her to the concert this evening. If you're late, she'll go with that wacko, John, from round the corner, eh, and don't forget the various reports of lost bits for the car or it'll be really weird.

Sidewalk is essentially a joyride through computer adventure with arcade combat

bits thrown in for good measure. The girlfriends in this spin into six rectangles, three along the top and three along the bottom half of the screen.

The top half of the screen is where you see the comic strip unfold. On the left side you can see yourself in various states, ranging from good health to dead, via broken almost-deadness but not



THE PLACE FOR TV BIZ

Killing

The right hand window shows any characters you may meet, and is also used to show your health, represented by a grid glass containing an ever-decreasing quantity of beer — regular visits to the bar are highly recommended.

As well as the bar, there are especially as the bar's flow. The normal mode is used for movement and combat. In each location you can move across from left to right, or turn to face another move in another direction, all under joystick

control.

Banged along the centre of the screen are three icons which allow you to interact with other characters. These let you ask questions, fight or run away. Underneath these options is the message menu, in which your own words are displayed.

At the bottom of the screen are six inventory slots. Bits of your bike you've already

REVIEWS

C+VG

10

lost, a 10 stars, or 1000 points.

Custom individuals must be persuaded if you wish them to fight with you, or they'll get their heads knocked off.

Although the control mechanics of Sidewalk take a lot of getting used to, the simple colour graphics are superb, perfectly capturing the spirit of the game. There are enough cut-scenes to keep the average adventure happy, although this is by no means a game for the adventure purist. For example, the lone driver interaction system does away with the need for any main plot.

Overall a strange mixture of adventure and arcade, with stunning graphics, a novel and sometimes annoying control mechanism, and the kind of humor and wit that will quickly convince you who may finally be persuaded that comics and computer games can be combined to provide a piece of genuine entertainment.

► GRAPHICS: 90%
 ► SOUND: 85%
 ► VALUE: 80%
 ► PLAYABILITY: 85%

► MACHINE: CANTON
 ► SUPPLIER: INFORMATIONS
 ► PRICE: \$49.95
 ► REVIEWER: DAVID

Commodore's security system isn't just a game in Hewson's tag budget drive. Anarchy is a fast paced Master which could prove to be a winner too.

Your mission is to break into the security complex where the main weapons and explosives are stored, and destroy the wire supply thus rendering the mine, without weapons and making them harmless.

In the complex, drive your A.C.E. MCI Interceptor unit to destroy all the weapons containers but at the same time, you must avoid the security guard robots as they are deadly enough.

When all of the containers have been destroyed the building's security system will collapse and the unlocked exit will open allowing you to escape faster into the open.

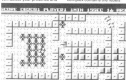
There is a time limit of about

Anarchy

two minutes to complete the mission in each building. Otherwise the security system will detect your presence and

drive all weapons from the building.

Every time building within the complex contains the robot



building weapons. These buildings are guarded by a special drill which senses the presence of an intruder.

The key to success is learning the best route around the maze like traps and being in the right location to visit the exit.

The defending robot force is on the wall once it's opened — so it's well crucial to be near when it opens and be ready to fight it off in the next instant.

You also have to fire a counter-weight distance away from the stuff you want to blast and some buildings are seemingly impossible to destroy — and you have to be careful not to get all the time's experience and the room help you deal up the files.

Anarchy is a well put together game — which would make for regular future offerings in the proprietary market.

► GRAPHICS: 85%
 ► SOUND: 90%
 ► VALUE: 85%
 ► PLAYABILITY: 85%

10



being in Dr. Fred's basement? "Your goal is to direct a team of three local teenagers — including Sandy's boyfriend, Doctor Sandy. As you explore, you'll meet all the strange inhabitants of the mansion, and you'll discover Dr. Fred's abilities to control the world — one room at a time.

You'll find that each of the seven teenagers you can choose from has special skills, talents and weaknesses. And each of the crazy occupants of the mansion has goals and desires that can help or hinder your team, depending on how you handle them.

The topic — and your approach to rescuing Sandy —

You use this time to construct sentences that tell the character's what to do. A verb sentence consists of a verb, sentence word and one or two nouns (optional). An example of a sentence is that you might enter act on the Sentence Line in "Unlock door with key." Connecting words like "with" will be put in automatically by the program.

- Verbs must be selected from the groups of verbs in the Columns below the Sentence Line. You will always be able to see all the verbs used in the game — they will not change as the game progresses. To select a verb, position the cursor over the word and click.
- The Inventory is the area



That's how you discover more about the location your character is exploring. Some rooms may appear to be closed — so find a flashlight or "key stone" with the same base as you can discover a light switch.

Maniac Mansion

- **REVIEWED ON**
- **GRAPHICS** Excellent
- **SOUND** M
- **PLAYABILITY** Excellent
- **VALUE** Excellent

This is simply brilliant. A teen-schlock horror movie on a computer? I wouldn't have taken the genre adventure theme too far into it. Although, I wanted it to be and come up with an extremely entertaining and easy to play adventure.

Not an adventure for punks though. It's a top notch, inventory-driven, regular adventure session. For a start it doesn't require any text input from the player — just simple team selected actions. You simply select actions from a text menu at the bottom of the screen.

But enough of this technical stuff — on with the scenario which comes right out of a pulp magazine. It has a weird scenario, a mad scientist, strange monsters and a bunch of older-er, all-American high school kids.

There are strange people living in Maniac Mansion, a 2-3-4-5, a mad scientist, Nurse Edna, a former health care professional whose hobbies would include a sailor fetish. Word Ed, a teenage commando with a business head, and then there's David Conover, Tank, and the Terribles, and somebody — or something — else. And what's a secret young cheerleader named Sandy

will be different depending on which side you choose and how you interact with the people and things inside the mansion itself.

Each of the possible stories in Maniac Mansion is really a time machine made up of dozens of smaller pieces. From time to time, movie-like "cutscenes" reveal clues about the story and what's going on elsewhere.

As you discover the smaller puzzles that make up each story line, you'll find that most will have to be solved in a certain order.

You select your team at the start of the game, at the bottom of the screen. As you think it over, their happy smiling faces a few words about their "appear at the top of the screen. Once you've made your "choice" is added out on screen before you get the chance to take control.

And you take control by using the cursor to make commands from the text menu at the bottom of the screen. But let's have a look at what you see on screen.

● **The Message Line** is the line at the very top of the screen. It's the system by any of the characters appear on this line.

● **The Animation Window** is the largest part of the screen where the animated world of the mansion is displayed. It shows the "camera's eye view" of the room that the currently active character is in.

● **The Sentence Line** is directly below the Animation Window.



below the verbs. Each character in your team has his or her own inventory. It's empty at the beginning of the game, the start of an object is added to a character's inventory when the character picks the object up during game play.

Putting the commands together is a simple task. None of this "You Can't Do That" business. Just move the cursor on to the command you want in the menu and click the mouse for selection.

As you explore you'll come across objects which your characters can collect. These are added to the text menu as an inventory. You'll need all sorts of odd things!

You can select objects by clicking the cursor over them in the animation / play area window or from the text menu.

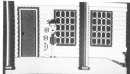
Using the flashlight simply shows up small area of the room you're in — a really nice touch this.

There's lots to do and the game is different every time you play — you can depend on the inventability of this one.

A Pk adventure with original feel. Great graphics, great sound effects, nice animation and on top of all that it's simply addictive.

So if you want to get into love, lust, purple shirts, medical experiments, classic game price and playability, look up to review of Maniac Mansion — you won't forget it.

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



Want to play Maniac Mansion? Call for more info. 1-800-555-1234. Price \$49.95. © 1987 Atari Games Corp.

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- **REVIEWED BY** [unreadable]
- **REVIEWED BY** [unreadable]
- **REVIEWED BY** [unreadable]
- **REVIEWED BY** [unreadable]

Sometimes back, Irish software house Peter Concepts had a plan to bring out a water ski-ing game which would come with two small plastic disks. These would be placed over the computer's keyboard. By

Water Ski-ing

putting your fingers on the disk to control the action on the screen, I actually saw the disk, but as far as I know the game never materialized.

No such gimmicks with *Championship Water Ski-ing*. Everything is joystick or keyboard controlled.

The game looks good, sounds good, but, unfortunately, doesn't play so well. It lacks that vital ingredient that keeps you coming back for more.

The graphics are very nice. I like the idea of the technique of overlaying different views of the action on each other. It was real-very well worth

it! *Passenger's* on the other hand is not, but what is basically an action game, it can be a little confusing.

So what do you get? You a chance of taking what is called The All-Round Test, which covers three events, the jump, the slide and the slalom, or you can undertake each event individually.

The first — and my favourite — is the jump. It's divided into the approach to the jump, the jump, and the landing.

The final screen shows a log view of the jump. You left is bubble which shows the slalom. Hitting the far button sets him

off. He must hit the same continuity, if course. This is fairly easy to do.

Once airborne, the screen changes to a more stream view of the jump. The bubble shows a close-up of the skier. By using the joystick you can stop him



nothing like *Pirates of the Barbary Coast* from Cascade — for a start it's easier to get into, and it offers an extra fun to play.

Pirates is a time-consuming game — so you'll have to set aside a day or so to play it — fortunately there's a save game facility, so you can leave your quest/struggle from safely on tape or disk.

You can keep your character updated by downloading (saving) various pirate captions, sea battles, quests for treasure

treasures, searches for long-lost relatives and so on.

As you can see, there's lots to this sprawling action-adventure game.

You can choose to be a pirate, a noble, a strong yourself with and so other of the "super-heroes" who ruled the Caribbean in the 16th and 17th centuries — England, France, Spain or Holland. Or, you can simply become an out and out buccannier — attacking everyone and everything for a few bucks and a few thrills.

Quite how historically accurate the game is I don't know — but you get a fascinating handbook with the game package which outlines the background to the period, the ships that were sailing the waters around the West Indies between 1580 and 1750.

That's not another nice feature of the game, you can join one of the famous historical explorations or war campaigns — or alter — events.

The game itself consists of

- **REVIEWED BY** [unreadable]
- **REVIEWED BY** [unreadable]
- **REVIEWED BY** [unreadable]
- **REVIEWED BY** [unreadable]

Shows the rainbow! Another game's game? Let's cut out the John Ripper and take a trip on the high seas with three old sea dogs Monoceros. It's tough to know where to start — the game is so large, but here goes anyway...

It had to be said straight off that *Pirates* is nothing, I repeat,



Pirates! Pirates!

ng

felling backwards or forwards. Get the balance right and he makes a successful landing.

The **Frigate** event **1993** plays over two courses which both last 25 seconds. The view of the ship is far from the back of the trailing boat. Points are awarded for perfecting various turns, from 90-degree turns to side-slip-right through to a 360

degree turn (that's one and a half turns!). The final event is the slalom. The slalom is based over the course and must sail round buoys.

Championship Water Skiing is a race try at capturing the **BOAT** but **FRIGATE** excitement is needed.

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



great adventure style and arcade scenarios. There are screens where you can select various options from various menus which affect the action.

The best way to get into the game is to simply select the pre-defined options and get stuck in at appropriate level. This way you get to learn the mechanics of the game while having a good time and not getting too frustrated each time you get thrown into jail.

The arcade style version includes sea battles, attacks on

ships from the sea and grounded with loads of your pirate crew and the use of one swordfighting combat with pirate leaders or ship captains.

Pirates is an impressive and absorbing game — one to those of you who enjoy getting all involved up in a strategy-style role-playing game with enough action to appeal to the arcadester.

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



- **MAJOR** CRICKET
- **SUPPORT** AND
- **PRICE** 25.95 (PAPEL COVER \$24.95)
- **REVIEWER** TIM

If you think you could do better than the England Test side then try your luck with **Autogenics**'s new and exciting **Cricket** cricket game. This new version of the only really 3D/3D cricket simulation features a few new features — but retains the compelling presentation of the original game.

You can either play a genuine cricket simulation or simply go for a quick five-minute cricket game — bowling and batting. There's also a near-top player option — take on your mates and test them soundly!

There are nine different test sides featured in the game, Australia, New Zealand, Pakistan, India, Sri Lanka, a World XI, an All Star XI and England, of course. Each has colored teams. You can also input your own team if you wish.

You can play a Test Match proper, get into limited-over games, or simply practice batting and bowling.

There are Test Match Special TV style game statistics which appear after each over, or each innings and you can even call up an "action replay" of a spectacular catch or such like.

I found myself getting out much less quickly for the main thing — maybe this is like the real England test side though! The animation and type

digitalised speech — cries of "forward!" — are pretty good — although it's like a better representation of the on-going nature of the play rather than the small white numerical at the bottom left hand side of the screen.

It is nice to be able to put together the 28-year teams with old photographs from the past and present.

The photo that comes with the game says that you don't need to be into cricket to enjoy the computer version — but I wonder what this is referring to the case. To get the most out of this sports

REVIEWS

C+VG



Graham Gooch's Cricket

simulation you DO need to know about the game — even if it's just to be able to identify the names of the players. Otherwise you might just get a bit bored with possessions on the screen — but like watching Test Match Special.

Graphics could be better — and **Autogenics** should have taken the chance to add a few more sound effects to improve the presentation even further. How about an enhanced ST or Amiga version? Or **Autogenics**? That could be pretty special...

Oh a Cricket is still the best simulation of the game for computer — so if you're a frustrated fan, or just a would-be bottom, check out this reviewed version of the game.

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



0 FOR 0



Pirates!

Barbarian

- MAJOR: STRIKE IT
- SUPER: PALACE
- PRICE: \$24.95
- DESIGN: TETTER
- REVIEWER: DAVID

The ST conversion of Palace's successful hack 'n' slash computer game, *Barbarian*, has just hit the streets, except those in Germany, that is — where, as it turns out, the game prohibits violence and would stimulate an undesirable influence on the country's youth.

Personally, I just think German gamers are missing out on a splendid great game and that's all there is to it! And what a splendid programmer Gary Thurman, and sound man Richard Joseph have done, converting Steve Nouri's original eight-bit hit, into a sure-fire winner for the ST, and even for the Amiga.

Barbarian ST has all the force and delicacy of the original. You know the kind of thing — lots of hacking, and I don't mean the software kind, sporting blood and decapitation.

The soundtrack is superb with



digitized effects, such as a thud-as-it-clears, when several ropes swing, which almost makes the joystick vibrate in your hand.

There are loads of combat combos are here, including head butts, flying rock chaps and the pull-out of teeth.

The blood runs freely, and you grant and groan and wish for a sword fire just over your left ear.

But, if you're not quite ready

for the real thing, there's always the practice arena, where you can tough up on your swordsmanship without the consequences of an opponent trying to kill you.

Make it fit your gear, and watch out for the football playing one — here's a start!

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY



REVIEWS



- SCORE: 94% ST
- SUPER: 90% Amiga
- PRICE: \$19.95
- DESIGN: TETTER
- REVIEWER: DAVID

To date, Navigon have only released two games, *Encounter* in 1988 and *Mercenary* in November 1989. In July 1990, *The Blooded Clans* entered, joining *Mercenary* in the southern city to replace.

Such was the success of *Mercenary* and *Second City*, that there are now 50 foreign languages or machine versions of the two original products. It comes as no surprise to learn that *Mercenary II* is on the way. Known as *Demopolis*, it is set in an imaginary solar system with four planets and 11 moons, the game features filled and shaded graphics showing the light and dark sides of each planet.

This space arena provides the backdrop for a scenario in which your fate is to avert the carnal Demopolis from collision with the system's 57th planet, Demopolis is being

programed on the Atari ST and should be available early in the New Year.

Luckily for us, Navigon's wised programmer, Paul Wood, has found time to produce *Backlash*, a full-blooded, no-nonsense blaster. Originally intended for the earlier game, *Discoaster*, Wood has decided to forsake the complex strategy of *Mercenary*, to concentrate on moving an angry spirit object in free space, as the ST will allow, purely and simply so you can have the pleasure of blasting them off the screen.

For once, a company has had the guts to publish a game with no pretentious scenarios on the screen. Instead, this is plain

■ *Backlash* is a fast-action arcade game.

■ Objectives is high score.

■ Player gets lead up display shows enemy locations.

■ Action is continuous with increasing difficulty.

■ Five lives to start. Extra life awarded every 10,000 points.

— And that pretty well sums up the game, except to say that it is one of the latest, most playable arcade games I've seen.

Get on a flat grey plain, over which you can move in any direction. *Backlash* puts you at the controls of whatever vehicle you care to imagine. All you can do, in said vehicle, is move in any direction over the plain, and shoot straight ahead of you.

Your view is a full screen,

head-up. *Backlash* has a large display. A simple radar display is conveniently in the centre of the screen.

On top be seen the enemy — anything that moves — in white, and their fire — anything that moves even faster — shown in red.

The only other things to clutter up the screen are the score and high score displays in the top-left, and right-hand corners respectively.

If you're an ST and you like shooting things, then buy *Backlash*. It's that simple.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY



10
10
10
10

Backlash

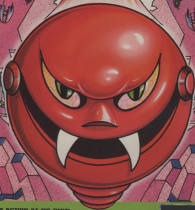


RED L.E.D.

RED L.E.D. IS A CHALLENGE
NOT TO BE MISSED.
— COMMODORE USER

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— JULIAN NIGRALL, ZAPP 64

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EXPERIENCE

GREMLIN

The Evening Star was reportedly one of the most powerful steam locomotives to run in Britain. It was, according to Hewart, one of the "legendary" BRM class.

Well this simulation allows you to pilot a few hours of journey over the same seventeen miles of track. There's a fine loading hut, local non-stop run, local stopping run, full line

stopping run to Bournemouth, second attempt run and a chance to drive the "Power Express" whatever that is. There's also a demo which allows you to sit back and enjoy the journey.

The screen layout is sorry much the same as Southern Belle, the large panel being taken up with the view of the cab, controls and line ahead. A

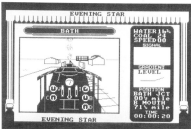
section on the right contains messages about signals, speed and information about coal and water.

The time is controlled from the keyboard and the number of days involved is great. Realistic but a little confusing.

Training was written in little steps in the simulation stages which you think of others around. Don't you believe it. You can

REVIEWS

C+VG



will come a cropper by delaying the train by going too fast or forcing the buffers. There's also the chance of colliding with other trains.

So, to sum up, if you bought Southern Belle and liked it, then you'll need to hang in to buy Evening Star. If you like trains or just wanted to be a train driver, check this simulation out.

Star? Well, I'll stick to the 8.05 from Belfast Class. No simulation could ever truly recreate the honor of that journey!

	Amstrad	Spectrum	CBM 64
▶ GRAPHICS	✓	✓	✓
▶ SOUND	✓	✓	✓
▶ VALUE	✓	✓	✓
▶ PLAYABILITY	✓	✓	✓



appear taking life and steam, and sets out to rescue him. The first thing Yogi must approach his enemy by finding food — especially the nourishing potato baskets left behind by legendary campers.

