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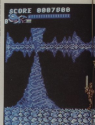
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C+Vg team

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Inside Story

Grasp the hand that's pulling you out to sea, give it a good shake and become personally acquainted with the new (old) My name is Eugene Levy and some of you may already be familiar with the handle associated to the Commodore User and feature that in the slim and slender game magazine as a Staff Writer on 1/10. That's the format we deal with now for this issue's goodies, let the features salute the first installment of our gripping new 80000 series - "Snak and Boon". It tells a tale of two curiously weird characters with a mission in the 80.

Head up... the more information of you may have received our Arcade Action supplement - taped to the front page. Inside this bumper batch of cover-up info is the chance to see the super new 4-wheeled machine from Amstar. Your favorite regular features have got a new twist thanks to their with the reviews of Buster for the old and sleek of 14-bit games (how? What are you waiting for? Get stuck in).



● **TARTAN TERROR/P82**



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BECAUSE THEY'RE THE BEST AROUND.



News

Big Bad Bedlam

■ Is it a madhouse? Is it a chaos? No, it's *Bedlam*, the intergalactic robot-battle game that's offering you fun.

And this is a sample of one of the 18 space stations to roam over to take on up to 18

aliens of only one type. Sounds a great nerve-racker.

There are also teleports, forcefields plus a 17th 'sleep toxin' bonus level.

Bedlam is due out on Amstrad, Spectrum and Commodore during January.

Syndroms, Rescue & Mission, Jillion 8, The Tri-Formation, Alex Kidd: The Last Storm, Super Boys Monster Land, Cube Zone, Maze Hunter 3D.

Gilbo's Cove

■ As *All Hollow's Eve* approaches the powers of evil reach their zenith. The 13 witches covens which dominated the world, ruled over by Lucifer, the Lord of Darkness, are now planning to seize control of the earth.

That's the evil scenario of *Covens*, the game designed by horror author and C+VG writer John Gilbert. *Penalties* will release the game sometime in June.

In *Covens*, you alone stand against the powers of evil and thwart their fiendish plans.

But beware! Only remaining

Sega Sizzle

■ Calling all Sega sensation seekers. Here are the hot hits heading your way between now and April.



They are: *Kung-Fu, Fantasy Zone II, Alex Burner, Global Defense, Jaxxon 3D, Alien*

GAMES OF THE YEAR!

■ As the new year gets under way the game awards for the previous year are starting to be handed out in a series of peak shows in London's West End.

The first awards in the Entertainment Software Trade Awards. These are billed as the industry's own awards - nominated by software houses, retailers and magazines.

Best Full Price game went to *Ellie's Paperboy*, *Champs* of the year was picked up by *Customizers* for their *BRD* Sim, the top adventure was *Infocore's* *Skatball*, best arcade game was *Ocean's* *Arkisland*, *Wizball* won the best music award and *Magnatic World's* *Guild of Thieves* adventure took the best graphics accolade.



the evils of the earth you must defeat Lucifer and transform the mantle of Darkness to a power of good. Only then can the 13 covens reasonable to do good.

On your inevitable you must fly fast to destroy the evil covens as you only have one night to do your work. The covens are of their most powerful during this time - so beware - but don't despair as there's more power to be picked up for your final conflict with Lucifer in his surreal world labyrinth!

Impossible Mission II

■ Remember *Impossible Mission*, the epic platform adventure game which was more stressful than you've had but fun? Well, here's the long awaited follow up called, imaginatively, *Impossible Mission II*. Enhanced graphics



and sound and even more puzzles make this a really strong sequel - even though it looks similar to the original. There are five new robot goons, and the whole game is set in a series of inter-linked towers with rooms packed with things to discover. Game controls are the same as the original - but this time there's a tape recorder system which gives you clues as you play if you start it up. Even the demo version are played two extremely addictive - so watch out for the real thing when it's released by *Hyper/US Gold* in January.

Krypton Coded

■ Following on from their successful *BladeRunners* TV tie-in, *Domark* is releasing a new quiz game based on *ITV's* *Krypton Factor* on its *TV Games* label - and yes, you will have to compete in the usual round. Although in the



Capcom On the go.

■ How's this for a mouth-watering, pulse-pounding glimpse into the future of coin-op competition?

Three fun Capcom games — Street Fighter, 1943, Black Tiger and Tiger Road — are heading your way during the

first six months of 1988 from Got.

Got has six further Capcom products lined up for release towards the latter half of the year and start of 1989. But for the time being there's no news about what the titles are.



computer version the most dramatic activity is a bit of joystick wiggling. But like the TV show the game will also test your brain power with baffling puzzles and intelligence tests. Available on the Spectrum, C64 and Amstrad at a bargain £7.95.



R-type Snapped Up.

■ After months of guessing, heavy negotiating, bids and counter bids some of the hottest coin-op games of last year have now been signed-up for conversion to the home systems for later in 1988.

Not surprisingly, many of the games have gone to the large successful companies with the biggest cheque books.

World giant Activision has snapped up Irem's brilliant



converting a number of their own Amstrad coin-ops.

US Gold is busy in the race with these strong licenses already confirmed in the shape of Road Masters, Rolling Thunder, and Shocked!

Only Cision and Finland are yet to announce their licenses though it is believed these two companies are engaged in a battle to sign Operative Wolf — the graphically superb Taito shoot-'em-up with a military flavour.

Rack-it All stars

■ A truly international group of programmers has come together to create games for the Rack-It label.

Recently, the strategy shoot-'em-up, is the brainchild of Aussie — Mike "Cocoonle" Scantlebell. Mike founded himself straight off the Queensland plains from Sydney and into the Rack-It offices to present his tickle treat. Concocted as a homage to Boulderbank, Anarchy looks set to be a success both here and "down under". Game Conqueror, the submarine sensation, sets in from Hungarian authors Lejos Palanki and Peter Witny. Both are of college in Hungary and program in their spare time.

Eric Christensen and Peter Jansen are the Danish authors of Thunderforce. The dynamic duo wrote the game as a comic book first before converting the graphics to create the all-action C64 version. Then they roped in fellow Danes Jakobsson (Jagergard), who created the music for Heron's Hit Singles, to produce five separate soundtracks for Thunderforce.

Thundercats: THE VIDEO

■ You've enjoyed the game, now watch the movie! Thundercats-Hot! The Movie



is now available on video at a bargain £9.99 from stores that stock The Video Collection range.



shoot-'em up R-Type and is also rumored to be chasing the "state of the art" Sega game Asterixman.

Mos Electronic makes its first serious bid at the coin-op conversion game with the excellent Double Dragon. This Taito game has an enormous cult following and is sure to be a firm favorite to be a reenter smash in '88. The cheapo company will also be

ST cheapo's.

■ Atari ST owners will be getting a budget treat from Finland who will be releasing a number of cheapo discs very soon. They will include Finland's budget hit, Threat, Wolfhawk, Harvey (Headbanger and) -Ball. Rumored price is £9.95, all owners can get two games on one disc for just £3.95.

THE NEW SINCLAIR HAS ONE BIG DISK-



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News



Mailers get together.

■ The Third British Play-By-Mail Convention will be held at the Portchester Centre, Queensway, London W3, on the 20th of February. And, as last year, Computer Values Games will have a stand there.

Twenty-two PBM companies will also be there and you will be able to talk, quiz and question the people who produce the games.

The doors open at 10.30am and close at 3pm and tickets on the door will cost £2.

Video games for real

■ Chosen for entered the VCR games market with the launch of ABC Sports' Winter Olympics, claimed to be the first interactive video cassette recorder game to be seen in Britain.

The game consists of a video tape featuring live action segments from the Winter Olympic coverage used in conjunction with a playing board designed to represent a mountain.



Points and moving instructions can be flashed on the screen simultaneously telling the player to "Point VCR". The exact point on which the player passes the VCR determines the points value of that turn, and the number of spaces to move on the game board.

Additional random elements

are provided by "bleeder" spaces on the board which cause misfires such as "barbaric air" to happen to the player. Landing on a "snowflake" space requires the player to pick a game card. Game cards can affect the player in a positive or negative way.

Players choose from three routes down the mountain, and these vary in difficulty according to the number of potential bleeder spaces along the way.

Gameplay integrates Olympic statistics, scoring and rules. The individual's strategic choice of route and events, together with the random but action scoring, ensures that the outcome of every game is unpredictable.

The game, developed under license from ABC Sports, includes a one-hour VHS video tape containing more than 150 segments of nine events derived from coverage of Olympics, 60 playing cards, six playing tokens, a scoring pad and full instructions. Events include ski-jump, ski jump, figure skating, bobsled and ice hockey.