Add — as if you hadn't already guessed — there are 6000 hours for Yogi to survive. Snow, birds, frogs, etc. All at bottom of the screen is the barometer which shows how far Yogi is away from his goal on a 100.

Each part of Yellowstone poses different problems — rivers to jump, lakes to cross, sharp-fanged snakes, angry campers, ferocious bears, a mad-as-hell mountain mouse, and a giant lumberjack and Ranger Smith, who always chases Yogi.

As well as being full of crazy enemies, Yellowstone has some strange items. Yagwill shows us all those cool tools to leave. But what's going on out there doesn't know where he's going to come out. It may be better to flee than to try to further away.

When Yogi starts his mission of rescue, it is January. When December comes, Yogi has to hibernate and Snow Bird will never be rescued. So Yogi has to flee before he can quickly as possible and as the seasons change and hibernation gets less, things start looking bad for Snow Bird.

The game looks all right — the programmers have done quite a good job on Yogi. Including the cartoon character well. But it falls down on playability.

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

Red L.E.D

- ▶ GRAPHICS: CBM 64
- ▶ SOUND: SPANGLER
- ▶ VALUE: 9.95
- ▶ PLAYABILITY: 9.00

Play! despite the fact that Red L.E.D is only as good as the rest of our old favourites. It's not as good as a really little game on our hands here. Well done, Starlight. The best yet.

Each is a maze game in evening the screen from the idea is a bit over-wood (and using three better bricks you must form a continuous link across an area which links across a grid. Each link is the way you must complete the link using by collecting the energy points there. Win another link is yours. But if you are defeated in a step while on the grid and you must try for another link.

You have three CBM battle bricks at the start of the game, each with its own strength and capabilities. Select which color you want which gridlink you wish to make (and the grid is slung onto the screen).

In all there are 20 landscapes to explore. So you can go for the quick link via (hardly) or travel the grid going up the corners.

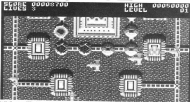
A lot of action in this very playable offering.

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





Blazer



- MACHINE: C64
- DEVELOPER: MILES
- PUBLISHER: MILES
- RELEASE: 1986 (1985, 1986)
- RECOMMENDATION: C

Quite why Miles released Blazer so closely after Hacke Blazer is a bit of a mystery. The two games are pretty similar, although personally I prefer this incarnation into the third and limited shape 'em-up format.

Like Hacke you fly your space fighter up the screen blasting oncoming aliens and shooting up ground installations. Like Hacke you can collect extra bits of firepower from pads on the surface of asteroids and space stations.

Like Hacke the game is

initially very difficult to master. Things move FAST! Like Hacke there's a neat high-score table with a gimmicky way of putting your name up in lights.

Other than that you've seen

the game many times before.

It's nicely presented and packaged with good sound effects and pretty graphics - but it's still a standard shoot 'em up without a top-notch name to

give you a reason to rush out and get it.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

Draughts Genius

- MACHINE: SPECTRUM
- DEVELOPER: MILES/MILES/IT
- PUBLISHER: MILES
- RECOMMENDATION: C

Miles ticks off its new budget range with a whole bunch of saving tricks for all formats. Draughts Genius is a neat Spectrum simulation of the well-known board game. It features nicely animated graphics and enough skill levels to keep even the most

demanding checkerboard challengee happy.

You can play the computer or another human opponent - or get the computer to play itself if you feel like it.

Load in the game and you find yourself facing a very familiar picture - it's a standard Spectrum, probably the most famous draughts player ever!

You make the moves by using a simple cursor - and the game



tells you when you're making a wrong move using a special bubble from the Phil's mouth. It also makes comments throughout the game.

The rules of the game are as the real thing - and are simple enough to pick even if you've never played the game before.

The animated if marginally adds an element of fun to the game and gives you someone

to challenge if you're playing alone. You get a real buzz if you manage to beat him at a high skill level.

Great value, nicely presented and lots of fun to play. What more could you want from a budget game?

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY





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On slide one you'll find the Amstrad version of the game. Slide two is inhabited by the Commodore 64/128 and Spectrum versions — in that order. So if you've got a Spectrum, wind through the tape until you hear the distinctive tones of the Speccy code. Then check out your tape counter, and write the number down clearly on the tape label so you won't have to mess around again.

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It's quite simple really. You control Usno, a (and his awesome sword. The first level involves battling Mum-Ba's minions with your sword. Watch out! They come at you from in front and behind. As you dash through the landscape you'll come across obstacles — like rocks and pits. Use your cat-like jumping skills to leap over them. Or pick up old treasures you'll see more interesting objects. Bash them with your sword and they turn into extra-lives or extra firepower. Reach the end of the level and you'll get a high-score plus five bonus. What's your top score going to be?

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OCTOBER 1987

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POSITION	TITLE	SOFTWARE HOUSE	MACHINE TYPE	PRICE
1.	Rampage	Imagine	Spectrum	175
2.	Indiana Jones	U.S. Gold	Spectrum	159
3.	Worship	Nonagon	Spectrum	135
4.	Bubble Bobble	Enix	Spectrum	135
5.	Lee Remick	System 2	Col	129
6.	Colin	Reverie	Spectrum	129
7.	Rampage	Imagine	Col	125
8.	Colin	Reverie	Spectrum	125
9.	Magical Adventure	Harriet	Col	125
10.	Eye Spy	U.S. Gold	Col	119
11.	Enduro	Polaris	Spectrum	119
12.	Bubble Bobble	Pendul	Col	115
13.	Solar Jet	U.S. Gold	Col	115
14.	Enduro	U.S. Gold	Spectrum	115
15.	World Class Leaderboard	U.S. Gold	Col	115
16.	Eye Spy	Dozer	Col	115
17.	Summer Gold	U.S. Gold	Spectrum	115
18.	Enduro	U.S. Gold	Col	115
19.	Leaderboard	U.S. Gold	Spectrum	115
20.	Jimmy Douglas	Domark	Spectrum	115
21.	Offa	On	Spectrum	115
22.	Solar Jet	Pendul	Spectrum	115
23.	Summer Gold	U.S. Gold	Col	115
24.	Jimmy Douglas	Domark	Col	115
25.	Acad	Domark	Col	115
26.	Offa	On	Spectrum	115
27.	Enduro	Reverie	Col	115
28.	Rampage	Imagine	Amstrad	115
29.	Indiana Jones	Activision	Spectrum	115
30.	Offa	On	Amstrad	115



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IDEAS CENTRAL



Well, here I am again. Two weeks lying around the pool sipping Harvey Wallbangers comes to an end far too quickly for my liking. Something else that doesn't last too long is the old tan — with the rain and cold it didn't stand a chance. Never mind only another 50 weeks to go 'til next year's summer hole! By the way, what happened to the postcards from all those exotic places you all spent your hole in?

Back to business and thanks for all the hints and tips that arrived in my absence.

ROAD RUNNER

Here are some Road Runner tips from Trevor Fox:

Level 1 — when a van passes, quickly run a line with it and the Coyote, if he is a far distance behind you, he'll get run over. On all levels if you run too fast and Coyote disappears off the screen,

then you'll gain top route as he will reappear on a rocket skateboard. So, try to keep him on the screen at all times.

Level 2 — the rocket part is easy if you just remember that when he appears on screen on the rocket he always appears a level lower than you

are, so don't move down a level if he is on screen. The page-stick part is easy, just keep moving.

Level 3 — the maze is hard but you'll soon learn the correct route. To get past the cannon balls put your joystick on auto-fire as it is hard to time the jumps right.

Level 4 — dodge the brown lumps (what are they??) as they slow you down. Run for your life when he gets the gyroscope. Jumping the gyroscopes is easy.

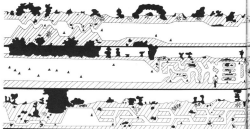
The gyroscope is the hardest part of the game, as Coyote nearly always gets you. If before you get to the gyroscope stage you run so fast Coyote disappears off the screen, he reappears on the rocket skateboard and shoots

right past the gyroscope and doesn't use it. All the levels after this are just the four repeated with mines, invisible paint, etc.

This is what I like — continuity — first you get the hints and then you get the first three levels trapped by Paul Blonger of Mother's Rest, eh?

Paul gives you another hint — before reading the separate levels on the Gazette version read the tape counter. Then take down the number at which each level starts. So, when you take the short cut to a later level, just forward the tape to the start of that level and press play to load it.

What's this, yet another cheat for Road Runner on the Spectrum — is this the only



KEY: ▲ birdseed ⚡ Coyote gadgets

game getting played this month? Doug Poland of Lanco reports that on the title screen you hold down the keys RTHM at the same time then a message will scroll along the bottom of the screen. Start the game and you have infinite lives. Give it a try and see if it works!

SLAPFIGHT

Kenneth Hearty explains yet again how C. and his friend Slapfight gets the treatment.

First thing to do is to make the first three start stars saved. You'll have to get every star until you get some herring missiles. You can only steal a miss one before the green grass and stone roads landscape disappears.

Now that the grey/red 'top hat' aliens have disappeared for a while, to be replaced by orange aliens of the same colour, you will be attacked from nearly all sides. Before the attack you should have obtained a wing extension to speed up the homing missiles.

Once you've mentioned the enemies which give out stars during this particular attack, it's best to stay near the bottom for the aliens that give stars along the bottom roads.

Once through this you will get to a dark landscape with the same aliens on the attack. After getting rid of this welcoming party the first grey

mothership will come into view, firing bombs. With the wings extension it should only take 20 shots to destroy it.

Next comes another missile landscape with plenty of gun emplacements. When you get past the first pair of bases, stay halfway up the screen on the right hand side until the alien that appears there is killed. Then you can resume your central position in the lower half of the screen. Now, with the stars you have collected you have a choice to make as you go into the next section. You can use the stars collected to obtain a limited shield from bullets and do your best to defend yourself with homing missiles, or, use the stars you have to get back normal bullets and have an overall better chance of fighting, but with no shield.

The next stage consists of a network of tracks. These are controlled by a grey square as they alternate. Grey aliens run up and along the tracks and when ever a grey square they will shoot six bullets. The aliens can however be shot over red stretches in the blue network as well as while over the holes but otherwise are invulnerable. It's difficult to say which option is best, as you have a better chance to kill aliens with bullets, but with homing missiles you can stay alongside the aliens on the

X line and dodge the bombs without necessarily having to fight the ship from below, where you stand a good chance of getting shot.

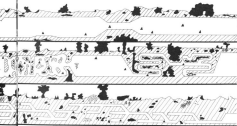
Once you are out of the red/blue zone you will find a backdrop the same as the one before the tracks. Re-collect homing missiles if you choose the second choice and then start collecting stars for a shield again. By now you should be at a city-type landscape with a new type of enemy — bluegrey circles which need two shots to be killed. These aliens are prominent from now on — so watch out, but with the herring missiles they are no trouble. When you're through the city backdrop it's out into open ground.

Here the second mother ship will attack in the same way as the first. That means the ship/ship is basically the same. The third mothership looks like a giant insect and makes three passes at you. It doesn't fire bullets, so moving down diagonally with it and holding down the fire button kills them every time. They leave a star when destroyed. The stars should go towards another shield. The next aliens cause some trouble — grey and yellow circular craft that shoot bullets in all directions. Keep out of their way and get the stars after

they have been killed.

The next screen will definitely cause hassles. The background consists of a network of diagonal lines, and another type of bluegrey ship travels down the line, firing as they go. Keep in the lower right half of the screen first at the time and also give yourself room to dodge. Once through this it's back to open ground, where there are rolling silver tanks that travel down screen in alternate sets of three and two. The way to beat these is easy — just stay at the bottom of the screen directly between the left and centre tank for sets of two tanks, and for sets of two, just start to centre. Take out the two grey bombers at the end of this and it's back to the railway again, with a stationary bomber at the end.

Once through the second railway landscape, the music will restart and you will be travelling into a new industrial looking landscape. Collect a second wing extension and from now on, just collect shields. The landscape itself is surrounded by a blue square around the emplacements. Most of the time the bluegrey circle aliens use those to travel along. There is a new hazard — emplacements — they fire bullets across the lower half of the screen in five directions. They take



approximately six shots to destroy. If you don't get above them within seconds, even with a shield, it'll be very hard to stay alive. If you think that you would do better with a different weapon, use bombs.

One tip is — once you get above them, stay slightly right of centre to anticipate other hazards. Once through this rather long section, you will travel into a totally new landscape, made up of dark grey pathways. Glowing aliens appear, but beware just the

the old top hats. Get through this and you have another challenge. The screen will stop scrolling as the backdrop reflects a face with rather large teeth. Those glowing aliens will enter from the left and right hand corners of the screen first.

You have to concentrate your fire on the red area above the face. As it is damaged, cracks will appear across the surface. When destroyed the screen will start scrolling again. The backdrop is now a

pair of slivery-green railway tracks which the fourth rocketstep will travel down. It appears twice. Do not try to fight it like you did the others. This ship just fires bullets straight down, so stay in the middle and attack it from there with missiles. If you have bombs, attack it as it travels down the screen and then start in and out of the bombs to get it good hit. If you are lucky you should kill it before it starts shooting.

Once through all that you

will encounter a mass attack of those glowing aliens and stealth cammers. This attack goes on until the screen stops scrolling again. The object is exactly the same, except this time the screen is covered with hidden, indestructible bomb-emplacements, and they are very accurate, so you'll have to do plenty of weaving and dodging to survive.

I think that should be enough to keep you going.

GAMES CONSOLE TIPS

Could this be another first for I, DT? The only magazine to give you games console tips along with hints and tips for your computer.

The Nintendo game Super Mario Bros gets the treatment from Angus. The Best of Cu Durnan and Tim Sanson of Subtop. First up is Angus.

On world 1-2 you just jump to either world 2, 3, or 4. On world 1-2 try head-butting some of the bricks and you will find a basement. Climb up to get to world 6, 7 or 8. There are also basements on the following worlds, 2-1, 3-1, 4-1, 6-1. At the end of the world 8-4

you meet the princess.

Tim read our plea for help on how to keep the game and here is the final solution.

On world eight jump the first and second pipes you come to, jump the free-falling water and go down the third pipe. Now bypass the next three pipes, jump the water and below the two turtles can get you, jump up for the hidden brick just below the raised pipe. Then jump on top of this to get on the pipe and go down, ignore the next two pipes jump the water and go down, ignore the next two pipes jump the

water and go down the third.

You should now be swimming. Once on dry land keep walking until you get to the single hammer-thrower and run underneath it when it jumps up and jump across the gap. Now stand as close to the dragon as possible and use the same method to run underneath it. Pick up the flashing object on the right and dragon will fall to its doom and you've completed the game.

At the end of the game the princess says "thank you Mario, your quest is over. We present you with a new quest. Push button B to select a

world".

Do you know how to gain access to the hidden game in the Sega Master System? Not Wall, neither do I! But someone who does is David McDonnell of Deadpool. All you have to do is switch the console on with no game in it and you will see some instructions with enjoy at the end. On the control pad press up and press the two fire buttons. Keep them at pressed down and the hidden games comes on.

DEFENDER OF THE CROWN - C64

First of all allow 2-4 hours game-time. Start off by placing more than 1000 your army, then take all five adjacent land highest value first. Now move your army back to your castle and place all the men into your garrison. That's all the conquest for a while. Don't worry if you lose your land, you do not need it.

Now start raiding. Figures which castles have the most income and raid these first. Then settle down and raid the south three castles three times more than the north. This gives you lots of gold to buy your army and keeps them low on gold and men. Keep raiding until you have

50-60 knights and twice as many soldiers.

Keep your guard up and force the first man to the right hand side of the screen, now move your joystick to 11 o'clock and stab him three times as you move backwards. Repeat this process until he is dead. Once inside the castle force the man up two or three stairs and move back stabbing him three times or so and repeat the process until his enemy bar is out. Then walk to the top of the stairs where he will fall dead and you can enter the room and steal the gold.

Keep repeating the gold to build up your garrison, or they

will raid you and you will lose half your gold. Buy two soldiers for one knight, so if you start off with forty men buy twenty knights first. Knights are a very powerful type and are the key to the game. Don't worry about your castle getting attacked, by the time there should be plenty of men to defend it.

Once your garrison reaches 50-60 knights and twice as many soldiers you are ready to claim England for yourself. Buy a catapult and move it and all your men except twenty knights and forty soldiers into your army. Now Map all the land around your castle, making a buffer zone to

protect it. Move on the enemy main castle (there may only be one or two left at this time). Once it is yours all his land and income is yours, or if there only was one the game is over. When in battle use Stand and Fight or Frenzious Attack. Bombard is very effective if you have ten or so catapults.

Jousting. Move the joystick to the circle and keep the lance centre of top of his shield, once in full range pull back on stick and press fire.

ENDURO RACER CHEAT

To cheat get into CAPS lock and G. You will now race around the course at a tremendous speed. You may crash once or twice, if you do just press Caps Shift + again.

This cheat mode only works

on stages 3, 2 and 3. But on Stage 4 your time is so high that it is almost impossible not to complete. Then on stage 5 go to the righthand side of the screen and stay there.

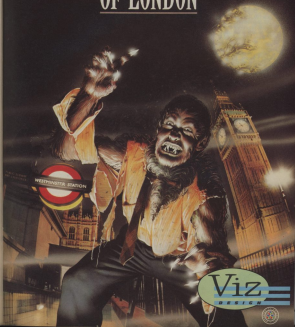
If you stay tight into the side

and go as fast as possible you will not crash.



Werewolves

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DESIGN





ENLIGHTEN

Birebird's *Enlightenment* — *Devil II* — was C+ VG's Game of the Month last issue. Here we present our exclusive player's guide to this spellbinding game of good versus evil.

It is 101 years ago since the evil Acamantor and his demon princes were banished from the land of Beloria by Hazzina the Druid. That famous battle was chronicled in Birebird's *Devil II*. Now Acamantor's evil shadow has fallen upon the land again. Will Hazzina save the day again in Birebird's *Devil II*, otherwise known as *Enlightenment*.

Instead, monsters and evil creatures.

There are 15 landscapes to be discovered and explored on the path to Enlightenment. There is not really a correct sequence to explore them but with these essential items to collect to enable the game to be completed, you will probably have to visit them all. The Druid has cast a spell on our lips to prevent us naming

elsewhere.

THE SWAMP

This is the only place in which you can find the Kraken.

THE DESERT

All the creatures here are fast — witness the spiders — and the ones which look as though they have potatoes for heads! Watch out for the demon princes.

LAND OF FIRE

Zombies, fire demons and the demon princes are guarding something important here. If you're in combat with the demon prince, you can tell when he

casts the light spell, which throws a small circle of light around the Druid. Casting the Deathlight and Deathblight will, besides killing evil creatures, allow you to see the screen for about two seconds.

Hopefully, in that amount of time, you should be able to glimpse the way out. This screen also contains something of interest.