ABC Sports' Winter Olympics sells for £19.95.

Cheap Spooks

■ Artist's Book collections of games—including Ghostbusters, Elixirs and Bellringer—is being released on budget titles in a deal with Marmitebooks. Eight box games will sell for £1.99 or £2.99 and 15-bit at £9.99.

The deal will also mean that future Artist's Books games will also appear as budget titles at a later date.

Demon Stalker.

■ Here's yet another Gaudier clone. This time from Electronic Arts for the Commodore Demos. Called Demon Stalker it offers 99 challenging levels of mazes—all with different goals,

messages, monsters and magic. Waiting on level 100 is Cretan the Demon ready for battle. Each level contains keys, scrolls, chests, food, bells and magic. The items can be either good or evil. Health and strength points increase as you master each level. Monsters spill forth from special vortex generators. They keep on coming until you have destroyed the generators. Pomitor, the Demos Stalker contains a complete multi-drive construction set which allows you to either build your own games from scratch, modify any of the existing levels, or practice play any level. It'll set you back £9.95 on tape £14.95 on disc.

Iron Boobs!

■ If you are into fantasy games you already know that the genre has inspired many artists to produce fabulous work.

If you're a fan, then check out The Guide to Fantasy Art



Techniques published by Paper Tiger at £2.95.

The book looks at the lives and works of eight of the top eight fantasy artists, including Boris Vallejo.



Budget Blues.

■ The first of the year when the whole of the working population trembles in fear is

fast approaching. Yes, The Budget is upon us once more. It's the time when the Chancellor of the Exchequer balances the country's books.

If you think you could do a better job than the man at Number 11 Downing Street, then check out Rex Chancellor from Topogiggle, the simulation game which allows you to control inflation, tax rates, interest rates, social services, wages and foreign trade. The object of the game is to stay in power. It's available on the Amstrad at £9.95.

Music a go go!

■ If you're in a band and think your music deserves a wider audience then why not contact the Owl label? If you've got the rilly Greater game you'll know that on the back of the tape there's music from a band called Resistor. Your band could be on the next Owl tape if the people behind the label like it. Just send your demo tapes to Richard Tadall at Owl Music Holdings Ltd, Units 3/3, Holborn Way, Huddersfield, Birmingham Rd 74X.

Beauty and the Beast!

■ Artist's Book collections has a brand new book of his stunning work out right now. Chris, who created the October '86 C + M cover, has put together a collection called Beauty and the Beast. It's available from good bookshops, or direct from Designer's World Ltd, Paper Tiger Books, 19 Haverhill Square, London SW7 4TS at £11.95 hardback, £6.45 paperback.



Not Chubbie Williams



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GRYZOR



Infiltrate the Alien Bots' headquarters in KONAMI'S coin-op hit. Replicate electric fence fields and overcome them upon wave of tonatual squalls. An essential game for all you arcade addicts!

OCE



ean

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Enter to become a captain, if you're got the guts, in COMBAT SCHOOL. Work your way through seven grueling events in this, Ocean's arcade blockbuster, and if you don't make the grade there's a penalty event or you're OUT!

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C+VG

REVIEWS



RASTAN

► MACHINES: IBM SUPERSYSTEM/486/386/387
 ► DISPLAY: VGA
 ► MEMORY: 256KB/512KB
 ► GAME TYPE: ACTION/ADVENTURE
 ► YEAR: 1990
 ► DEVELOPER: TAITO
 ► PUBLISHER: TAITO
 ► GENRE: ACTION/ADVENTURE
 ► YEAR: 1990
 ► PUBLISHER: TAITO
 ► GENRE: ACTION/ADVENTURE
 ► YEAR: 1990

► CONTROL: DIRECTIONAL KEYS
 ► CONTROLLER: JOYSTICK

Rastan? Rags was one of the sole survivors of the last war and definitely high up on the list of personal favorites.

Something strange has happened in the universe of the game to the home systems — it's not the "rage" out of its title. Programmer John Migan explains: "It's a do-or-die situation. Different versions of the game that have been released around the world. The game is called Rastan Steps in the USA and

includes a feature where bats are released to administer speedy death if the warrior hangs around too long." The Italian version is licensed from the Japanese manufacturer Taito original and does not punish you with bats if you die. If it's the path over through and there are bats a plenty in certain of the caves and

climbs. If you have not tried this game in the arcade let me know that it by you. Imagine the grand-standing scenes in Rastan's Barbarian, there is a slant of 3D-style action platformer, and a large measure of arcade action — collecting and using various weapons and planning your route.