THE WILD WOOD

This is the only place to find the Air Wisp. It is exceptionally fast — it can move at twice the speed of the Druid. Lots of food to eat



▲ THE VILLAGE

C+ VG based Birebird's Tarry Boy with into the remote chamber — sorry, interview room — and extracted the following hints and tips for those brave enough to undertake the battle to rid Beloria of Acamantor, the demon prince, and his legion of

these objects. However, the following information should provide some advance help with these landscapes.

THE VILLAGE

Search this level for food and ferns. Zombies and skeletons are the main foes. Golom is awaked on this level. He can also be found

is near to death because he changes from white to red.

LAND OF ROCK

Here you must find the spell to create light, for use in the Landscape under darkness.

LAND OF DARKNESS

Everything is in darkness. The only way to see is by

have.

THE WATER LEVEL
Between the slithery things. We're now getting close to Acamantor's circle. You should find the pinhead of interest. If you can summon the Grim Reaper you will find him as well.

THE FUNGUS LEVEL

As the Druid progresses through the 15 mystical levels of Enlightenment he will encounter various spells to help him on his quest.

Conjure Earth Elemental This will summon a clay

Golom who will act as the Druid's servant throughout its duration.

Conjure Air Elemental This is the helpful Air Wisp. It's fast but weak.

Conjure Fire Elemental A fiery Phoenix which is hot stuff unless it gets caught in damp conditions.

Conjure Water Elemental A water Kraken Servant for the Druid.

Wall of Fire Lethal for fire-breathing foes. Lasts until the Druid leaves the landscape.

Wall of Water Acts in the same way as the Wall of Fire except it obstructs hot foes.

Death Touch Only a few powerful creatures can survive the Druid's touch when he casts this spell.

Deathlight Provides a circle of destruction around

the Druid.

Deathblow Same as above but last longer.

Finger of Lightning Increases the power of the bolts of lightning shot from the Druid's fingertips by ten times.

Recharge Replenishes the Druid's electrical bolts.

Slow Makes creatures near the Druid slow.

Firebird When the bear



players guide

REINDEERNT - DRUID II



The real mushrooms will poison the Druid. Wine and the Antidote spell will help. So will the Resurrection spell.

THE SNOW LEVEL

and ice statues which can come to life. On the plus side, there are coins hidden here.

CASTLE DUNGEON

guards. A demon prince guards the way into the main part of the castle.

THE CASTLE

At some stage you may

discover the correct spell you will be able to use it here to get to the final level.

NIGHTMARE LEVEL

At last the final encounter with Acanastar. But first

with Acanastar. But first



▲ WATER



▲ FUNGUS



▲ SNOW



▲ CASTLE DUMP



▲ INTERWARP



▲ NIGHTMARE

Lots of nasties here — blinking eyes, water slime creatures, a demon prince

Hunting the Resurrection spell will be handy. Find the keys and keep clear of the

find the Druid's path blocked by a statue. The way round this is to kill the

you must deal with evil eyes, killing skulls and the wandering hand!

is on, this spell will make sure the Druid keeps cool.

Invisibility: Hides the Druid from all creatures with normal sight.

Acanastar: Turns Druid's robes to steel for a time.

Turn Away: Makes creatures chase to the Druid's own away.

Teleport: You must cast this spell within the correct magical symbol.

Resurrection: Handy to have if the Druid dies when close to success.

Disobol: This causes a mighty explosion and opens all doors within its radius of power.

The Seeing Eye: See what fate lies ahead.

Save: Provides a clue to the quest.

Strengthens: Helps boost the strength of your

elements.

Bargain: The Druid feels better on a full stomach.

Wine: Good for slaking the thirst — and for driving poison from the system.

Circle Light: All will be revealed when things get dark.

Unscize: The undead and nobody shrink before it.

Antidote: Cures the Druid if poisoned.

Hours of Poison: Its effect is unknown.

Coins of Chastity: Cast and a coin appears.

White Owl: Cast at the right time and the Druid will have achieved Enlightenment.

players guide



RYGAR

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Flunkey Competition



Flunkey Competition

Have you ever walked down the street and spotted someone who looks just like a famous person? For a moment you're confused. Is it? It can't be. It certainly looks like her. Aren't it?

But then you realize it's most unlikely to see Prince Charles buying fish and chips on the Blackpool seaboard or the Queen taking her washing into a Fender's End laundry.

And talking of the Royal family — dare we admit the link is confirmed — bring us nearby to Flunkey's Princess's right royal cartoon paper art in Buckingham Palace.

Thanks to Piranha's generosity, we've got copies of the game — on Commodore, Spectrum and Amstrad — to give away, PLUS ten copies of the outrageous Spitting Image videos for the winners.

That means the first ten winners will get the game plus a video — one of the following titles. A Happy Man of Shalby, Age With Pudding or Rubber Things.

To get ready to steel your Flunkey stuff with the following Piranha Questions.

- 1 Who is the programme behind Flunkey and that other Piranha game 'Teacher' is it:
A) Don Pringley
B) John Newley
C) Fred Williams

Answer _____

- 2 Yogi Berra, another Piranha release, has a 100% fat friend. Is it:
A) Wabber Williams
B) Ben Ben
C) Ranger Smith

Answer _____

- 3 What is a Piranha? Is it:
A) A fish
B) A type of car
C) A snake

Answer _____

Send your answers, together with the printed coupon, to Flunkey Competition, Computer + Video Games, Priory Court, 26/27 Farnington Lane, London EC2E 3BE. The closing date is November 15th and the editor's decision will have the final decision.

FLUNKEY COMPETITION

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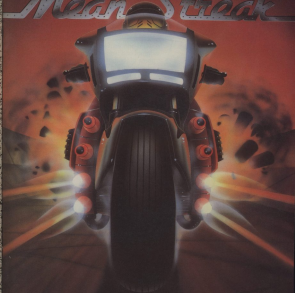
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Frame Up!

Welcome to the heart of computer art. C + VG's interplanar gallery of computer graphics proudly presents the awesome artists of today. And this time we've joined by talented software who were so impressed by the quality of the work they've seen on these pages over the past few issues that they want to reward you for your efforts. So the best pictures in each of the books to be shown here will be getting their very own copy of Enhanced's extremely special Advanced Art Studio Utility.

So on with the show. The *ST* gets the first prize with a picture from Dennis London for his collection of Atari Art. He submitted this from "I'ven beyond the space game world." He submitted one of these *ST* art images to the magazine and now he's got his own magazine. More *ST* art from the "The Best of the Best" collection from Bob Charney, again from South London. His incredible cover from the really radical New York and New York strip. Roy Pomeroy from Burton-on-Trent wins the C64 Art Studio package for his Commodore illustration which included the most study of 8000AD with horses, D.V. & Quinch. He sent Arnie 84 and a Neo mouse. More good book from of Dave Devil on the 64. Julian Smith from Sheffield sent us this action packed Road Runner picture, which Stuart Collins from Fife sent us this mousty illustration titled the Interrogation Room - built on the 64. Ken Armstrong from Lancaster (New Leeds, UK) Lee P. from in which the exciting C64. Finally, Robert Smith from Bridgewater, winner of the Space prize, brings you the latest bit of living legend David Laev.





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Picked yourself off the floor yet? Then get your brain in gear and identify the six arcade screen shots on this page. Why? 'Cos that's how you WIN stupid! Tell us what the six mystery coin-op classics are, fill in the entry coupon and mail it to Computer and Video Games, Nintendo Competition, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AH. Closing date is November 16th, normal C+ VG rules apply and the Ed's decision is completely and utterly final.

Five runners-up will get an amazing NEW design C+ VG t-shirt as worn by the team at the recent PCW Show. Be smart, look cool, enter NOW!



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Picture 2 is: a) Excitebike b) Enduro Racer c) Hang On

Picture 3 is: a) Rampage b) Donkey Kong c) Trojan

Picture 4 is: a) Salamander b) Gryzor c) Nemesis

Picture 5 is: a) Road Runner b) Super Sprint c) 720°



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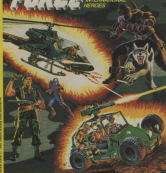
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Rock On



Let's start this month's column off with a reply to all the people who have had letters printed in the Mailbag over the last couple of months.

C+YG is a progressive magazine and it is clearly shown from the mail that we receive that 99% of the people out there who write to us are either fans with their spare time spent from playing with computers. One of the most popular is listening to music. Therefore we decided to include a music page.

At most computer shows a large amount of people either make badges or patches, showing the bands that they like or listen to and these are mostly related to various types of metal bands. We therefore started off reviewing Metal based music. There is a hard core support out there for metal, but we realize it is not everybody's cup of tea. So being a flexible magazine, we are trying to cover all aspects of music. For example, last issue featured Metal, rock and indie bands. This month pop, rock and middle of the road have been covered as well as metal. However to find out what you really want from this page we need YOU, to drop a line to Rock On and tell us what YOU want to be covered in the column. The most original letters will win a couple of albums that we haven't had the space to review.

Right, now I've got off my soap box, I can deal with the Competition winners. The answer to the last competition was that Jerry Belladonna is the lead singer of Anthrax. The lucky winners pulled from the mailing were: Mr A-God (best Postcard winner), G3 Yarmouth, Richard Patel, Stockport, Pamela Hansen, Dublin, Phil Parkinson, Dillman and P Bickner of London. Their albums will be with them shortly.

It's the heavy heavy monster sound of C+YG's musical magician Wayne Bootleg bringing you the low down on the sounds that abound in his wild and wonderful world. Check out the world's most evil rock band and shake off those suicidal tendencies. All on the next couple of pages.

Anyway onto this month's competition. Yes, once again I had a copy of each album to give away to anyone who let me know the name of the singer that left Van Halen to follow his own solo career and had a hit single with California Gals. If that is too hard for some of you, don't fret because I will give away an album to the person who sends me the worst postcard that they can find!!

- **SACRILIOUS TENDENCIES**
- **SLADE**
- **THE TEMPTATIONS**
- **THE VIRGINS**

When I first saw a picture of the Temptations, they were dressed in basketball caps, business, checked shirts, jeans and suspenders. I thought to myself "Oh so the first of the Beatle Boy clones!" Listening to the album however made me drastically alter my opinion. These boys play like they live their lives, radical and fast!

Since they were formed in L.A., in 1962, The Temptations

have always been steeped in soulfulness. They were once considered the most vibrant band in L.A. and their attitude towards life and death outraged many.

Just *The Army* is The Temptations' first U.K. release and what an album to start their U.K. career off with! The opening number on the album, "Sacrilegious Member", lets you know what you are in for all the way through the album. Mike Miller's vocals cut through Rocky George's wailing lead guitar like a jackhammer through concrete. The pace accelerates until they reach "A Little Each Day", which surprisingly by their standards is a slow, soft ballad-like number. However, by the time the "War Inside My Head" is reached they are back at full pace.

Side two begins along nicely with *Painted in Slade* and *How to Be Cool* being the most outstanding tracks. The latter of the two tracks has classic lyrics that go "Cure Cya-Cya-Cya!!" Finally

the album closes with *Looking in Your Eyes* and I can only believe that Rocky's fingers must have been worn down to the knuckles when he finished this track.

All in all twelve tracks of mayhem, held together by veteran Ralph Herrera's Coltrane drumming and bassist Louie Myer's infectious soul rhythms. Highly recommended.

- **SLADE**
- **YOU BOSS MAKE BIG NOISE**
- **PGA PLYTIME**

"Twenty one years and still making more noise than anyone else."

This is the opinion from the back of Slade's new album and if they believe it then they must be going nuts!!

Compared to some of the albums I've reviewed in the past, this album is about as loud as a pin dropping at a Membered concert.

To give them credit Slade have tried to rig themselves out from their rig, but listening to the album you would think that they have only done so half heartedly. The first track *Love Is a Rock*, had me sitting up and paying attention. It is a loud, booming number with an unusually different from Slade's normal style.

However, from here-on-in things slide down hill rapidly. Tracks like *Pool* go Crazy and *Mr's Mervy* slip quickly into the Slade traditional mould and when you listen to the other side they are fairly back in the niche. Tracks like *Oh La La in L.A.* and *Mr And The Boys* do nothing to grab your attention.

The album also suffers from over production. Slade use three different producers, including their own Ian Lea, to give the album some variation. However, the only thing that they all get right is Don Powell's deep, wall shaking drum sound. For my notes Dave Hill's guitar and Noddy Holder's vocals just aren't loud enough to do the album justice.

I remember Slade when they continued on page 122





got started off, many years ago, and they were raw, brutal, original and exciting. Then over the years they faded away because they became commercial, commercial work. They are now trying to change back, but are finding it difficult because of their lack of youth. Now let me think, where did I put the *Slade Live* album?

- **BATHORY**
- **THE RETURN**
- **UNDER ONE FLAG**

In the May edition of C+VG I reviewed a band called Stryper, who were a heavy metal christian band that constantly stilled their religion down your throat.

Well Stryper have now met their match in Bathory because what Stryper does for Jesus, Bathory does for the Devil. You see Bathory are Scandinavian satanists from Sweden who are thought by many to be the world's premier Death Metal band.

The "band" on this album (if you can't see that) consists of one man, named Quorthon, who plays all the instruments on the album because he couldn't find anyone who could play fast enough and who looked crazy enough to fit in with his weird ideas.

The music itself is prime thrash metal and Quorthon shows that he is the master of the many instruments he plays. Tortured screaming guitar notes, panned, distorted drumming and beefed-up bass abound. Also Quorthon has a voice that mixes evil and darkness with its deep, arched self-confidence. I have never heard anyone sing like this before in my life.

However, like Stryper, the lyrics are abysmal. Constant references to the devil, death, pain and evil, with the off beat letter words thrown in don't appeal to me at all. Names of some of the tracks like *Sadist* (Jehowah), *Possessed*, *The Rise of Darkness* and *Son of The Damned* will give you some idea what you are getting yourself in for. The guys attitude leaves a lot to be desired, because if you don't

buy the album (it is well worth a listen) and like it, you will never see the guy play live. Why? Well, Quorthon has got himself the basis of a band together, but all attempts to play live have been thwarted. The reason is that he plans to stay a limbo-on stage, front line with a washed guitar and rattle tambourine and these little tricks have failed to appeal to club owners. I wonder why???

So there you have Bathory. Probably the most evil group in the world.

- **SOY**
- **EXCESS IN ALL AREAS**
- **ROA PL71021**

A couple of my friends can see head on toy with both *Meatloaf* and *Clay Moore* a couple of months ago and told me to look out for them as they were very good live.

This album grows on you. When I first played it, I noticed that it was very clear sounding, snappy A-D-R type music. The album has a crisp quality about it with well, snappy drumming from Alan Kelly and harmonic guitar from Steve Harris. The one song that stood out from the rest first time round was the snaky *Break Down The Walls*, with Harris's guitar playing proving intensely pleasing to

the ear.

However, when you listen to the album a few more times, Tony Mills vocals creep up on you then realize that he really has an individual voice which complements the music to perfection. It was impressed with the stylish way it was all put together by producer Neil Kinnon and the band really do give him a classy performance to help him put his obviously great talents to good use.

I found a lot of different lyrics here from slow moody ballads to fast rocky rockers. The songs are largely based around love and the problems associated around it. There are two points that I feel I must mention that did upset me about the album: the first point is the excessive use of Pat Mullen's keyboard. I like keyboards to be played in a manner to complement the rhythm of the band and not sound louder than the guitar, which is what happens on this album. The second is that Vocalist Tony Mills has EXACTLY the same hair cut as me and wears the same shirt!

If you like love, romance, love and the like you will like this album.

- **POISON**
- **LOOK WHAT THE CAT**

DRAGED IN

Like *Armed and Dangerous*, this band was also formed in L.A. around 1982, but that is the only thing these two bands have in common.

These guys - and I use the term loosely - are glam rockers and more enough make-up to keep Max Factor in business for the next twenty years. They even look more like women than the guys in *Stryper* - and that's not easy!

On the music front though, this album shows that the band are a set of very accomplished and competent musicians, who have a unique sound. From the first track *Cry Tough* they set out their stall, showing that they have an energetic, clean sound to offset the interior. Constant C. C. Deville handles the guitar like a true master, pulling off small tricks, solos which blast out at you in sporadic bursts. Bobby Diaz is a competent bassist, who has a crystal clear voice and this makes the lyrics easy to understand. I found it a pleasant change to sit back and simply listen to someone singing, without having to constantly strain my ears.

I believe that this band can only get better and look forward to the next album with great trepid.

LOOK



IN



WHAT



DRAGED



THE

CAT

RAMBLER

**FUTURE
COMBAT**

A MEDIEVAL SMASH 'EM UP... OF DEMOLITION & DESTRUCTION



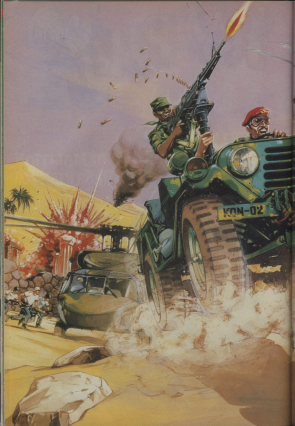
Knights in shining armor are certainly not your only choice for a medieval smash 'em up. **RAMBLER** is a medieval-themed action game that lets you smash your way through a medieval landscape, using a variety of weapons and armor, such as axes, swords, and shields. You'll have to fight all your way through the game, from the forests and mountains and through the cities, but it's not just about the fighting. You'll have to fight all your way through the game, from the forests and mountains and through the cities, but it's not just about the fighting. You'll have to fight all your way through the game, from the forests and mountains and through the cities, but it's not just about the fighting.



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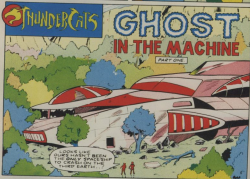


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Blood Valley is the best way to relive the wild adventures of the mischievous board game characters. Your Gremlins are the Gremlins! Blood Valley is the best way to relive the wild adventures of the mischievous board game characters. Your Gremlins are the Gremlins! Blood Valley is the best way to relive the wild adventures of the mischievous board game characters. Your Gremlins are the Gremlins!

EXPERIENCE

GREMLIN



Handwritten red scribble.

Handwritten blue scribble.

Handwritten red scribble.



THOSE I AM
TALKING OF ARE
THE FOUNDERS!

AND YOU'RE ALSO
YOUNGER AND LIGHTER!
HE'LL NEVER GET IT!
BUT LET'S GO
CAUTIOUSLY, NOW!



YOU'RE... RIGHT
TYRES... I HAVE TO
LEARN... WHAT?
THEY'RE THE
FOUNDERS!

IT ONLY SHOWS
HOW THAT MUST
HAVE BEEN IN DAMAGED
REMEMBER...



WHAT'S THAT
BEHIND IT? IT'S
THE SOUND
MAKING IT...



IT'S FOLLOWING
ME NOW!

HOLD ON
YOURSELF, WE'VE
GOT TO FIGHT
IT!



WAKE UP BY JACK'S SCAR!
THE EYE, THE SOURCE OF
OUR TRANSCENDENT
POWER...

PLUNGED FROM
THE WORLD LIKE
A LOG FROM A
BOTTLE! AWAY
AND BE READY
TO FIGHT!



ONLY ONE
WAY TO WIN
OUT - THERE
WAS WE
HAVE TO
GO...



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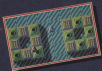
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*the name
of the game*

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EMPT? AND
LOOK EVERYTHING
COVERED IN THICK
FOG? IT CAN'T
HAVE BEEN
TURNED FOR
YEARS...

SO JUST WHO
OPERATED THAT
SCREEN, AND WHERE
IS THE EYE NOW?



LOOK AROUND, SEE
IF THERE'S ANY
PLACE IT COULD BE
HIDDEN... WHAT'S
THIS...?



SOME FORM OF
ARTIFICIAL INTELLIGENCE
WENT PROGRAMMED
INTERESTING...



A SILENT, SLOWLY
FLICKERS AWAY LIFE...

THOMAS
MUST HAVE
TRIGGERED
A SWITCH
THE SCREEN'S
GONE
NOW THE
EYE



AMAZING! IT'S
JUST A PLAY
SCREEN, BUT THE
EYE ALMOST
SO REAL, ALMOST
COULD ALMOST
REACH OUT
AND...



WHERE IS
THOMAS NOW?



IRONMONEY



IRONMONEY



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FELLING THROUGH
THAT SCREEN!



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10

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THUNDERCATS



competition

Welcome to the lair of the cats — Thundercats that is! You've played the FREE game on the front of this issue, read the comic strip NOW with our special Thundercats competition.

- The first prize is a Thundercat figure together with the ginormous Thunder tank! Fight your own battles with Mum-Ra from the safety of this amazing armoured vehicle from Rainbow Toys. The first prize winner also gets a copy of Elite's latest game.
- Second prize winner will get two Thundercats character figures PLUS a copy of the Elite game.
- Then 20 runners-up will get copies of the game. What do you have to do? Just answer these simple Thundercats questions set by our resident cool cat Ian Mochrie!

Once you've done that fill in the coupon below and rush it to Computer and Video Games Thundercats Competition, Priority

Post, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is November 16th and normal C+VG rules apply. Thundercats Ho!

C+VG/ELITE THUNDERCATS COMPETITION

Name _____

Address _____

Age _____ Computer _____

- 1) Name the evil sorcerer who is intent on the complete destruction of the Thundercats.
- 2) What is the evil stronghold where Skith, Morlock and Yultureman hang out called?
- 3) Name the members of the Thundercats team.

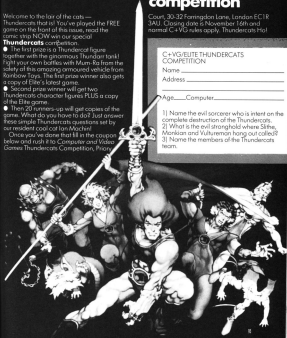
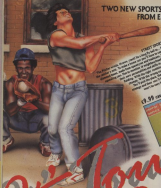


Illustration: Ian Mochrie

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A dventure through a complex and colorful Oriental world of magic, mystery and intrigue. Moebius - ruler of the island Kingdom of Khanar... has chosen you, his disciple, to defend the stolen Orb of Celestial Harmony from the renegade warrior.

Featuring superbly animated visual arts and sword-fighting combat, Moebius is far better than other Far Eastern adventures. Strategically and tactically more challenging, this odyssey takes you through the realms of Karin, Yoric, An and Peh. The dramatic playfield changes constantly as you travel across 26 terrain types, encountering earthquakes, rockslides, heavy rains and heat waves. Graphics are top-notch and puzzles combine seamlessly with the storyline. There are 25 distinct magic systems, mixed character modes and a flexible array of enemies.

Strategy planning and quick thinking are essential to reach the final confrontation in this intriguing and unique fantasy.

Moebius fits both sides of your disk and is available for the IBM PC, Amiga, Macintosh and Apple. Prices from £29.99.



The Black Belt
Of Martial Arts Games

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SYSTEMS, INC.

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SLAINE

The Competition



Hey, **Slaine** fans, this is your chance to get hold of some truly barbaric goodies. Start filling in the form below or prepare to kiss my ass!

First prize, thanks to **Martech**, is a framed copy of last month's fabulous artwork featured on the front of last month's C+VG. PLUS a Slaine T-shirt. PLUS three great Slaine books. PLUS a copy of the game.

The next 25 runners-up will get a copy of the game, so don't forget to specify whether you've got a Spectrum, Commodore 64 or Amstrad.

SLAINE/MARTECH COMPETITION

All you've got to do is answer these three simple Slaine questions.

1. Name the comic author who created Slaine!

Answer: _____

2. Which comic does he feature in?

3. What is the name of Slaine's trusty ass!

Name: _____

Address: _____

Please indicate which computer you own

Spectrum Amstrad

Commodore 64

My T-shirt size is S/M/L

Send your answers to Slaine Competition, Computer + Video Games, PO Box 6001, 32 Torrington Lane, London EC1R 3NU.

The closing date is October 1st and the editor's decision is final.

ADVENTURE ZONE

news

Each month the C+VG Mailbag is bustling with letters from adventurers like you to express all those dispensing help and advice, whenever we can.

In conjunction with the Adventure's Club, a free six-year subscription is provided each month to the C+VG reader who has come up with something a bit special, adventureswise.

To get writing - YOU could be the lucky adventurer to win the next award, and have all the facilities of the ACI free for a whole year! This includes a bi-monthly dossier containing reviews, hints, and articles by Mike Gerrard, Tony Briggs, Peter Austin, Fergus McKelvey, Richard Batten, and Keith Campbell.

Plus a discount mail-order service for adventure software, a game-culture support service, and phone-in helpline.

And if you are already an ACI member, don't worry - your existing subscription will be extended by one year!

The very first C+VG ACI award goes to Martin Andrews, of Turin, Italy. A regular C+VG reader and avid adventuresman, Marco begged Keith to tell him where in Italy he would be spending his holiday this year.

Marco was there to greet Keith with an impressive spread welcoming him to Italy on an balcony at Anselmi and stands, a group of adventuresmen calling themselves The Guild of the Flying Star.

A well-deserved award, as to deliver the trophy, Marco had to make a six-hour train journey from Turin to Viareggio.

Keith Jaws of East Lothian wins the September award for an interesting discourse on the way adventures are splitting into two main fields, the cheaper budget titles on cassette, and the more in-depth quality of

Welcome to the Adventure Zone! Anything can happen within the next few pages — and probably will as Keith Campbell, C+VG's master of the mystic arts, brings you news, reviews and helpful hints from the wacky world of adventuring. So please don't adjust your magazine — reality will be resumed as soon as possible...

the more expensive disk adventures.

Keith clinched his award when writing about the adventure he is currently programming in C on Amstrad 525. Worried about the difficulties of marketing the adventure when it's complete, he asked who could help assess its potential, and advise him how to go about selling it. This is one of the services of which ACI exists, and so Keith was judged to be not only deserving of the award, but fairly to earn maximum benefit from being an ACI member.

The end of August saw the return of the World Science Fiction Convention to the UK — its first appearance here since 1977. Named 'Conspiracy '87', the event was held in Brighton.

As well as seeing the clock film shorts, the huge awards ceremony, and other events, leading names from the science fiction world, addressed their waiting public in talks, discussions, and demonstrations. Throughout the five-day period, on the hour, every hour in each of these meeting rooms.

Many highlights occurred on Wednesday on the subject 'Science and the World of Speculation'. Brian Aldiss gave away the secrets of future writing if you really want other big names in the sci-fi world included there 'Colson of Magic', 'Proctor', Gerry 'Thunderbolt' Anderson, 'Feedback' Pohl and 'Immortal' Ray Harryhausen.

The one discussion I rolled in on, was packed to capacity with an array of authors, all American as far as I could tell, making a meal

of assessing their own questions rather than the ones posed.

In fact, the whole affair was so American, one wondered why it had been staged in this country. Certainly, within the Mosdon, American was the universal language — making nail sets us frightened, but all others, feel a minority group.

Only a mere smattering of Italian and Spanish could be heard above the grotting, boating from the dealer's floors — the large exhibition hall at the Metropole, where all manner of things still wait on sale to discover.

There you could buy anything from a cheap generalised paperback of dubious literary merit, to the latest overpriced glossy hardback anything from rare proving machines to fantastic garments in which to role-play.

There were a strange odd parcels, books... you name it, it was available, including a copy of 'Advanced' on tape to an A Computer World. What caught my eye was a book possibly heavy with science fictionists, having finished.

Perhaps it was a lesson in how to be a Complete Dealer and still do much as well as possible.

And you, I couldn't resist picking up a handful of paperbacks, or a couple of cassettes — cheap only because I had a free pass, and hadn't been caught for the 50p per day admission fee.

All the appointed hours, all those adventures who had purchased tickets, quivered devoutly to have their treasured possession relinquished to a series of most significant. It'll be made for

the bar to ponder it all.

So what has all this to do with computers? Considering that computers are not only the subject of many acid-ribs some days, but one else, though games, vehicles by which sci-fi may be expressed there was very little in the way of competition in software. Four small rooms were devoted to this important sector of the business, and the whole area was cut off from the main proceedings by two flights of stairs and a long corridor, as if computers were best forgotten.

Old-fashioned, level 1 were there, demonstrating those latest Knight Orc, with Mike and Pete putting in an appearance on alternate days.

Level two was a room sponsored by Games, Brighton's leading computer games emporium, here could be seen *Big Game Breaks* of *Smart Egg Software*, introducing *Bigel's Revenge*, a sci-fi adventure recently released by Maelstrom, to the world.

But nowhere were sci-fi computer games being sold, not were adventures authors involved in any of the nighttime discussions. Surely *Bigel* has more to do with sci-fi than miniature Lepidoptera figures of Cecil? Where were you informed? Where were you, adventure writer?

Science Software, whose adventures have proved popular with ACI members, has now released the *Archimedes Trilogy* for the Amstrad, still expanding the machine-range they support. *Bobica* are striking with the BBC for development.

Robert O'Leary is currently re-writing the *Bobica* game on an Archimedes machine, and it is on the Archimedes that future development will be based. This gives the way for Archimedes residents at *Bobica* adventures, although at present there are no definite plans to produce any games in this format.

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ADVENTURE

preview

YES, PRIME MINISTER

- **DEVELOPER:** SIMON STUBBS/COMPASS GAMES, 101 WILSON ROAD, WILSON, BRISTOL, ENGLAND
- **RELEASER:** SIMON STUBBS/COMPASS GAMES, 101 WILSON ROAD, WILSON, BRISTOL, ENGLAND
- **PRICE:** \$29.95
- **SYSTEMS:** IBM PC

Now and again, it is refreshing to sit back and play through a game as a reaction-time game, without having to make one frame of every step.

You, Prime Minister, is just such a game, and although there are no quotas, there are some very tricky decisions to make, and plenty to think about during play.

For a period of five days you become Sir Harold, the country's best-loved Prime Minister who never was. The game is based very closely on the very popular BBC comedy series — so closely, in fact, that the result is quite astonishing, and very entertaining.

You operate from your office, which is represented

graphically, viewed from your side of the desk. The subjects around the room sit in chairs, and select them using a hand-stepped cursor, moved smoothly around by either joystick or control keys, allow them to be opened, phones to be answered, and other functions collected.

Play is in real time, and your clock is a constant reminder of your appointments for the day, which are found written in your diary — you can bet Sir Humphrey will not be pleased if you miss one!

As Mr. life is never dull, for during the odd few moments when you are not attending a meeting you're kept on the go the whole time.

Behind keeps plinking urgent messages on your desk, and if you're not dealing with one of these, there are two phones and a telegram to keep you busy, as well as telex messages to receive.

Behind the Union Jack on the wall is hidden a table, in which the latest opinion poll ratings are kept. The object is to increase these from the initial 51%.

Somehow, I managed never to register an increase — a slippery slope into unpopularly veering on here,

was the hallmark of my presidency — as I'll probably win the next election.

The real play comes during the meetings, which take place in dialogue form, throughout which you have to make decisions.

How would you deal with such thorny issues as the need for a new nuclear power station? What are you to do to avoid becoming a laughing stock when your daughter marries a girl for a wheelchair-climber outside number 10? And how about reducing teachers' pay if their pupils' exam results don't come up to scratch?

The situations throughout the game are generated on a random level. Not all topics come up in every game, and it's unlikely that you will get the same combinations twice.

At the end of each day, data for the next day must be loaded into the program before proceeding.

If you haven't had experience in making prime ministerial decisions, don't worry. Harold and Sir Humphrey are there on hand to point you in the right direction — usually the one in which they want you to go. The cross talk between the



STER



The only difference here is that you are in the hot seat, and fear that you have actually taken on the characteristics of Jim Hacker. The dialogue is impeccably written, and as might be expected, Sir Humphrey often comes out with sentences a whole sentence long, superficially profound, but absolutely



rewordless in reality! All in all, a thoroughly enjoyable and engaging game, that is every bit as fun as watching the TV programme. Paul Eddington, Nigel Hawthorn, and Derek Fowlds positively jump out of the screen.

- ▶ YES
- ▶ AMSTRAD
- ▶ SPECTRUM
- ▶ IBM

105

How for the questions. Answer them correctly and send your answers to Yes, Minister Competition, Computer + Video Games, Priority Court, 30-32 Farringdon Lane, London EC4A 3AU. The closing date is November 1st.

Questions

1) What was Jim Hacker's position before he became Prime Minister? Was it A. Foreign Secretary, B. Secretary of State for Administrative Affairs, C. Chancellor of the Exchequer.

Answer _____

2) What is the name of the actor who plays the part of Jim Hacker? Is it A. Paul Eddington, B. Garry Williams, C. Richard Brien.

Answer _____

3) Who was Britain's youngest Prime Minister? Was it A. William Pitt, B. William Tell, C. William of Orange.

So there. In not more than 25 words say which computer game character you would like to see as Prime Minister, and why?

Answer _____

YES PRIME MINISTER COMPETITION

Name _____

Address _____

Please indicate which computer you own.
Spectrum CBM 64 BBC B Amstrad
Amstrad PCW PCs and compatibles.

COMPETITION

A week is a long time in politics, or so a famous politician once said. But do you think you could survive five days?

Well here's your chance to find out with C + VG/Mosaic's Yes, Prime Minister competition.

Mosaic's game is based on the highly successful television comedy series. You play the part of Prime Minister Jim Hacker who, with the help of his faithful civil servants Sir Humphrey and Bernard, must survive a turbulent week of Westminster politics.

You've probably read Keith Campbell's review of the game already. And now we're offering you the chance to get the game and some other Yes, Prime Minister goodies.

But first the prizes. The winner will receive a copy of Yes, Prime Minister — the classes of the Right Hon James Hacker Volume 2, the 1988 Yes, Prime Minister Diary and a copy of Mosaic's game.

The fifteen runners-up will get a copy of the game.

ADVENTURE

reviews

SPACE QUEST

► **DEVELOPER:** ATARI
► **MARKETING:** ATARI (P)
524 W. AVENUE, SUITE B,
MILWAUKEE, WIS. 53212
► **REVIEWS:** ETR

The noise of the alarm awakens me from my slitt slumber in a janitor's cupboard aboard the space station. Lights are flashing - the station has been programmed to self-destruct! There's no time to lose...

As a lonely janitor there's no way I have access to the docking bay and the escape pod - so I'd better try and find someone with an authority card.

Isolate it... there's nobody around. Or rather, there are plenty of bodies around, but only dead ones! I start to the grimy task of frisking the corpses to try and find what I need.

A rather tanky guy it is, too, for as soon as the searchmen has finished - it's GABOOM!

This is an animated 3D adventure in the style of King's Quest, but with rather more adventure and puzzles.

At the start of the game, two corridors are shown one above the other, with slopping walls, and interconnecting lifts.

The player guides a spartan little fellow around with joystick or mouse.

We can pass either side of obstacles, but will stop when he collides with one unless manoeuvred around it. In the sounds a bit like an arcade adventure, it is, but very little arcade skill is required, and the puzzles are more typical of a conventional adventure.

Most of the graphics occupy the full screen, and many are superbly animated.

The objective of the first stage of the game is to escape the space station before it explodes, and to do

this means you have to find an escape pod, and discover how to fly off it.

This task contains all the pitfalls one would expect in a more conventional text adventure, involving generating the docking bay doors, dials, and the pod itself.

Then there's always the chance that you may have left a control object behind, undiscovered.

At any stage in the game, text commands may be entered, and the responses

each file must be laboriously copied with manual intervention.

And the save protection method used requires that the original disk be used to start loading the game up.

Presumably this has to be a good disk - so why bother with the chore of copying?

Secondly, the SAVE feature, which requires a separate pre-compiled disk, takes a bit of getting used to. However, once mastered, it does have the advantage that quite a lengthy

comment about the saved position can be logged to identify each of up to twelve save files.

This is a big colourful game, full of sound and action. There's a lot of fun to be had exploring the paths and corridors on the planet. But the pod eventually lands on...

Space Quest is an adventure that should satisfy arcade-adventure enthusiasts, at the same time offering an interesting challenge with a difference for enthusiasts of the traditional adventure format.

► **VOCABULARY**
► **EMPHASIS**
► **PERSONAL**
► **VALUE**

1
2
3
4



as shown in text windows superimposed on the graphic screen. A touch on the RETURN key returns the player to mouse/physical mode.

However, whilst the game can be recommended, there are a couple of rather clumsy features in the way the software operates.

The owner is advised to make a backup copy of each disk before starting out - always a sensible precaution.

But the CD disk will not back up using the Diskcopy facility.

THE HUNT

COMPETITION

► **SUPPLIER: ROBICO**
 ► **SOFTWARE: BBC B CASSETTE**
 ► **MSX: ELECTRON CLASSICS**
 ► **MSX: BBC B 48 TRACK DISC**
 ► **PC: MASTER COMPATIBLE**
 ► **PC: 48 TRACK DISC (C) 1985, MARTEL**

► **DESIGNER: JOHN YEMM**

Need adventures of terror and love Robico games, and now their latest is here - the first with graphics.

The Hunt - Jareth For Doctors involves you, the pilot of a space craft, in the hunt for werewoman Shanda, who has been kidnapped.

Your first task is to escape from the spaceship - no great shakes, as it tells you how in the instructions. Once you have escaped through Customs, you can explore the space station and start searching.

No Klingons on the starboard side, although there are a load of funny robots who bundle around carrying things, and generally doing little else.

There is also a maze (haigh to, hese we go again) and some weird furniture - like the area marked BERTH CONTROL. Now if I could just get in there...

In the space taxi you can go and visit other people's spaceships - you DO remember where you parked yours? - but you

need a code before you can do so. (Spookey?)