The game is an arcade title of the coin-up kind. It is divided up into six levels — each of these levels being in two



parts and of a progressively difficult standard.

Like all warrior games there is a score which sets off your being into Super Heroes. Giving the hero a right good going free and right in your and bringing to a once-travelled land.

You play the part of Rastan, the warrior king who must confront the evil wizard Karg who has unleashed hordes of monsters on the land. What? you really come back to face with Karg he assumes the world appearance of a multi-headed dragon. To slay him, each head has to be individually topped off. Not easy — see it from me.



Reviews this issue

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Y SAGA



REVIEWS

C+VG



HIGH 1305400
LEVEL 1

Level One sports you off on a nice 'N' easy, flat, rocky terrain where you can see the battles edging slowly towards you from afar - allowing plenty of time to raise your sword and anticipate them before they can get too close. This does not last for long though, as you soon find you have to stand up again, swing at foes directly and hop from ledge to ledge if you are to get the highest point, hidden somewhere in this level.

Things get harder in the forests of Level Two where you are likely to make your first encounter with some of the Ruffal' nades. Previous strategies in these is the wrong



ORE 0007000
HIGH
LEVEL 2



SCORE 0010400
HIGH 1305400
LEVEL 3

man who attacks when you are attempting to cross a river by hopping from raft to raft as the water boils up and down. As with all the levels there is a second stage set in the palace of Ruff - which must be completed before the next level begins. Yes, it is multi level, but there is no other way this huge arcade adventure could be converted. Don't worry you will find the various levels so interesting.

If you get to Level Three you will have noticed the similarity of the levels in terms of layout. This is entirely consistent with the original design but, more importantly, introduces an element of repetitiveness that spoils Ruffal slightly.

Level Four is where you start to wonder if you are ever going to complete the game. The routines are getting up and attacking in waves, a proper laugh, involves none of you - like the Gigan and Chimera.

The second part of Level Five offers a welcome change in background graphics with various spots that create a sense of depth. You also get the air and ground and you also have to tip-off the head of a giant dragon at the end of this level. Being this mother is tough enough, but finding the hidden monster that awaits you on Level Six.

Get over the fire-breathing dragons will try to blast you in passing Ruff battles in his final battle it again goes. You will need all the combat skills that you have mastered in previous levels if you are to win this one, and that the cinematic story message at the end of the game.

John Mignin's interpretation of Ruffal is a complete re-creation, incorporating most of the games' map. The real problem with the conversion is that the graphics just fail to impress in the way they appeared in the arcade. As it is, it is just another good coin-op conversion and the game generally deserves some.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY



SCORE 0010300
HIGH 1305400
LEVEL 6

THE ACTION—SIMULATION

AIRBORNE RANGER



You are one of the elite... parachuting alone behind enemy lines. The enemy controls the terrain, hidden in bunkers and machine gun nests... you may be surrounded. The action is fierce as you control one soldier's battle against overwhelming odds. You'll need skill and strategy to outmanoeuvre your enemy, plus courage and some luck to make your escape. Airborne Ranger is an exciting fast-paced simulation with 12 desperate missions in 3 different regions of the world. The possibilities are endless!

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Classic film, classic coin-op, classic game: that's Star Wars. There can be only two of you battling this, that have not either seen Star Wars the movie, or played Star Wars the coin-op. Even today, with all the technical and graphical breakthroughs that have been made during the four years since the coin-op appeared, it still remains a classic and is regarded by many as the best game ever to grace an arcade hall.

Now, as the film says, the story continues with the release of Star Wars the computer game.

The first version to be launched the year intended is for the Atari ST, and what a time-cracker it is: 1985 was that year—graphics are dated.

The rebel's home planet out of existence.

Although Darth Vader, leader of the Rebel forces, believes the Deathstar to be indestructible, the rebel's computers have unearthed the one weak spot in its design, an exhaust duct leading right to its core.

As Luke Skywalker, your aim is to get a shot at the duct. But first you'll need to navigate a hellscape of empire fighters, destroy the planet's ground-based laser towers and bunkers, and, finally, fly along the heavily-guarded path that surrounds the Deathstar.