The graphics look as if they have been done on the GAC, although this is not mentioned. The tape version has graphics in every location, and the disk version loads up better graphics in about 20 of them. Some are rather nice, even if not up to Amiga standards. There are clues in the pictures.

The adventure has about 100 locations, and uses a full sentence input system - but you can only input one sentence per command. As usual, there are a few roob problems (but for disk users in trouble). LOAD=UNDO saves memory from 8500 onwards.

The HELP command just tells you not to be lazy - well thanks a bunch, gup! Currently I am having problems negotiating the maze - usually I should close a map to check in my life! Opening a door with a plate or it is also a problem, and, of course, getting past the obligatory laser which kills you if you try to pass is just impossible at the moment.

You may have guessed by now that I like this game. More graphics, good text, logical puzzles, no sound (stanses) and a good plot. But why did they have to use a disk box that disappears when the First Office gets at it?

- VOCABULARY
- ALPHABET
- PERSONAL
- NAME



► Here's YOUR chance to win a free copy of The Hunt - Jareth For Doctors Robico are offering 10 cassettes plus 10 discs for the first correct answers opened on 1-8 November. All entrants will get FREE membership of the ROBICO SOFTWARE CLUB, normally costing £5, simply by ticking the box!

Send your completed coupon to: Robico Adventure Competition, Computer - Video Games, Priory Court, 28-32 Farringdon Lane, London EC1R 3AU, to reach us by November 14th.

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ADDRESS _____ (tick)

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_____ BBC 80 Track Disc

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2. Name the two robots in Star Wars.

3. Who wrote The Day Of the Triffids?

I wish to receive FREE membership to the Robico Software Club (tick box)

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NO

Complete this coupon and post to: C - YOU Robico Adventure Competition, Computer - Video Games, Priory Court, 28-32 Farringdon Lane, London EC1R 3AU.

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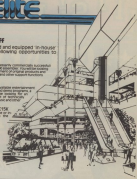
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ADVENTURE

Fresh from foreign fields, The Fiend finds fun, frolics and frivolity in fermenting fear in a fearless fashion for Keith Campbell and the world of adventure. Fighting fit, he falls foals, follies and trippery. Phew!

The Fiend...

To that nice Mr. Campbell tried to assess the fiend's worth of being feared to play Inspector Ruskal. By staying the country for a while, did he?

Fiend, too, need a rest now and again, for groping out public hindrance is demanding work, even for a mega-being like that of your very own Fiend.

But now the moment you have all been dreading has arrived. I, too, have returned from holidays, and the fiend has done me a power of good. You are now faced with a Fiend that is rested, banded, and even more fiendish than before, if such is possible.

The Fiend's holiday plan this year was to hobnob Florida with his presence, then, leaping into my consciousness came an idea thought, Scott Adams lives in Florida, doesn't he? **FOURTEEN!** What a meeting that would be!

The Fiend could report back to you, my faithful fans, and I could sting that nice Mr. Maltraville for my air fare!

But oh, the best fond plans of fiends and men. Not only had Mr. Adams quit the world of adventuring, but he had moved! Well, but then many quail before the wrath of the Fiend.

So, fellow-adventurers, do we rejoice that our transmitter is finally to leave us in peace, or do we mourn the passing of one of the greats? Were his best games yet to come, or had he passed his peak, and quit while the going was good?

The Fiend thinks that Mr. Adams peaked with *Cygnus Coast*, certainly difficult (prove indeed) but brain-bendingly logical, tough, but fair.

But our Spideeman was both worthy-adventurer, but



were of easier solution. But as for the Fantastic Four, the Fiend can be in no doubt that Mr. Adams quit in time. The sport has gone, and as I have been heard to grieve on many occasions, my fiend can make an adventure impossible to play by use of multi-wand inputs and obscure vocabulary.

Yet I see the passing of the era of pop-adventured-adventure games and brought us many founts of entertainment.

Will he really be able to turn his back on adventure games, or might he re-emerge, refreshed and

reinvigorated, with hood full of new ideas? The Fiend sincerely hopes so.

Some small measure of relief can be drawn from the recent appearance of the missing Keith Adams games on the Spectrum.

About blooming time yet! The Fiend has carried his Spectrum into battle for nearly five years now, together we have seen crossed dragons, escaped from goblin dungeons, and bravely traversed red hot lava.

I have done the deepest dungeons, traveled to the

fozzled stars, and even traveled to holidays in timelessness, always with my faithful Spectrum of my life.

And what reward do the software houses bestow upon such a worthy? They ignore it! The Fiend is very cross!

Suddenly everyone else seems to be playing games that are not available to the old faithful. IIC rows about the *Karm and Guild of Heroes*.

To the Fiend alone is still wanting to play adventures on the humble Spectrum? Is mine the only working model left in the world? Or are my suspicions correct that there are still more Spectrums in use than all the others laid out to rest?

I am aware that the old boy is memory limited, but repeat digitized pictures have been seen. Some Fox springs to mind for no apparent reason. So faced with the option of giving us all graphics, or giving us a next only version, which do they give us? **BAH!**

The Fiend is even more cross about the lack of lawfully produced or produced in Florida laws exactly what to do with a six foot rubber hose and a pair of cotton balls - but will we ever get the chance?

One final question for your good fiendly minds to contemplate, will we ever see any of those wild boog boog games on the GB Spectrum? If not, is it because nobody is buying the board? If so, is nobody buying the board because there is no software for it? Because software houses - the Fiend is watching you!

STOP PRESS! The Fiend came here to stop with the ongoing Campbell of the PCW! How recently? You should have seen the fear in his eyes. It was a joy to behold.

night of ho

dark they were and bleary-eyed. The warped, the weird and the wonderful gathered under the cover of night in Birmingham recently for the British Fantasy Society's FantasyCon. C+VG's very own fantasy figure, John Gilbert, joined them to sample the latest books, films and videos and lig it with Some Very Famous People.

A rriter weekend of writer debauchery among famous authors and actors is the lure used by The British Fantasy Society to attract its members and friends to FantasyCon.

The annual convention, held this year in Birmingham, contains a gory selection of bad videos, guest speakers who this year included M. John Harrison with American George R. R. Martin and artist J. K. Potter, and readings from some to be published novels and short stories.

First, though, on the Friday evening start-up, I had to sign in, meet old friends, collect a chunk of info about forthcoming films and publications, browse through a mass of books and recent film samples in the dealers' room and make sure that I'd

scopped up everything of importance before others got in on the act.

Once satisfied that I hadn't missed any writers I paid my compliments in the bar and gathered books, rather than watch the film video presentation, *Terror at London Bridge*. Already bought up by a stial of vulgar-looking video, drunk during the launch of The Writers of the Future competition, I was merely talking, rather than sipping, in some of the event's festivities.

At midnight we left the comfort of over-priced Pajal and filtered into the convention hall where Clive Barker, horror author and director of *Hellbound*, read from *Marswood*, his

newest novel published by Collins in late October. It's a brilliant mixture of fantasy and horror which takes in Liverpool, Barker's hellpocalypse, and a world where you're a target.

Marswood may represent Clive's return to the literary scene after more than a year but the boy's been busy in the movie world. *Hellbound*, the film in which he seems to have played every production role except producer,

has just taken off in the States after a rapturous run in the UK and he's got more projects planned.

New World Pictures is tempting Clive to make *Hellbound 2*. The film won't share *Halloween* — or *Caroline*

story collection books of Blood II. The movie follows New York private eye Harry D'Amore as he investigates the occult occurrence in The Big Apple.

He's hired by the widow of a magician to find her husband (Y who's returned to life and is being haunted by a demon to whom he said he said. Was a early number by any stretch, and together the movie will have a bigger budget than *Hellbound*.

And, if that's not enough, Clive



doesn't — with the original, but it will include that famous Chinese puzzle box which will open up visions of new hell for the protagonist. So keen is New World to produce something different that Clive will take on the role of co-producer — with Chris Figg — and look for a new director. It all sounds very professional and shooting starts next year.

After the script Clive intends to write and direct a movie called *The Last Illusion*, again for New World and based around a novella from his short

has been asked, yet again by New World, to develop a television series in the States — negotiations are going on so you read C+VG. NW intends to get around the ownership problem — the show will be Disney — by selling it to cable networks. So, we should see it in a few years when cable's been established in the UK.

Clive couldn't stay long, he was off to London that very night, so at 1.15 on Saturday morning I drifted off to see *Zombie 2*, an incoherent, anticlimactical piece of white rabbit





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The Big Screen

It's Halloween and here with a haunted house full of horrors is the man who can ward off these evil spirits — and those monstrous movies — Ward H Street...

There are horrors of every kind this month, so decide what sort of wishes have you prefer and prepare to be scared.

If you like the drivers speed with snakes you could take a trip to a small American town and moon over *The Witches of Eastwick* (R). Not that Teri, Susan Sarandon and Michelle Pfeiffer are witches in league with. They're just lonely single women wishing that something would happen.

The something that does happen is Jack Nicholson spitting a small pony-tail and a considerable amount of who-because into letters on the back of three teenagers as they take up residence in the local main house. With his hours of arriving he's busy mooring and watching the three women. Which is where the witchcraft starts.

Who is old Jack? Old Nick, maybe? Following the unlikely deaths of a local woman (choking on a thousand cherry pipe when she wasn't even eating the fruit) the women decide to split from their respective last. But hell hath no fury like a devil scorned and he sure has terrible trickery on the trio.

Witches is directed by Mad Max's creator, George Miller, but it's far removed from those rugged outback brawls. Don't go expecting an *Evil Dead* or a *Ghostbusters*... this is supernatural comedy of the most upstart wated kind and it's hysterically funny, which is why I'm making it one of my two movies of the month.

Two movies of the month? Well, I really couldn't decide whether I preferred shaking my laughter or shivering with fear and Alan Parker's *Angel Heart* (R) made my other run at a disaster!

New York in the 1930s and Mickey Rourke is a private detective living on



Witches: Every Witch Way But

the border line of itself. When a mysterious bearded man asks him to trace a thirteen singer, Johnny Prevost, who is missing from the get-to hospital where he's suffered from amnesia, over since the war, he's only too happy to take the case.

So Rourke walks those mean streets straight into a stylish thriller, with no real hint of the horrors to come. It's only when the trail leads to New Orleans and locales that things start to get spooky. As the questions grow in Rourke's mind he realises that he's strapping into something way beyond his adolescent mind.

Both Rourke and De Niro, as his mysterious client, prove once again that they're the best actors of their generation. *Angel Heart* is not for the faint of heart — but don't miss it, if you dare.

Our third thriller is a much



Angel Heart's Mad taking the mystery.

more traditional affair with spectacular special effects (plus one or two shady deals, some tongue-in-cheek jokes, and a B the action you could hope for. Still, what else would you expect of Freddie Krueger?

Yes, dream boy is back for *A Nightmare on Elm Street Part 3: Dreams Warriors* (R), and if the long-winded title made you sleep the movie should wake you up with a jolt.

This time long-dead Freddy is torturing sleeping teenagers on body they'd rather end it all than nod off. Luckily Mickey Thompson, survivor of the best film, and

sympathetic shrink Dr Goldstein, are there to help, along with Keesha Parker, who can create a psychic bond between the sleepers. Together they decide to take on old crummy face on his own territory.

There's a nice selection of nasty dreams, including a TV set which comes to life and puts one of the kids in the picture — literally! — plus a boy who gets tied to his bed with writhing tentacles. And there's also the *Dream Warrior* plot, in which the teenagers use their dreams to adopt super-hero identities. It's an interesting idea, but it's more *Dungeons and Dragons* than stuff and slash and surrealism of plots.

Then there's the question of whether the tragic topic of teenage suicide is a fit subject for a lightweight horror fantasy, which led to protests in the States.

Of course there are some people for whom foul-mouthed, irreverent Eddie Murphy is horror enough, but that hasn't hindered his rise beyond superstition.



Beady and Be Devious.

So 'Yo' 'oal I Axel Foley fans on Eddie bursts forth as *Beverly Hills Cop II* (R).

Back in Detroit, after his brush with LA's smartest, Axel seems to be heading the same path as the original as he sets up a glory deal to trap a criminal, but a phone call from California

shows him the deal is. Captain Bogert has been sent in the course of investigating The Alphabet Crimes and before Eddie can

The Big Screen

matter an obscenity he's on a police bonding visit to his old pals Rosewood and Taggart.

Life in Beverly Hills is much the same. Rosewood is more self-assured and there's a new, tough chief of police, but apart from that, the millionaire's paradise seems to exist merely for Eddie to pull off yet more amazing stunts, such as occupying a house which is being demolished while its owners are away.

It's not long before he's on the trail of the would-be assassin, led by an illegal arms dealer and his sidekick, the majestic Mrs Madison, Brigitte Nielsen. If you liked the original you're sure to enjoy the sequel. It's a story told as a waltz, crude, noisy and fast moving as its predecessor — and it's all held together by its star.

Kiki Murphy undoubtedly was it. Madison, on the other hand, gathers glories down by the hundred but she's got to prove herself on the silver screen. We'd know the answer to the question *Who's That Girl?* (19) — the question is why?

There's a lot of talk about the wannabes, who we make like their heroes, but on this showing Madison is a wannabe herself. She'd like to be an cute, sexy and amiable as Marilyn Monroe. Unluckily, she doesn't even come close — at least not in this puppie nightmare, set told for the teeny-bopper market.

The yuppie in question is lawyer Griffin Duane, and the night mare is Nikki Finn (Madonna), fresh from jail and gaining for the boys who financed her. The story rambles on at a lively pace but most of its virtues are outweighed by the ego of its star, who adopts an irritatingly squarish voice and acts like a spoilt seven-year-old. One for the hard-core wannabes-only!

With so many big movies this month there's not much space for the smaller releases, but there's at least one gem to be found. If you follow your own *Private Investigations* (18).

Joy Bradley's father is a crusading newspaper editor,

about to bust open a drug ring with a difference — the dealers are all senior politicians. Unluckily, a detective hired by Joey's dad gets bumped off in the top's



The class in Madonna's comment.

detail to step up the suspense until you're on the edge of your seat.

In the good old days the classed couples got to physical contact was on the dance floor, but *Dirty Dancing* (18) isn't just a

Get the White Flower's Dance Step.



Dirty Dancing—Cleaning up the act.

filmy fantasy. Set in 1962 at a mobbish but classy resort just north of New York, the dance symbolises the simultaneous re-creation of America, and 17-year-old heroine, 'Baby' Williams, from innocence-to-experience.

Ignoring whether or not it was such a crucial era, the film is pleasant enough when it concentrates on period detail and baby's first love with the hotel's dance instructor, who inevitably gets up on the wrong side of the tracks. But the film also wants to be this year's *Placid* over, as 1993 is



Friday's looks and her's beauty submerged by the intricate details of making love and sweating bodies, plus some delectably modern-sounding songs.

The movie has been a smash hit in the States, and will probably do well here with the disco fans. But I just couldn't swallow the significant given to what is, after all, just a bit of a soap.

From dance to prima donna for a heroine (18) set in two highly artificial worlds — the opera house and a highly-sweet transsexual club. *Masquerade* (18) is a psychological drama concerning of the melodrama of the musical drama, as a girl-in-chief murders a transsexual then tries to blame the costume designer lover of his sister.

The film stars Charlotte Hanning, who proves once again what an underdeveloped actress she is, along with Michael Rooker as the policeman, who is the logic for her oversteering the boards of brotherly love. The film should appeal to anybody who enjoyed that other operatic melodrama, *Ilva*.

The final honour for Hollywood is *Eat the Rich* (18), the new thirty-year-length script from *The Godfather* Strip. It's a total gem out of luck on everything that anybody holds dear, featuring a gay head of MI6, a British Home Secretary who head-butts terrorism in great performance by Michael Caine, Nondor Powell, and an unlikely quartet of heroes including transsexual Lashley (they're cropping up wherever there's money) and former Man Only columnist, Fiamma Hillmond.

By relying on a cast not normally known for their acting ability, such as Madonna's Lenny and stand-up comedian J. J. Perry Flagg, the film has to be a big risk which doesn't really pay off.

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16 bit News



This year's Personal Computer World Show was dynamic, proof that 16-bit entertainment is here to stay. Almost all the major games companies had something to boast on the ST, and many had design products as well. Significantly, there has been a marked increase in the number of new ST launches developed specially for 16-bit machines, with 8-bit conversions to follow in some cases but by no means all.

For those of you who were not able to get to the show, here's a run-down of some of the new 16-bit titles that were released or announced at Olympia last month.

Activision was showing an early, but already impressive, version of *ST Indiana Jones*. Other titles from the U.S. giant and attendant companies **Electronic Dreams** and **System 3** included *Demigame*, *Super Sprint*, *Super Hong On* and *Stratop*, all coming soon.

Also announced was *Thriller*, based on the latest Arnold Schwarzenegger box office smash movie, and two from **Infocom**. Hundreds of titles, specifically written to appeal to female audiences, and *Beyond Dark*, a continuation of the magnificent *Dark Intensity* series.

Can-op games everywhere will be delighted to hear that *Star Wars*, the arcade game, has finally found its way onto the ST, and very good! It looks like **Dynamix** was confident it would be in the shops soon, as will their latest offering to us, *Jeffrey Archer's "Not a Penny More, Not a Penny Less"*.

American veteran **Electronic Arts** was at the show for the first time showing off some of its new releases. One game not on show was their former Grand Prix simulator.

As always, the **Firebird's** *Ballistic* stand was a hive of activity, illustrating the first step of the hardware when Telecasters gleefully announced the signing of Steve Turner and Andy Brindley, responsible between them for such classics as *Amblin*, *Paradise* and, of course, *Ultimate*. The pair's first two titles for ST will be *Ultimate* and *Magnificent*, both of which will be available on the ST "at some time in the future".

Other goodies to look forward to from the Phoenix Co. include *Domino Commerce*, which is being programmed by *Star Trek* *Realtime Comics* (also responsible for the PC versions of *Dino* and *Starlight*). Probably the most impressive piece of programming on view at the show, this strategic warfare game features 3D-wired blood graphics, magnetic orientation and/or overplaying times.

For all those wondering what *Star Trek 3D Arm Attack* White has been up to for the past two years,

gives of **Panorama**, was showing early versions of his 16-bit project, better and the graphically impressive *Chaldringray's* *Demon*. Judging by the screen shots and the video demos, both should be well worth looking out for in a few months time.

ST specialist **Microdeal** has a whole host of goodies on show, including a sleek preview of **Goldrunner II** which looks like *Goldrunner I* only better, faster and with more digitized sounds.

Also being previewed was *Telegames* on an original adventure, *Master Flight* (based on the hit video of the same name, and *Armed Construction* ST, with which potential game designers can build and then play their very own scenarios. **Armed** game.

Another U.S. company exhibiting for the first time was **Microgame**, products ready for launch include *Spooky Fighter*, based on a jet fighter available in video, *Warrior's* of *Dueling*.

titles include *Mean Street* and *Zig Zag*, the latter game from Mega-son programmer and erstwhile train fanatic, *Fury* *Crusader*.