At the end of the track lies the exhaust port. The Deathstar can only be destroyed by planting a proton torpedo in the port as you race over it at high speed while, at the same time, using your quarters of The Force to avoid

Empire fighters before too. Throughout, the game has been well coded, with great attention to detail.

Consequently it captures the frantic mood and perfect playability of the original right down to the digitised speech and sounds in all the right places.

The sad thing about Star Wars is the discontinuation of the eight old versions. The M version gets close to it but fails to really recreate the feel of the coin-op. Sure, this is probably in part due to the sluggishness of the old 16-bit platforming 3D.

STAR WARS

On the other side as far as Spacey is concerned the sound effects are virtually non-existent — which is a great shame.

Star Wars, the computer game, will be a hit with fans of the film, the coin-op, and fast action games, in other words, everybody.

► GRAPHICS
► SOUND
► VALUE
► PLAYABILITY



laser cannons fire and the horizontal barriers that lie in your path.

Miss your target, and you are faced with the unfortunate task of staying alive for a second complete circuit of the Deathstar before getting another shot at the port. If you hit the spot, however, you get out back and enjoy the sight of the Deathstar exploding into a thousand little bits, and then it's back to laser for another test of

Here is not going for rank as one of the ST's best running conversions this year.

The Spectrum version is much better — benefiting from the superiority of the Spectrum in generating fast 3D visuals. Nonetheless, from Star Blaster in Alien Highway the Spacey looks the hell out of the M in fast 3D games. Star Wars Spectrum version reflects this.

If you own an ST and loved the coin-op then what are you waiting for? Get out and buy a copy now. If you really haven't played the original, then read on... both of you!

With the Empire's forces closing in for the kill, Luke Skywalker, a young fighter pilot, is the Rebel's only hope of survival. The Empire can only be defeated by destroying the Deathstar, a gigantic man-made planet, which is about to blow

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KNIGHTMARE

► **PLATFORMS:** IBM PC/SPECTRUM
 ► **GENRES:** ADVENTURE
 ► **PRICE:** \$49.95 • **UPIC:** \$29.95
 ► **VERSION TESTED:** COMPAQ
 SPECTRUM 386
 ► **REVIEWER:** PAUL

Television and computer games rarely mix. It seems that the artists who control the airwaves are totally ignorant about the millions of people who play computer games. So when *Knighthmare*, the television programming surfaced last year, the event was no less than staggering. For the first time the elements of live role-playing, adventure games, dumplings (including computer graphics) and television (and being skillfully blended into a highly entertaining show. The team behind it, including game

designer Tom Chid, should be congratulated. And a huge tip of the hat goes to the team for having the guts to go for it.

Now *Knighthmare* game of a game show is out. The response has been overwhelming. More of a straightforward arcade adventure.

You play a knight placed in the dungeons of Darkma Castle. The aim is simple: explore and escape.

In the television programme, the Dungeon Master, Vanguard, would appear at various times to guide the adventuring knight with clues, hints and help. He also appears in the game to monitor your progress.

As your knight moves through the dungeons a variety

features here is that each screen flows over the top of the pages of a book — remembering earlier inhabitants, objects, one good, one bad, guards, puzzles etc. You can use several commands to communicate with these you encounter. Also to pick up, drop and use things. Your knight's life force is shown by a burning candle on the edge of the screen.

As the Knight's travel you can also obtain magical powers which allow you to enlarge in a little Spellcasting.

These spells are:
 • **Amel** — This lowers in the air and it is command to fall and catch.

• **Caesar** — This is a key which opens certain doors in the castle.



• **Alchem** — This spell turns people into gold spheres which can be collected as treasure.

• **Ice** — This spell does what its name implies — turns people into ice.

• **Mesomorph** — Changes characters into other beings. It's also possible to engulf your knight in a little bit of Jordan. But don't expect *Darkma*-style action. All you have to do is move next to the character who is the object of your aggression and hit the responsibility for the battle is necessary.

As a television programme, *Knighthmare* is a thoroughly enjoyable game. I know I did.

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



MATCHDAY II



► **PLATFORMS:** SPECTRUM/
 SAMSUNG
 ► **GENRES:** SPORTS
 ► **PRICE:** \$29.95
 ► **VERSION TESTED:** SPECTRUM
 ► **REVIEWER:** PAUL

Stand by for an outbreak of tough-matching in the football game *Matchday II*. The market is about to be lit afire by it. For we've got Joe Wilson's *Matchday II*, Stan Foster's *Manager II*, Gary Lester's *Super Star Soccer*, a Peter Robinson game on the way and... Of course, the re-release of Peter Dutton's *Matchday*.

So if you're not to share with a football game there's plenty of choice.

Matchday II comes highly recommended. It has taken *Matchday* as a basis to build on, and the improvements are very obvious.

So what do you get? It's a state of the art soccer simulation which allows you to control, for each team and ball ground, shots with varying degrees of strength. You can also pump, trap, the ball and charge other players.

There is also a league championship and cup

competition for good measure. And if you're running a league or cup competition up to seven people can take part.

Matches can last for 10, 20 or 30 minutes and you get quite a lot into a couple of hours play. Control of members of your team automatically switches to the person nearest the ball.

The backmarker shown at the top of the screen and above the player's head determines the ball pressure. It is very hard, it is medium, it is very soft and... it is a backstop.

You set corners, throws, corners, goal kicks, and intercept

► **GENS:**

The game also includes something called the Ground Reflection system. I had some problems with this was a ball reflects off a player.

In practice the ball responds not only to the angle the player is standing and the ball direction, but also to the direction he is moving, including if he is jumping... and also decides the forward for extra control.

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



► **PLATFORMS:** SPECTRUM/VERICOM

► **PLATFORMS:** SPECTRUM/VERICOM



► **REMARKS:** CRAMMING
► **REVIEWER:** THE EDITOR
► **PRICE:** £29.99 (CASETTES IN ONE
► **REMARKS:** JOHN

How could the Edge ever improve its title? *Shadow of the Dragon* 2000? That's the question I asked when *RISK* was delivered into my hands. I admit I expected to be disappointed.

My fears prove, thankfully, unfounded because *RISK* is a superbly different game rather than a technically superiorisation of software. Come closer and let me explain.

You play a *RISK* - Rapid Internet, Seek and Kill - operative, the suicidal kind of person who's called in to

RISK



defence Command to solve problems where all else has failed. This time the mission takes you to Orion 3, an exotic planet is an important sector Weapons Research Establishment. They've obviously been studying the many Star Trek films because they've put in an SOS claiming that they're under attack from unknown field alien craft.

Risk is a Command unit ordered the scientists to leave the base and scatter on the planet's surface, ready for a rescue ship to pick them up, but since the command was issued no further communications from Orion 3 have been received. The surface of the planet is volcanic, mountainous and - naturally - unexplored. The research establishment is underground and constructed to the planet's surface - via a construct called The Tube. Your

primary objective is to destroy all the units on the planet but you must also ensure as many scientists as possible and enter the underground complex to retrieve arms, experimental weapons parts and the blueprints of a new super weapon.

You start the game from a base where you can use the command computer to set up the Command's display and control capabilities. Once that's done, stand in front of your Map and press FIRE. You're taken to the map room where you decide which sector of Orion 3 you'll investigate first.

If it's a big job, you keep a note of where you've already been, and many sectors on the map are uncharted. It's also your job to fill the uncharted areas, destroying and exploring. When you've completed that

section it'll be added to your chart.

You touch in each sector from a mini-pad which'll restore your armaments and repair your damage every time you land on it. Besides control, fast return you're in control with an elite fighter it's difficult to break off and return to base.

I've always thought that The Edge had some of the most creative and imaginative people in the software industry and *RISK* proves me right. Every detail has been well worked out, there's little repetition on the planet's surface and the single - again I stress - first - use strategy outlined. Added to that the details in all you could wish for in an arcade game and there's little sign of the stereotypical junkiness.

► **REMARKS:**
► **REVIEWER:**
► **PRICE:**
► **REMARKS:**

WESTERN GAMES

► **REMARKS:** AMETRAZ INC,
ATARI ET
► **REMARKS:** MICROBYTES
► **PRICE:** £29.99 (CASETTES IN ONE
► **REMARKS:** TESTED - GRAHAM
► **REMARKS:** JOHN

Those John Wayne westerns on the box have always failed to show one important aspect of a cowboy's life. Sure, there's gunfighting, cattle-rustling, gun-tossing, fighting Indians, gun-tossing and riding (especially, but not always) when the sun sets and the clatters run out?