Another famous name for those familiar with the old Imagine logo, is **Imagine Games**, who a long time ago were putting the finishing touches to his last game for Microdeal entitled *The Bermuda Project* — an animated graphic adventure set in the infamous Bermuda Triangle.

Microdeal also announced, at the show, that it would be introducing two ST games before the end of the year. These are the long-awaited *Demigame* (later on CD), both one for the ST only.

Microdeal has a handful of new 16-bit-only projects in the production line including the highly-anticipated *Chaldringray*, as they raced for more details before Christmas.

Novogon, who recently launched the Spectrum version of the evergreen *Mentorship*, has released *Blackjack*, an incredibly fast ST *Mentor* (see separate review). Out in the early months of next year is *Demigame* (*Mentorship II*), set in an imaginary color system with nine planets and 11 moons, your task is to prevent the extended *Demigame* from colliding with the fifth planet in the system.

Orion, never very far from where the writer is, has announced a number of coming games, most of which will find their way onto the ST in the coming months. These include *Olympic*, *Combat School* and *Robot Slog*. On the domestic front, Orion is set to release the brilliant *Head Over Heels* for the ST.

Packed with the games of their current game libraries, the **Ultimate** *Mentor*, *London* *Assault* **Peluso Software** has now released the ST version. Plans are also afoot to launch a number of ST titles early in the New Year. These include *Ultimate*, "a multi-phase exciting shoot-em-up with a difference", and *Mentor*, in which "you must plow massive strips through the uncharted depths of space".

The Edge is another company moving into the ST arena with the release of *Star Wars*. Programmed in France, the breakout hit wraps the *Star Wars* in the graphics and animation of a modern, and has to be seen to be believed. Others on the way include *Imagin* *Dot* *Cardfield* the computer game, *Rise the board game* and *Ultimate*.

Superior Software were putting the *Acorn Architecture* through its paces with *Zorch*, programmed by *David Braben*, co-author of *Elite*.

More news on this machine is coming soon.



4. Spitfire 80 — taking off on the ST

It's been busy getting to grips with the Amiga in order to produce an animated version called *Cluck Special* — *The Search For Spook*, which features a half screen tall *Cluck Special* moving through a full colour, landscape.

Also on the way, for adventure fans, are new releases from **Microgame** *Spacells*, with *Justice* and *Level 9's*, *Time* and *Allegit*. Both will be available on the ST and Amiga before the end of the year.

Widfield-based **Granmlin Graphics** certainly got the word for the most prize releases during the run-up to the show — 18 in total. On view, or on paper were previously, *Alternative Games*, *Blood Valley*, *Tour de Force*, *Dual Master* and *Collector*. *Granmlin* won the C-VG Blue and Yellow (only £11.95 each) special award for the fastest standard *Olympic* *Interceptor* *Mirror*, in the



Ultimate *Mentor* and the ST conversion of the 1983 hit *P13* *Star Wars*.

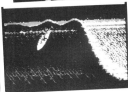
Microdeal has long had a reputation as one of the country's leading 16-bit publishers with such titles as *Defender of the Crown*, *Smoked*, *First Street Publisher* and *Star Wars*.

Microdeal is now busily converting a number of their successful 8-bit titles to the ST, PC and the Amiga. These include the evergreen *Spitfire* 40/ST and Amiga), *Strike Force Hammer* (Amiga), both early this year. Future

California Games Competition

Okay y'all, we can't promise you a trip to California - Stateside - but we can promise you a chance to take part in Epyx's California Game simulation. To find out how good you are at skateboarding, surfing, rollerskating, BMX trials or hocky-sacking (what!) just answer the questions below correctly.

The overall champ will win a Jacket, World Games T-shirt and Sports Bag to keep that hot in. Oh, and of course, a copy of the game for your computer. 30 runners-up will win a copy of the game for the C64, Spectrum and Amstrad.



1. What's the name of the world's most famous Basketball Team?
2. Name two of the players and the Captain of the European team who won the Ryder Cup this year
3. Name the quarter back with the New York Giants, is it:
 - a. Phil Simms
 - b. Joe Montana
 - c. Timmy Matalotte
4. Is 'The Frigate' a:
 - a. Cinema
 - b. American football superstar
 - c. Garry Williams
5. Who was the first American to win eight gold medals for swimming at an Olympic Games?

Name _____
Address _____

Please send me C64 Spectrum
Amstrad version

My answers are:

1. _____
2. _____
3. _____
4. _____
5. _____

Knightmare

Knightmare is the brilliant television adventure game now stunning audiences with its technical effects and computer wizardry. C-1 VG's Deputy Editor, Paul Boughton, visited the television studios to see how the show is put together.

The situation is pretty dire. Brave adventurer Richard (Duff) faces a grim and bloody threat to the stomach of a monster.

"That will teach you to walk down a monster's throat," beams the show's resident voice of the mysterious Torgard, dungeon master of Nightmare castle.

The monster's stomach walls are jiggling. Time is running out for Richard. Get it with Torgard, Richard? Three advisors are watching their backs trying to save him.

There are four more sets. One is for phony fly catchers, the other is for a set of the monster's gutted, but live!

There the advisor! Get Richard to cut the monster's stomach with the bar of soap he found earlier. Brilliant! The trick works. The monster feels sick and Richard is shocked from the stomach, ready to continue.

This is the world of Nightmare, the tellingly exciting feature

adventure game now sporting like a gem among the dull and tedious programs being removed on children's TV.

How is it so good? This is probably the only truly home-entertainment show on TV right now, involving the problems of an adventure game combined with the graphical and technical wizardry of highly presented

computers, drama and special effects.

Anglia TV has made only eight shows and there are more nearing the end of their run. Hopefully, they possess such control techniques will give the go-ahead for another series.

Those who have already seen the show will probably be dying to get their hands on the Amstrad Electronic Dreamer computer version of the TV show which should be out soon. But for those who haven't yet been exposed to the magic of Nightmare, here is what all the fuss is about.

Teams of adventurers aged between 12 and 14 take up the quest to explore and explore in a computer-created world of fantasy. The aim is to survive for as long as possible — and that may mean one episode of the thirty-minute show.

One player from each team of four — the adventurer or Dungeon Master — goes into the dungeons to face the perils and puzzles. He wears the thickest of leather which severely limits what he can see. In fact, he can only glimpse the floor. The others, who behind with the Dungeon Master to watch his progress on a television monitor and relay instructions to him by a radio link.

Officer I visited Anglia Television in Norwich to see Nightmare being filmed. The adventurer was Richard

Wood, 12, and the three advisors were Edward Bennett, 11, Jonathan Harvey and Paul Knight, both 12. The four all attend South Elmfield Grammar School in Walsfield.

They had survived the perils of the first level of Nightmare and had embarked on the second level, having spent with huge suspense, nerve-racking physical exertion, solved riddles, collected food and used a few spells.

Nightmare was devised and written by Tim Child whose full-time job at Anglia is a video producer. But it was his interest in computer games from his aptly named of The Gull Club, a local computer programme, which covered the seeds for Nightmare. It's taken him two long years to convince the television companies that the Nightmare idea

was viable and would attract a devoted following.

He says: "A true role-playing adventure game should never play the same twice. A lot of adventure games are based on mapping and solving a dungeon or some other sort of maze. This just wasn't good enough for a TV series. Once a good team worked out the correct route they would have cracked most of the problems. And worse still, so would the viewers."

"Fortunately we're escape from the Nightmare dungeons that much. For a start it's constant — a change of setting and changing, but the perils and puzzles change with it."

The constant change can only be explained by the use of the sophisticated computer techniques. "Conventional studio sets would be too restrictive," says Tim.



A dream come true



The initial *Nightbane* crew went to computer adventure games rather than straight role-playing games such as *Dungeons and Dragons*.

"I'm a game player", he says, "but not *Dungeons and Dragons*. I played it for half-an-hour once but I don't have the time to spare. It doesn't fit into my lifestyle."

He continues: "I believe computer programmes, people such as those from *Dungeons*, should be able to do their research properly." He rules *Force's* development as far superior to himself. "My game reviews I'm the only one who actually chooses games."

It is really only possible for a show such as *Nightbane* to appear on television due to the technical advances in computer graphics.

The man behind the graphics is Robert Harris, who spent hundreds of

hours creating the mystical scenes and special effects.

In the control room next to the studio he uses two Supermodel Supermac computers to change scenes, control animations and the graphics which combine the adventures. But before you rush out to try and buy a Supermac, you'd better know that they cost around £50,000 each.

The backgrounds were originally painted by a real three boys. The pictures were then digitised, animated, and sent straight to the Supermac. Models of characters were also made, photographed, digitised and then animated.

When all this is combined with the live action, the effect is breathtaking. But it is all brilliantly executed. *Nightbane*. The adventures never end.

The talent he wants means he can only see the floor. He must step on his



hours the effects you show while playing the game because this would ruin the atmosphere.

A technical feature as fascinating as any of the different elements of *Nightbane* is the way it is put into what you, the viewer, and the adventures see.

It works roughly like this. Richard, or the other adventures, is placed in a studio which is fully put into to action, with various objects or actors. If they are included that particular scene.

adventures totally for help and direction.

In the control room he can be seen on a monitor. The monitor monitor is the computer graphics, backgrounds, animations, etc. These two pictures are overlaid and it is the effect which is shown to the three viewers, so for those the adventures actually appears to be in a monitor's monitor, then controls, or changes will follow-up monitors and always continues. That, all!

In another studio the viewers and



Freeman are shown and those who are also invited to be the action.

One other more of being advice from the viewers can get the adventures to really work. One writing along with the game is seen. And the game is to test. The adventures can do what they like. They are not given any warning of what can happen.

He says that, the actor who plays Freeman, says: "My biggest problem is not knowing what the adventures are going to say. It's not just a challenge for them. It's a challenge for the actors as well — to try to get to be quick enough to read and respond in the right way."

And that is *Nightbane* — a dream come true for game players. It's a pity that everybody can't have a game.

There are already enough reasons to compete in the first series that you could be lucky if the TV didn't give the go-ahead for another series. And that will only happen if the programme is supported by you.

Nightbane is broadcast throughout the TV network on Mondays at 4.45pm.

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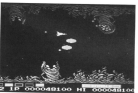
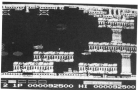
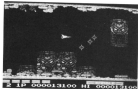
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MEAN MACHINES

Tony Takoushi will be pulling out all the stops to bring you all the latest, hottest news and reviews from the console scene — not only in the UK but worldwide. Just look at the gems in this issue — an exclusive review of *Nemesis* plus a red-hot news on Nintendo games coming soon from the US/Japan. So stay with C+VG, it's where the NEWS is!



REVIEWS

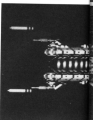
Until now I thought that MSX *Nemesis* was the definitive version, until it's been topped by the **Nintendo** version.

The Nintendo version has all the elements of the MSX version BUT also has superior graphics and is actually more playable, as the controller has a second button allowing you to change your weapon without a nifty latch for the keyboard.

The music and sound effects are pretty much the same, but the Nintendo has the edge over MSX.

Konami is planning to release Nintendo carts in the UK from January 1986 onwards, and they will sell for around £20-25.

Nemesis was the first game to follow in the Defender style and in many respects was an improvement.



The aim of *Nemesis* is to go from planet to planet, destroying aliens and taking on a mean mother-ship at the end of each planet.

You can level up your armaments by shooting complete alien patterns which turn into red pods. If you collect these pods an icon at the bottom of the screen shows which weapon can be chosen.

There are six weapons to choose from, speed/misile/double fire/laser/optional extra ship and force field.

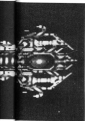
Your ship moves left to right against a very smooth scrolling background, there are six planets to work through and the backgrounds get ever more colourful and detailed.

S

They scurge from mountains to metallic mazes to stonehenge spelling grids — these are vicious — at you.

Notes discovered on earth. My hidden cowboy on level and I am not sure whether this is in the arcade version, but we with many Japanese games there are usually lots of hidden touches.

The Nintendo version moves along at a hectic pace and is



actually faster than its MSX counterpart.

There are some dynamic games coming up for the Nintendo, and so good as it is, Nintendo is barely the tip of the iceberg!

● **T.J.'s Thrill Rating** 9

NEWS

● **The Nintendo is the biggest selling games console in the world with around eight million units in use.** In Japan it is called the Famicom — Family Computer — and has been around for several years. The time will come when UK software houses will start writing games for the machine — at present Nintendo issues licenses for third party software and initial shipments are said to be around one million units for a new game.

The reason for me spelling out the above is that there is a development system for the Nintendo currently in use. It's the Commodore 64 with an interface board — so those UK Nintendo games could be with us sooner than you think.

● **Just when you thought it was safe to switch on your Nintendo along comes Jones from the hit comic series!** Yes, the monster that is out to get you just again!

● **All you Beeri Warrior fans can sleep soundly at night as we can report that the game should be selling in the UK early next year.**

● **I have a good reason on Spy Hunter, the Nintendo version is set for the Japanese market and hopefully we will get it soon after!**

WIN THE NEW SEGA JOYSTICK!

The only thing wrong with the new **Sega System** is those flabby control pads! Come on, you've been thinking that for some time haven't you? Don't try to fool me! Well, TAB can cover all your problems. Five C+VG readers' problems at least. Thanks to:

Mastertronic we can offer **FREE** of these spiffy new **Sega** sticks to the winners of this month's super mini-competition. To win, all you have to do is answer three simple questions.

Fill in the coupon and rush it to Computer and Video Games, Sage Books Club, Priority Court, 34-36 Foregate Lane, London EC3R 3AM. Closing date is November 16th. So get cracking! Here are the questions:

1. Which team won the International Arcade Championship of the Personal Computer World Show?
 2. Name the manufacturer of the current arcade smash *Asterix*.
 3. Name a member of the US National Video Game Team.
- All these answers can be found in **THIS** issue!

TONY'S TIPS

I am absolutely hooked on *Super Mario Bros* on the Nintendo, but one thing that was really bugging me (as all you **SMB** fans will appreciate) is that at the end of certain waves there is a mysterious bonus given with either 1, 3 or 5 fireworks going off (each firework gives a 500 point bonus).

After having battled my way

to level 7-4 (with **THOU** wimps) and having made 4 pages of notes I finally cracked the flag.

To get the fireworks bonus you have to time your jump from the tower to the flagpost so that the last digit on the TMI gauge is either a 1, 3 or 4.

TONY'S TOPSCORE CHALLENGE!

Realize you can beat my top score? Well, here's your chance. I am throwing down the gauntlet to all you video addicts and challenging YOU to a head to head top score battle!

It doesn't matter what games system you own — all I want to know is your top score on your best game, the level you've reached and any tips or tricks you've discovered.

Each month I'll put the best scores together and pick the winner — who'll challenge to a battle of the giants of T.J.'s Games Tower in the heart of London!

Send your hi-scores in on the coupon below.



C+VG SEGA JOYSTICK COMP

T.J.'s TOP SCORE CHALLENGE

Name _____ Name _____
 Address _____ Address _____
 My answers are: 1 _____ Game _____ Machine _____
 2 _____ 3 _____ Score _____

MEAN MACHINES

SEGA RELEASE SCHEDULE TO NOVEMBER 1987 — UK

HARDWARE

Master System Console Unit	£99.95	August
Light Phaser + Combo Cartridge	£44.95	August
3-D Glasses + Adapter	£49.95	October

SOFTWARE

My Hero	£14.95	August
Ghost House	£14.95	August
Transfer	£14.95	August
Super Tennis	£14.95	August
Spy Vs Spy	£14.95	August
Chopper	£19.95	August
Black Belt	£19.95	August
Action Fighter	£19.95	August
Pro Wrestling	£19.95	August
Shooting Gallery	£19.95	August
Fantasy Zone	£19.95	August
Space Hunter	£24.95	August
Rocky	£24.95	August
F-16 Fighter	£14.95	October
World Soccer	£14.95	October
Aster Wars/PA Pat	£19.95	October
World War 3-D	£19.95	October
Out Run	£24.95	October
Teddy Boy	£14.95	November
The Ninja	£19.95	November
World Grand Prix	£19.95	November
Zaxxon 3-D	£19.95	November
Enduro Racer	£24.95	November
Quarter	£19.95	Unannounced
Wonder Boy	£19.95	Unannounced
Chadwin	Unannounced	Unannounced
Alex Kidd in Miracle World	Unannounced	Unannounced
Rambler	Unannounced	Unannounced
Zillion	Unannounced	Unannounced
Woody Pop	Unannounced	Unannounced
Gangster Town	Unannounced	Unannounced
Green Baseball	Unannounced	Unannounced
Green Ice Hockey	Unannounced	Unannounced
Green Volleyball	Unannounced	Unannounced

SEGA JAPAN/US RELEASES

Great Basketball	August
Great Golf	August
Mobile Defense 2D	August
Out Run	August
Allen Synchrome	September
Fantasy Zone 2	September
Manopoly	November

NINTENDO GAMES CATALOGUE — UK

Cyrus	£21.50
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Whacking Crow	£28.50
Black Rider	£28.50
Golf	£19.99
Baseball	£19.99
Tennis	£19.99
Soccer	£19.99
EQ Road Fight	£19.99
Kung Fu	£19.99
Ice Climber	£19.99

Pinball	£19.99
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Donkey Kong Jr	£19.99
Donkey Kong 2	£19.99
Mario Bros	£19.99
Popeye	£19.99
Demolition	£19.99
Tetris	£19.99
Donkey Kong Jr. Math	£19.99
Ninja Kid	£19.99
Chubby Chubs	£19.99
1942	£19.99
Commodore	£19.99
Ghost 'N Goblins	£19.99

NINTENDO RELEASE SCHEDULE — MAY 1988 JANUARY 1988 (JAPAN/US)

Castlevania	May
Iron Warriors	May
Family Fun Fitness	June
Athlete	July
Double Dribble	July
Legend of Zelda	July
Mighty Bomb Jack	July
Bygones	July
Section 2	July
Solomon's Key	July
Stadium Event	July
Adventure!	August
Demolition	August
Blaster Action	August
Kid Icarus	August
Legend of Kage	August
Yoshi	August
Ball on a String Boy	August
Spelunker	August
Star Voyager	August
3D Soccer World Runner	August
Goofies Two	September
Kid Niki	September
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Rampage	October
Adventure of Link	November
Aspidochelone	November
Goomba	November
Demoloko	November
Arms — The Revenge	November
Top Gun	November
Karate Kid	December

THE ACTION

XENOPHOB

A Xenophobe, according to the dictionary, is a person with a marked dislike of foreigners. I suppose that could include aliens.

Jeff Malsen's *Xenophobe* is a three-player game and is a strange blend of the more alien. The title of a split-screenedly very fast and mean remote action movie from left to right. As the aliens just on their own, you can have fun in this. It's a good game, if you're not one of the displaced game-around.