Montezuma has come up with the answer. 100 years after most cowboys hung up their horses, and has converted those Western Games onto the computer. Four feet in this York version of the High-Speed Games is a new breed of lineer called Terk. He pops up in the instructions to give you real clues for each of the six games - and as they reveal it with a capital 'W'. The games are a tough job, to spare you none of the amusement involved in competing each event is displayed in glorious high-contrast technicolor which may not be surprising for the fact is a serious achievement on the CPC. Only a few parts of each display are required to show, though, so perhaps the best isn't too difficult.

First up you've got arm



mounting - but not your outstaring hair version. The controls feel over a candle as the first are that lets the dark spots coated into the bargain.

Two human players can take part - as in all the games - but if you decide to take notes against the computer (maybe, be careful), its player has been known to use his arms when referee *Montezuma* if you note off for sleep, as by other stops.

Arm wrestling is all about strength and you get scores by waiting for the left on the status display to enter a strong phase. When you think it's as strong as it's going to get just

back on the joystick so that, together, the match and your arm goes in the right direction.

Beer-tossing's first, and it's about as hazardous as heavy drinking. The bottles are held by the village idiot, and don't forget murder's a hanging offence, even if it's in play.

The idea is to fill five bottles with bullets faster than your opponent - yes, it's fast even by any other name. The longer you take to draw the more nervous you become. Your gun barrel starts shaking until you start missing the target when you pull your trigger.

Your opponent is not a little

death so you can wait unless if the misses before cutting drawing your weapon, but make sure you hit all five bottles as you'll have to start the round again and the computer rarely misses balls, even when he's supposed to get as nervous as you.

Dancing is reduced to a lot's game in this game. The idea is to keep in step and stay with your partner.

Beer-tossing's that's a lot's game in this game. Ah, is this a mistake? I see before it's 'Well, okay, it's a lot's game. I've been taught the technique of spotting nobody into a pot for one of the best - lots. First, give-off a good dance, then it's a while, set the angle of pot, get the strength of pot and lot's.

Finally, thank the great cattle gods, the thinking process is good for a laugh. You have a little can to fill and it's a scattering on those sides, you'll get to establish your context, jumping water with the head of the water indicator in the status panel.

Well, I'm thoroughly delighted. My guess was, my guess was, it's all but it's wrapped off and my mind's blown up, but still I enjoyed this unique game.

► **REMARKS:**
► **REVIEWER:**
► **PRICE:**
► **REMARKS:**

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 ► **REVIEWER:** PAUL

stop you, if the crash is more severe, you both end up sitting slumped on the verge and the points are accruing faster at you.

weights.

Points are scored for driving well. But if you fail to complete the course within the time limit, you are slowed back and life's back to the start. You can choose to follow any of the five courses, each with different elements.

The graphics are rather lively, especially the roadside buildings and crowds. The lines are the lower half of the IBM version, I found really annoying. But the sound and music are really great.

But when it comes down to it, it's being simulation that it's difficult. And that's where I felt it was lacking. For too much of the time I felt I was out of control and getting nowhere. And even for the Amstrad version. What can I say? I think such a sensory leap to mind. Surely there's some mistake. This isn't the Out Run we know and love. This is something else, something automatic, something which seems to make you scream and bang.



sound is - how can I put it? - unacceptable in possibly polite circles. The graphics fail to impress - in one stage I was hurtling along at more than 200 KPH and had the distinct impression that I was going backwards.

If you are really determined to

OUT RUN

Out Run, perhaps the ultimate coin-operating game for street, quite and arcade. It's a winner, the straightforward of the arcade.

There's little doubt in most people's minds that the US-Aid operation will hit the number one spot. But at the time of writing that's still in the future.

But one thing is for certain, if you are expecting the computer to be as good as the arcade, you'll be in for a disappointment. What you get is really an approximation. Despite the claim that Out Run has taken "nine months for numerous programmers to develop the graphics, design and game play," there is the impression that the Commodore 64 version has been rushed.

The game is a race against time, to complete the selected course and reach any of the five goal lines to become a winner. Out Run puts you in the seat of a Ferrari Testarossa Convertible, capable of a 180 mph top speed, a real one would see you bank a cool \$8,000.

On the road-to-victory you must also avoid obstacles and collisions. If you run off the coast, your girl, who appears to be deer-tailed rather than horse, as in the arcade version, turns and appears to

There are two gears - high and low - which can be used to accelerate, decelerate and manoeuvre through the course. In principle you select low gear to get through curves and high gear to dash down the

road head against the nearest solid object, something you will regret spending money on.