The idea of the split screen is nice, though it's not entirely successful. The alien world is too narrow. In fact, I found the whole game abandoned from the beginning, sleeping round of the alien, the alien dropping off the side, and the eggs which both as you pass through the machine room. Despite this, the alien have done a good job, the alien look, and the way they die is in the fun.

How can I possibly find an end to your fellow gamers and find every a feature. If you found an end to the game, it's an end to an end to your partners, both your characters will appear on your respective screens. That way, if one of you should lose your machine, the other will be able to take the alien away.

The whole idea of the game is to rid the spaceship of aliens and pick up available treasures to control the ship's computers. Or you can be a little more than a few thousand. You don't have to keep your eyes at a computer. Each time an alien grabs you, your points decrease, though you can pick up items to restore them to another level. Which is not enough, for some people.

Working on aliens can be a pain. Your joystick is equipped with a trigger for your gun and two thumb buttons. One button makes your character stand up or crouch.

down, the other lets you pick up items. To pick something up, you're just to first crouch, and then press the other button. Unless you're just looking at something, unless they're themselves in your threat, it's not always easy to remember which button does what.

If you've seen the film, you'll remember the eggs in the resolution room, and how hazardous the body aliens are. And you'll remember how full can alien just look like a mountain at you with their hands. The same happens in the game. Larger alien keep across the room, you and the little alien keep with your gun for a good reason.

Your gun is all sorts and requires the trigger and joystick movements, but the alien area are more hazardous and several shots will be needed to kill them. Unfortunately, you really have to be for the control stick. If the alien come's close to your head, you'll have to drop your gun. If there isn't room to pick up again, you'll have to go around for a while until you find another one. I really found one little moment and getting back of a alien was not a two-hour battle.

Always stand up if you need to move quickly, crawling along the ground is painful. The only way to get through a room quickly is to jump through it. An hour's work you can't control any further than the end.

I wouldn't recommend *Xenophobe* to anyone. It's not that I'm opposed, in fact I enjoyed the film, but I find the game unplayable and stressful.



APB

APB — All Points Bulletin — is a strategy and simulation cartoon role game from Atari.

First, the position is. From what a job, how you are at driving the car for "operating a road of traffic cars. To do this, which needs a circuit and what is called "operation" (operating) it by using a joystick. You'll have to use the joystick when you have the car to drive and a way to drive it. This way you'll have to use the joystick when you have the car to drive it. This way you'll have to use the joystick when you have the car to drive it.

So, get yourself in the driver of a building, however, you can see how much money you can make in the accompanying course of the game. Your first task on the road is to find a way to get to the quality of your car. It's a bit of a pain in the neck, but it's not that hard to do.

Using your own skills, more up to you to find and create one of the most interesting parts of the game. The quality of your car is a bit of a pain in the neck, but it's not that hard to do. And when the other characters aren't yelling at you, you'll have to use the joystick when you have the car to drive it.

The houses are fairly easy to get to, but they're not that hard to do. And when the other characters aren't yelling at you, you'll have to use the joystick when you have the car to drive it.

Using your own skills, more up to you to find and create one of the most interesting parts of the game. The quality of your car is a bit of a pain in the neck, but it's not that hard to do.

Using your own skills, more up to you to find and create one of the most interesting parts of the game. The quality of your car is a bit of a pain in the neck, but it's not that hard to do.

You need the proper protection when you play with a Freddy Frenk. On Day 1 (Unfortunately, you can't pick up a gun until Day 4, but that doesn't matter). Freddy Frenk is a bit of a pain in the neck, but it's not that hard to do.

Both in the game, they're not placed. How the ball are you to get to the top. How the ball are you to get to the top. How the ball are you to get to the top.

Both in the game, they're not placed. How the ball are you to get to the top. How the ball are you to get to the top.



After 100% to control with, but on top of that, there are loads more jobs to do. And when the other characters aren't yelling at you, you'll have to use the joystick when you have the car to drive it.

After 100% to control with, but on top of that, there are loads more jobs to do. And when the other characters aren't yelling at you, you'll have to use the joystick when you have the car to drive it.



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Apparently one of the highlights was the intense rivalry of a large club, which was broken into the shape of the mountains on the cover of their handbook!

RELATION GAMES OFFER

■ **Ultima Postal Games** has announced the rights to *Ultima VIII*, the *Dragon Wars* which is a game of politics, diplomacy and military conflicts. The player controls the ultimate destiny of their chosen race.

The game is completely computer modeled and set parts is quite intensive. It gets more complex as you advance and develop your nation.

It has six positions you're well as to raise several topics plus a choice of 22 different dialog to choose from. After it is open ended and has no fixed deadlines. The minimum processing time between turns is deemed to be seven days.

When have also released *Ultima* which is an introductory game with no computer game, which they claim is easy to play. The notebook is not that well printed but it is easy to read. This game is a game for between 1-30 players taking turns as a player or players control 1st of the galaxy.

Once again this game is completely computer moderated. Now onto the list you have been waiting for. *Rhino* has offered an FREE playtesting position for an extended period in *Zax* and an entire FREE game of *Ultima* for 2000+ V.I readers. That's what I call a generous offer. How do you call a generous offer? You do you your position for a month or two of these "freebies" this is how.

■ *Epic III* Playtest

I suppose you P. B. Mers who are experienced in computer moderated P. B. Mers this game is quite difficult. You should write in telling me what games you have played, why you want to play them and in no longer than 100 words why you like computer moderated games. No reviews please.

■ *Ultima*

I suppose many P. B. Mers who have NEVER played any kind of computer moderated game whatsoever to write in and tell my what other games they play as well as telling me in no longer than 100 words why you want to play a computer moderated game when you have never done so before. No experienced computer players please.

When the play tests are over I will give the names the full review they desire.

When you have it. They can't let the other hand if you want to play either of the games regardless of the playtesting, please note that the prizes are as follows:

■ *Free CD* - Worth up to \$100, which includes two free items. Further items cost \$20 each, which includes 1 free item. Further items cost \$25 if 1 item \$2.50 depending how many copies you want. All CD's are made possible to *Rhino Postal Games* (RM).

■ *Lab Games* has written into an understanding that it has started up two new games. The first is called *Ultima* and the other is called *Ultima* of *Ultima* which is an online building game. Set in the world and time of fantasy, it is fully computer moderated with ten day fixed deadlines and contains a maximum of 100 players.

It is known as *Arise* 100000 using 1 megabyte of memory? They make various items with regards to this game which I cannot explain.

However I will soon be illustrating a playtester, so you can read all about it in a future column. To let you know just a few of the things that I will make about this game, read on. A

unique and realistic mapping system, 1000s of player armies and fleets involved in conquest. A highly developed tactical system of spoils, knights, Lords etc. 1000+ power levels. Special powers and options to control the disciplines of other players.

The good news for you people out there is that the notebook and set up is totally FREE! To all C or V.I readers, all of you want me just write in and I will forward your request on to Lule.

And he has also signed up a game from the States called *New Order*.

As I write, I have received a booklet version of the notebook, which is quite bulky and complex. Another totally computerized game. This one is set in *Legend*. *Ultima* on some planet has supported for some time that an intelligent alien race exists out in space, and with the recent development of a brand new, super-deeper logic jump engine you can go and find out. Will the aliens for the dominant species or will it be for you? You can find out.

The notebook costs £100 and they have sent me £2.50, with me extra change what so ever. However, before you start out I should advise you to do what I do suggests. Don't ask to join a game before you've read the notebook. It is really very complicated and is definitely not the game for a novice or even a slightly experienced P. B. Mers.

By the time you read this the notebook should be printed up and games should have started running. If you are interested please write to me in the *Lab Games* and I will pass them on.

Lule has also purchased their first postal box playing game. I am eagerly looking forward to how they do with this format of P. B. Mers, in fact, all their P.B.M's have been computerized online. I will keep you informed as information comes in hand.

■ If you read the study material piece you will probably have seen that *The Laboratory*, which *Mr. Farber* has set up, have come in for a bit of flack. If you haven't seen what was written, I'm not going to repeat it as it is not in my study materials and is really boring. But to set the record straight *The Laboratory* has not closed down. It is still running and has almost totally back to normal. Many of the C. M's have had worked their way out of there.

There is a possibility, because of the concept it has received, that some of you may wish to continue in the game - that's right because it is an excellent one.

If you have any inquiries or make with regards to this matter, please contact: *The Laboratory*.

Box 88, P.O. Colchester, Essex, UK. (0206) 894133.

■ **White Gemini** is giving away 1000 copies of their collection based P. B. Mers. *Yehuda* of *Yehuda*.

There is another on-line P. B. Mers program game in the U.K. Each of those listed with are worth 10-15 so they are well worth trying.

You are a leader of a tribe are trying to survive on a hostile and hostile planet.

To win one of the first 1000 games all you have to do is write in and let me what a Mers is, what it is called for and how it is called. I will pick the first five people out of a list on October 15th. The winners will be printed in this column.

Mers has also asked me to tell you that if anyone wishes to join their tribe call *Janis Miskin* at 011. They can have their first turn FREE.

■ *Rhino* is a complete simulation of Military, Economic, Political and Cultural activity on a large scale in a fantasy world. As you work your way up you can control vast forces of warlike and mercenary soldiers. There are graphics, computerized and development of your bases, stages and strategic positions.

It is computer moderated, but I believe there is a large C. M. involved and just happens to be written online.

Run up costs £100 for a large notebook and that they should cost £20 a time. They game should normally be controlled by managers, or people who like a bit of diplomacy and tactics.

Finally, Mers would like to know that they are always on the lookout for new C. M's, so if you have V.I levels in English, good handwriting, experience of fantasy role playing and have a good imagination, drop me a line and I will pass all the details onto Mers.

■ *Transworld time in The*

Writing is going to be moderated because I write the C. M. has just had a couple of weeks off. The world of the mirror is the 1000th although we work like 11.4. We work 24 hours a day, 24 weeks a year they are only human I will some of them anyway they deserve a break. I suppose that computers do not take holidays, computerized P. B. Mers cannot they in some kind of advantage.

■ *Black Hawk* has been decided to be made their game. *Excitement*. It is a great game, and if you win, you receive a cash prize - which is a fixed percentage of the turn fee.

I have seen it first hand and even played on the planet, so I feel qualified to tell you that it is a very enjoyable game.

It is most grandly powered imagination though, but the game is set in a fantasy medieval type world, where you have been asked to find the most powerful book in



the world, the Eisenhower.

Yveskist alone ground/trying to get an answer to the dragons. Once inside you are on a winding tour of everything from dragons to islands.

You can either play as a single character or in a group of up to eight (I haven't attempted the details of the group yet, but if you are interested, forward an e-mail to me and I will post it on).

■ REVIEW TITLES LISTED

What would you expect a game called *Troll* to be like? Well, *Troll* is *WET*! Well, you'll see absolutely right when you'd have heard that the most important part of it. It's also a great deal of FUN! *Project Babylon*, whereas this P.R.M. seems to have got the aim of the game right from the start.

You play the part of a very large, ugly, troll. You should all know the true things that give you pleasure. You've got to eat, drink and fight. In this game you get to do a lot of both.

The aim of the game is to become the last troll out of 30 roaming the 800 troll holes on the island that you are placed. When you have done this you have doomed to have created a suitable place for food a menu. In simple you are awarded a prize for winning.

Once you take on the body of a troll you gain the following attributes—strength, health, mobility, size and sanity. These are the qualities by which you judge in what condition you're in.

You lose out game points to your size attributes depending on the actions you take.

For example, sanity drops from a rather dangerously sane. It's a bonus to reach out into eating a good for your troll.

Just because some of your attributes are low doesn't mean you'll die. You'll die if you're in a very low state—sanity, or health or size.

As the present time you have the option to enter 14 actions on a list. Therefore each turn you fill in the action card with up to fourteen orders for your troll, which is stamped to the back and pop it in the post box to await for a post card showing your troll's progress—or lack of it.

In reality all the orders you see you have to state the amount of strength you'll use in each action. The total amount of strength you'll use per post turn is 14. However it's wise to note that although your troll may only have

44 strength on the post card, it can actually use up to 144 strength regardless. In fact you can use up to the limit of 134 strength at all times.

Furthermore you will also have to issue a weapons order with the majority of orders. Weapons range from hammers and axes—which are pretty deadly—to 10 dragons backbones—which are very deadly.

The idea is to use a combination of up to six weapons at once and you can use one food and a weapon. Don't laugh, how would you like a hand here over the head with a weapon.

If your troll only had hands and feet, bones and daggers to fight with the weapons only would be as follows: Hands and feet = 1, Bones = 2, Daggers = 3.

The weapons order you would use would be 12000, so you have to put six digits in the weapons code line. Okay that's not *WET*.

There are 14 actions, but I don't think you get into all of them, as I think a few will suffice and give you a flavor of the game.

HUNT

This enables you to hunt for food. When you call food you regain your lost strength. Trolls are always hungry and I found that using the older every turn is a must.

MAKE WEAPONS

When a troll dies, or you take damage, it is necessary to make it so that it will obtain some bones. With the correct amount of strength and bones your troll can make different degrees of various weapons. The most feared Troll made weapon is a spiked club, which is very nasty.

A/TROLL

This gives you the option to attack another player's troll. You can attack a troll that is in one hole or you can attack underground and lose holes away if it gets overground.

If you win you may kill, badly injure or wound your opponent. You may also gain some equipment. However, if you lose you will be the worse off for morale and strength. The attack action should only be given when health is strong. Attack actions can seriously damage your health as well as anybody else!

EAT

This order is the one order that you MUST do every round. It is not included in your 14 orders, so you have to choose for not doing it. Eating gives your troll strength, sanity and lots of very useful bones.

OTHER FACTORS

Your troll gets a life long companion when he starts off on the island. A long voyage. Because his food life long friend

and it gets to eat the scraps of food that you leave behind, the volume will pop an eye to eye holes for you each round.

You should note that you can occasionally get a report on the right troll holes surrounding you, whether it is a level to avoid it keep on them.

Also in certain holes you find magic possessions such as different colored rings, gems, words and medicines. Most of these do different things to help or hinder you in the game may be. The only problem is that you have to learn how and when to use them!

A few from time to time you get into one from a diary printed on your turn sheet. Written by a poor unfortunate, your dead, creature may come on the island.

You are deemed to have found the diary while adventuring. It tells you some of the things the creature saw and what it did.

The contracts are in fact closer to some of the more weird things that happen on the island. For example you get to meet Dwarfs and Moustaches. In the future you will be able to meet wizards and many other monsters.

You also get the chance to make special brews which enhance some powers, plant seeds and grow magic trees and even make troll *WET*!

In the way you also get a *W* by *W* mean, which allows you off the troll's holes on the island until magic mapping complete.

Also you get the chance to use what would be called to all the other players in the game by entering it in a specified form on your turn sheet.

The game also has a regular newsletter, which is full of hints and tips, as well as updates on which troll have gone to the big troll's nest in the sky.

For all you technical folk out there, the game is run on an Amstrad 6306, expanded to 128K. At this time there are 41 separate programs making up a total of 111 K with a database of 30K for each game.

WAYNE'S VERDICT

This game is not to be taken seriously. It is wild, wacky and fun. If you want a serious P.R.M. then don't play this game. The minutes for this game should be: "I'm going to play this game for the best of all and it's some really stupid moves on my what happens." Play it this way and you will probably win!

In one of the nearest games I have come across and is ideal for a newcomer to P.R.M., who doesn't want to get down to any getting liked off in the first turn because of lack of experience. It's also kind of game where you come home, spend five minutes doing the same and then that until the next year.

As I mentioned, the turn round is excellent. I don't at the MOST in the longest I've waited. It is probably one of the quickest turn around games on the P.R.M. market today.

Although game has no big advantage. All the players seem to be playing it for the right attitude and if you want you help and put a message out to your turn.

This will be printed on every other players turn sheet with your name. I did this just got about 100 replies, all wanting to help me or join me to join an alliance.

Alliances play a big part in this game and if I were you I'd join one of them as seems as possible for a lot of mutual protection.

I'll only give you a few hints as it really would spoil the game for you. I told you all that I found out.

- Keep on the move
- Get into an alliance
- Think of really weird things to do, they might work
- Agree someone before you attack them
- When you attack someone, do a several times a round and then issue a *W* and *W* attack on them

The only bad thing I found in the game was the way the special items are dealt with. You really have to try everything to get the best out of them.

There are no others telling you what to do with them usually because you find out their full effects.

Overall, I liked this game and you have nothing to lose by giving it a go. It is quick, fun, simple and enjoyable.



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TYNESOFT

COMPUTER SOFTWARE

Comix.

Who's what is Moebius? "Who" is easy. He's a real rarity: comic artist — as opposed to a comic book writer with a secret identity. By day, as it were, he's Jean Giraud, artist/co-creator of one of France's most popular western strips, *L'Extrême* (aka *Barbary*). By night (irregularly speaking) he's probably the most off-the-wall genius in comics today.

Giraud had already built a reputation as a fine "mainstream" comic artist under his own name, particularly on *Barbary*, when he realized the need for other outlets for his creativity and for his interest in science fiction. His solution was to dress up a new identity for himself, nominally named Moebius after the German, mathematician who devised the "endless loop" of paper known as the Moebius strip.

Since the early '60s Moebius sometimes, just to add to the confusion, signed himself Jean Gir. He has endeavored as the public in a series of extraordinary fantasy/science-fiction stories. These, and his part in founding the revolutionary comic-strip magazine *Metal Hurlant*, marked a great leap forward in story-telling techniques, in public acceptance of comic strips... and in sheer mind-blowing story concepts.

It didn't take long for American publishers to recognize the genius of Moebius (wouldn't that make a good title for a book?). One of them, in fact, provided what seemed like the ideal vehicle for Moebius to conquer the English-speaking world: an American edition of *Metal Hurlant* called *Heavy Metal*.

Unfortunately, the reality didn't live up to the promise. The translations of Moebius' idiosyncratic French were stilted and sometimes inaccurate, and the coloring was not at all as Moebius had intended. Nevertheless, his fame spread, and a year or two later found Moebius in America doing design work on two films dear to C+V's heart, *Alph* and *Tron*.

This long preamble is all leading up to something — something quite critically, in fact. Would you believe Marvel Comics is the reason? It's no more precise, the Epic Comics division of Marvel, which began as a sort of alternative to *Merry Metal*, is now in the process of re-presenting all of Moebius' works, specially re-translated and re-colored under the supervision of the man himself. They're being published as a series of six deluxe volumes aimed at "mature readers". The first two have already appeared, the third should be out by the time you read this. All six are being imported by Titan.

Distributors and sold through comic shops at about \$1.50 each. And they're highly recommended.

Those are the facts. What's more difficult to define is what is Moebius? You could say he's a true artist, constantly pushing himself to achieve something new and different. You could call him a master storyteller in the fantasy genre. Or you could choose simply to judge him by his works.

What you discover is that here we're dealing with a man who's seriously weird. For instance, the first volume of *Collected Fantasies*



of Jean Giraud", as it's subtitled, contains:

■ "The Hepatemon" — Our first strip crop up again in the next story. They find a very strange way of fixing a damaged Waymaster, one of a "mysterious race who drive endlessly across the insurmountable networks of road which covers their planet". This, though, is just a prologue to...

■ "Upon a Star" — A wonderful story originally commissioned by Clichon, the car company, as an extra-special giveaway for their top sales people — "Barbary", as Moebius puts it in his introduction, "frustrating all the traditional 'French comic collectors'! It concerns a space-bound "Marie Celeste", a graveyard of abandoned spacecraft whose 300,000 crew members are camping out in the shadow of a gigantic blue pyramid (which turns out to be something else entirely)... and a 1958 Citroën. We begin to get an idea of the cosmic scale on which this man works!

■ "Aedona" has a similar theme — humans lifted to a higher plane by alien civilizations — but with a rather different flavor and some beautiful colours.

■ "Celestial Venice" — Did you know that there are 127 active Venices, over 4,000 having already sunk? This is the story of one that's sunk in the nick of time.

Volume two contains the stories that re-introduced French fans to "Armed" missions of warlike strips about a silent, gyroscopically-riding warrior, plus a brand-new Armacade which hasn't yet appeared in France. Each story is characterized by a final, overly humorous, twist.

Enough words — go directly to your nearest comic shop and experience Moebius for yourself!

Philip Martin



METROPOLIS

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Metropolis the game is an interactive experience, the like of which you have not seen through before! Only now, with the power of 16-bit has it become possible to take you into the streets of a city which exists somewhere on the dark side of your own imagination. It allows you to walk, talk, exist and it within the confines of an enormous high tech city that has a macabre secret.

Metropolis the computer program pushes back the frontiers of the possible. It is without doubt an unparalleled achievement in computer entertainment, its technology exceeds that of the average human being and the artificial intelligence programs are the most advanced anywhere. It has fully



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Mailbag.

■ For the past two years I have been an avid reader of your mag. In this time I have seen many changes in C+VG and computers in general. Most of these changes have been good, especially the improved news and letters pages-increase for the replies from non-members.

The new 16 bit machines are also impressive. In your April '86 issue the Amiga vs ST Challenge was held in which the Amiga came out on top by a mile.

So what has changed in 18 months. In the September '87 issue the Editor told a reader to get an ST because they are cheap and he likes them!

The new A380 is a brilliant machine at an amazing price, and, like Richard Marks, you CAN use an A380 with a T.V. Taking all of this into consideration, I find it hard to see why you are displaying a marked bias towards an inferior machine.

If Atari want their product advertised they should pay for a real ad like everyone else, and not get the title do it for them.

Paul Collins and Adrian Brice
Leicester

Editor's reply: I speak as I find Paul and Adrian, and give Richard my opinion. His car still has options, can't we? You like the Amiga - I like the ST - well said!

■ Konami Software Club produces a monthly newsletter about Konami activities.

Each newsletter there are reviews of new computer and arcade titles being produced by Konami, gaming hints, features and a whole lot more. The subscription price is just £3.99 per year (U.K.), comes with an application. With the newsletter members will receive a membership card

with their own personal number, which will allow them to take advantage of merchandise discounts.

Membership has proved popular with both owners, although we will be reviewing and including news on other titles. In addition to Spectrums, Commodore and Amibits, we will be covering the MSX, C16, Intamin, and 16 bit machines, together with games consoles.

Any interested readers are invited to send a 9 by 4 SAE for an application form and details. Konami Software Club, Bank Buildings, 17 Bank St, Newton Abbot Devon, TQ12 1B, West Devon, Editor's reply: Sounds like a good deal...

■ We were really chuffed when we read the review of our adventure, Dark Over Britain, in our local John Menzies. We were so over-the-moon about in fact that we bought two copies of your mag, to treasure for the rest of our lives.

We were a bit disappointed, however, as a few bugs creep into the review, namely our name & address. We know that we have a second address as we live in Wales, but we printed it through lines so you should have got it right!

For everyone who so desperately wants to buy a copy of Dark, it costs £2.95 on cassette - also on Microcassette for £4.95 - another correct address once again is: Rando Video Games, 1 Gloucester Rd House, Coombe Road, Chesham, Bucks HP80 5AJR (0494) Tel 95 824865.

Also, the quest for the Orb is only one of the aims in the first

part of the adventure. The main aim in this part is to free the Wizard, while the overall aim in Orb is to rescue the Wizard's castle from the rule of the Lizardmen and consequently discover a means of returning to your own time. James E. Hooper & D. Mayer Associates.
Editor's reply: Well, it IS aodge address...

■ I went through all this drivel about five years ago as a BBC owner, and now, having bought an Atari STTM, find the same old problem raising its extremely ugly head again. I am referring to the price of games software.

Virtually all software houses price their software on the principal of the better the computer, the higher the price. To a certain extent, this is fair enough, as it takes more time and skill to program a less production on the more powerful computers.

As regards the ST and Amiga, it seems to be standard policy to price these versions at nearly twice the price of the already over priced Amstrad like versions, at around £25.

Mastertronic, seemingly one of the few honest software houses, have proved that selling at £1.99-£4.99 brings massive sales, and has made them one of the richest houses.

De Loo-Loo - wonderfully appropriate name - really think that selling Alpha Simulator II at £50 will bring in more profits than they would get selling at £10-15! Surely they would sell ten to twenty as many copies at this price.

For once, will the software houses and their commissioners and price all their excellent titles as only Mastertronic know how.

Also, there are two paths open to us games players - have a

massive write in protest, or better don't buy any software above £10 in price, unless it consists of a good or platinum disc.
Colin Campbell
Bristol

■ I find that the average age of your reader has started to become younger. Myself! Well, looking through this month's copy of C+VG everyone seems to be saying what I say in fact and everything else is crap.

It's a well known syndrome - Name's Blinded Christmasers and try looking at the replies to some of the letters. I can see also that the editors are showing it you also.

A few views that I would like to express are - Jerry Pains needs a script editor. You also need your style sorted out and spelling mistakes. On the other, Mark Bromley does the best artwork, but your claims. You mention you did have a strategy section, but I could not find it anywhere. I would welcome it as I wish to deal with killing aliens with plans on universal slaves available to everyone. I think Warner also deserves more than a page as he seems to be getting more followers every issue. Your heavy metal section is... well it's there.

Although I don't read it myself, I don't carp and mean about it. A quick nod to Wren de Gort. The Sisters split in 85/86, long live the Shearhead.

Back to the point. Nipped! You were very interested long before computers and as the average age of your readership is 16, don't you know what they are.

Out of the box computer mag, I have, one has an inferior computer. My hope consisted in being an early each other! What does it achieve?

Soap is on a downer at the mo, so don't add injury to insult. Just get on with your job, trying to keep everyone happy, or me atleast. On the whole, your mag seems the more intellectual of the two, although you do have your moments.

Advice please. As I said earlier, I've stuck with the current state of software for the CD, so do I — use a disk drive for it or flag it and all my games and buy an ST FM. Please make a serious attempt at answering as my hands are sore — if course you could get me a job helping Wayne with his workload.

Information please — when I had my Speccy in the old days, I had a great game for it called *Red Star by Firebird*.

Now I want to them asking if any plans for a conversion was in the line. The answer I received wasn't worth the paper it was printed on.

Please kick some ass up there and get it done, there's not enough around, with your fingers down your throat, just get some intelligent response from them. It's not a kid, so don't treat me like one.

Give more credit — not a month goes by without one company or another mentioning the pages of the mag I read with their glossy double page hype and this month "essential purchase".

It's funny how worked up you can get, typing. Anyway, I have nothing but contempt for the companies who rely on image rather than a well thought out intelligent game, it

there is such a thing. Perhaps a P.R. officer could be invited from each of the companies to answer some queries from people who've been ignored by them.

It would certainly do their image no harm. I think I'd better leave it at that and some sparks off my page again. I think I'll be writing again soon, so be prepared for another onslaught. A quick message to all Stans late — love!

Andy J

Bristol

Editor's reply: What an epic! Enough points in there to keep you all busy applying for at least the next couple of issues.

■ We regularly read your magazine here in Holland and when a problem arises we naturally thought of you as being the people to help. Here goes.

At the moment there is a Norman Wisdom series on BBC2 on Monday evenings. Might it be possible for you to give us an address of a video club in Britain who can send us a VHS video of these Norman Wisdom movies especially the first one shown at the beginning of July called *The Square Peg*.

We hope you can help us with the above or inform us what we can do to obtain the video. Thanks!

J.M. Reed

Holland!

Editor's reply: Well, there's an accounting for that — why you must Norman Wisdom as he is beyond that but there may be some other matters out there who can help you out.

■ After purchasing an Amstrad GMP 2800 printer and an interface cable with a Spectrum+ computer, I am having a few problems. In the back of the manual there is a chapter about printing graphics but this section does not tell me how to print graphics from the computer. I have tried printing a program with graphics in it but when the data has should be any queries marks. Can anyone help.

Max R. T. Mousnier

Norfolk

Editor's reply: Well, can anyone give Miss Mousnier a sensible answer. We can't!

■ Why does it seem all your competitions are drawing ones. Can't you have more comps or a competition via epic. Where's the Bug Hunters?

Like the new article, though I'm not too sure of the music pages. Personally I like heavy metal but I also like rap, indie, soul and some chart stuff as well. So why can't you cater for these and other forms of music. Like explaining all those forms of music as well as a

general music summary. J.J. Coolidge

Illinois

Editor's reply: All our comps aren't painting ones — but you should see the response when we do hold one! The Bug Hunters have gone to that great cosmic graveyard in the sky as Mr Fain moves on to bigger and better things — but watch for a brand new strip starting soon.

■ I think that the judgements of the Barbarian and previous competition was a little bit unfair, especially the Barbarian one. People spent so much time and effort drawing their pictures and at the end they get beaten by four and five year olds which not only spend one hour at the most to do them. Why can't William Lee Wah Kin be a winner for once? He's been a runner up quite a few times! Could the artists have their pictures back if they ask for them?

My kid spent quite a few days on his and at the end he got none, not a sausage. Next time I'll get my three-year-old cousin to do the drawing. Cheer Wah King Cheung

Editor's reply: How do you know they only spent an hour? Everyone — despite their age — gets a chance to win C + VC competitions. Steve Brown, the man who designed Barbarian, judged the competition for us — so you can argue with him if you're handy with a broadsword.

And if you are here an SAH you'll get your entry back.



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Wings of Steel XVI	Wings	Thunderstorm
Wings of Steel XVII	Wings	Thunderstorm
Wings of Steel XVIII	Wings	Thunderstorm
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Nick Kelly's Arcades keeps you posted on coin ops and there are stacks of comics. In fact there is so much in this issue you would be a total **££££** not to rush down to your news agent and place your order right now.

Pen Pal Page.

● I am an Italian boy very interested in the Amiga and C64. I am looking for new friends in Britain, or any where else. Please write in English or Italian.
Unibono Valentino
Viale della Alps No 40
90144 Palermo
Italy

● I am a 18 year old boy from Holland. Besides designing computer graphics sprites, I am also a graffiti artist. I would like to get in touch with other graffiti artists in the world to exchange tips, tags, photos, etc.
Eloot de Kok
Her waterveld 9
7907 CZ Hoogeveen
Holland

● I am interested in a 15-17 year old female, C64 owner who is addicted to cassette version adventure games. Any race, country or height. Interested.
Please write. No Australians — please.
Hendrik
4 George Cr
Port Moresby
N9V 2444
Australia

● I would like to get in touch with other users of the Amiga. I have a A500 and promise that all letters will be answered.
Daniel Massimo
Jentley 6
532 39 Jorkeping
Sweden

● Hi, my name is Mark and I own a C64. I would like to exchange into on the net with anyone in the world and also write about other interests. I have a disk drive and database.
Mark Cassella
32 W. Forest Dr
Buchanan
N.Y. 14624
USA

● Hello out there, I am the owner of a C64+4 and I just LOVE computers. I also like horror films, 3DMM AD, adventure gamebooks, role playing etc. I am 12 and I would like a pen friend who likes having fun and who would swap hints and tips. So, if you want a psychotic, fun loving guy for a pen friend, please write. You can be any age, preferably no younger than 11.
Steven Hove
Tyme & Winar

● I have just bought a C128 over here in Malaysia. However, it is very frustrating to find out that there are very few C64/128 users (practising their knowledge) here. I would like to get in touch with any users in the UK to find out more about this fantastic machine. If anyone is interested in swapping hints, advice or just wants to exchange "western-western ideologies on the 64" then write to me.
Calvin
PO Box 3032
Penang 10840
Malaysia

● I would like to advertise for a pen pal. I have an MSX computer I would like a penfriend anywhere in the world. I would like it to be a boy around 15 or over. My other hobbies are swimming, horse riding and reading. I also like music — especially the Police. I am 14.
Helen Bray
Devon

● Do not read this unless you are a genuine pen pal who is prepared to write regularly. I am 22 years old and own an Amstrad CPC 464. I would prefer pen pals from abroad, but will guarantee to reply to anyone who sends a photo.
Write soon and give me a break away from playing computer games non-stop!
Dawn Lever
Sutton

● Hi, my name is Sarawong. I am a 15 year old girl who owns a C64. I would like a penpal (female) aged 18 and over from all over the world who has experience in all computers and anything linked with them.

Also someone who can solve problems, have ideas for projects, excellent in programming, word processing, know about modems, prepaid numbers/videodata systems, etc. Anything, anything, everything about computers. I am also interested in the BBC, although I don't own one. So far, who not contact me.
Sarawong
London

● Hi, my name is Koely and I am 12 years old and owns a CPC 464. If you want to be my pen pal, and like American football, baseball and English football, write to me now.
Koely Bengquist
Liverpool

● I am a 12 year old Chinese boy. I own a Sega Master System and I would like to have a pen pal who owns a Sega. Please write now, as I am feeling lonely.
Peter
Guton

● Hi, I am an Australian guy and I am desperately searching for someone who owns the same machine as myself — C16. I am looking for people from all over the world to exchange letters and jokes. Write to me now.
Mark Demicoli
39 Balmaining Drive
St Albans 3027
Victoria
Australia

● My name is Kay Dharbanga. I am 16 years old and have a CPC 464. I would like to have anyone with any type of computer who's 16 and lives abroad as a pen pal.
Kay Dharbanga
Coventry

Loud and proud and ready to shock. Yes, C+VG's very own Mr T — Tony Takoushi — is back to rant and rave about computer games. Love or hate him, just read him.

I know it sounds crazy, but recently there have been times that I felt like exploding in excitement at all the new 16-bit console stuff, and there is still the odd few 8-bit games that gets the pulse racing.

This month's offering is a 128K MSX game called *Mametsu 2, Yag*. It's the follow up to the original arcade hit *Mametsu*, which was converted to all major formats.

It comes from Konami on cartridge and will set you back £30.

OK, you all know I foam at the mouth at the very thought of a

game and stability to all the planets.

The game is in the Defender vein, your ship moves left to right across the screen while the landscape moves above and below you. At the end of a wave you have to defeat a mothership to proceed to the next level.

You start off with just bullets of your disposal but can pick up, extra speed, missiles, double cannon, laser, optional extra ships and a force field by shooting into vases which turn into very juicy collectable pods.

There are other temporary weapons to

There are seven planets to work through — stone, jungle, ancient, floating continent, fire, living and fortress.

What deserves special mention is the sound in this game. For the first time ever Konami has put a dedicated sound chip in the game cartridge.

A new custom sound LIS — that's what it says here — was specially developed which allows eight voice polyphonic sound effects.

The bottom line is that this game has music and sound effects that make the industry standards of Bob Hubbard look like Noddy. I know it is a sweeping statement but it is that good.

The graphics are excellent, well animated and coloured. My only quibble with the



Konami MSX game — but if you have ever been privileged to play one you will understand!

Boy, where do I begin? This game is absolutely class-a-bite with wicked touches, gameplay and action.

In fact this game made history for me, I have played thousands of games and for the first time EVER I hit the pause key to rest as the action was just too much for me! I had to calm down on getting to a mothership stage.

More of this later, now back to the game. It follows on from the first *Mametsu* in that you control a ship and have to clear assorted nasties from a planet. The scenario tells you that the evil Dr Yemom has invaded your planetary system and you have to make like Clint Eastwood and bring

be collected (via pods) that last a set amount of time, and include vector laser, option ring, enemy slow and rotary drill.

On defeating a mothership you can go for the big ones, here you go and sit in the hull of the dead mothership and you play a short round which results in you getting a new YETI lethal weapon (up laser, down laser, napalm missile, reflect ring, extended laser, lock beam or fire Master).

The enemy attack comes in the form of inertial alien patterns and bases on the background — these open up and let you have it — also, mazes to manoeuvre through, rotating pillars to squeeze past, and Egyptian heads and Dinosaurs — very neat on the eye — to zap, or avoid!

presentation is the scrolling which like the original *Mametsu*, is jerky BUT the action is so hot you do not have the time to even notice it.

Again the game scores in its playability.

Make no mistake, this game is very hard in places, but they are all the right places.

There's a ten digit highscore — you cannot be serious — and a continuous option at the end of the game so you can practise the high levels.

The game should be available by the time you read this as the launch date is mid-October, all I can say is Konami you have reaffirmed my faith in eight-bit games with a worthy follow-up to the original — and great — *Mametsu*. It is a follow-up in the true sense of the word ...

Hot gossip

DON'T MISS!!!



5

ALL-ACTION COMPUTER HITS *LIVE AMMO*

ARMY HOUSE

ARMY HOUSE is a first person shooter where you control a soldier in a war-torn landscape. You can shoot, throw grenades, and use a variety of weapons. The game is set in a realistic environment with detailed graphics and sound effects.

RAMBO FIRST BLOOD PART 2

RAMBO FIRST BLOOD PART 2 is a first person shooter where you control Rambo in a war-torn landscape. You can shoot, throw grenades, and use a variety of weapons. The game is set in a realistic environment with detailed graphics and sound effects.

GREEN BERET RESCUE THE CAPTIVES

GREEN BERET RESCUE THE CAPTIVES is a first person shooter where you control a Green Beret in a war-torn landscape. You can shoot, throw grenades, and use a variety of weapons. The game is set in a realistic environment with detailed graphics and sound effects.

TOP GUN

TOP GUN is a first person shooter where you control a pilot in a war-torn landscape. You can shoot, throw grenades, and use a variety of weapons. The game is set in a realistic environment with detailed graphics and sound effects.

THE GREAT ESCAPE

THE GREAT ESCAPE is a first person shooter where you control a prisoner in a war-torn landscape. You can shoot, throw grenades, and use a variety of weapons. The game is set in a realistic environment with detailed graphics and sound effects.

LIVE AMMO

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