It's a nightmare to lead and a nightmare to play. The second is appalling. When you start in second like a strait-laced speedster and if you hit anything the

get a copy for your Amstrad, please, please, please ask for a demonstration before you play it. It could save you a lot of heartache.

| | COM | AM |
|---------------|-----|----|
| ► GRAPHICS | 3 | 1 |
| ► SOUND | 3 | 1 |
| ► VALUE | 3 | 1 |
| ► PLAYABILITY | 3 | 1 |



GRYZOR

Alien creatures called the Deurs from the planet Scum have somehow infiltrated the sun's defences and set up a major HQ and retreat on AEP-Jeromepark Processing Plant. This Russian device is capable of controlling the weather and the idea is to bring about another ice age.

Step forward man mountain Gryzor. His mission is to get the best on the Deurs and stop the big freeze. And to do that he must infiltrate the complex, collect weapons, destroying guards until — in either 1 — he

manages to reach the centre of the nuclear!

The game play is split into three sections, each of which is scored automatically when a level is completed.

The first section consists of three scenes, in which Gryzor, initially equipped with a machine gun, leads his way through a three tier-scaffolding landscape involving the guards, taking out machine gun, traps and helpfully collected extra weapons. The first scene ends with you leaping through a wall. The next section involves

breaching your way through barrels in a control room. The final bit of this section is the destruction of the control room.

The middle phase of the game is virtually a repeat of the first, only more difficult.

Finally, Gryzor reaches the AMP. This final part of the game comes in two sections. First a battle through the AMP to the alien's mother ship. And finally into the ship and then destroy it.

The weapons Gryzor can find — switch-out for "weapon masters" — are turbo-fire machine gun, scatter gun with three-directional fire (it found this the most useful of weapons), laser gun and barrier which gives temporary invulnerability.

At first I thought the colourful Amiga graphics were rather dated with scrolling blurring into one but this was easily forgiven and I soon got used to it. The Spectrum version is okay but suffers in comparison with the Amiga, but it is still very playable.

This game is highly recommended. Why not start the New Year grappling with Gryzor?



| | AMIGA | SPECTRUM | TRAM |
|-------------|-------|----------|------|
| GRAPHICS | 4 | 3 | 3 |
| SOUND | 4 | 3 | 3 |
| VALUE | 4 | 3 | 3 |
| PLAYABILITY | 4 | 3 | 3 |

- **DEVELOPER:** AMSTRAD/SPECTRUM/COMOS
- **FORMATS:** AMIGA
- **PRICE:** SPECTRUM SET 10/TRADE PLUS 3 (SPECTRUM) 10.95 (AMIGA) 14.95 (SPECTRUM) 14.95 (COMOS) 14.95 (TRADE) 14.95 (SPECTRUM) 14.95
- **VERSIONS TESTED:** AMSTRAD/SPECTRUM
- **REVIEWER:** PAUL

Wellcome Ladies Gryzor, straight from the Action 5... alone runs, all missiles, invulnerable and mayhem. And get a load of this weapons! And then desperation takes an alien's head off with ease.

Can't get any will already know what's in store with this Konami conversion... Action with a capital A.

And to be honest I haven't enjoyed a straight a shoot 'em up so much since Elite's Red Warriors.

So let's get down and get with it.

COMBAT SCHOOL

- **DEVELOPER:** AMSTRAD/SPECTRUM/AMSTRAD
- **FORMATS:** AMIGA
- **PRICE:** COMMOUSE 10.95 (AMIGA) 14.95 (SPECTRUM) 14.95 (TRADE) 14.95 (SPECTRUM) 14.95
- **VERSIONS TESTED:** AMIGA
- **REVIEWER:** ELIZABETH

When I played Combat School against Marlton's a keyboard player at the Family Leisure Centre in Old Compton Street — oh yes, don't I tell you, Mark Kelly and I had a great old time

of playing the Konami game. Not that I'm one to drop names or anything but I certainly did get all idea of just how tough a game Combat School is when I came up against the machine player.

Every one is the Assault Course which is definitely the toughest level of the year. It's a wargame. You know the routine — shoot the thing like you're to make your soldier fly across the screen — over walls,

swinging from bar to bar, and then making a mad dash for the finishing line as the clock ticks away.

The Rifle Range is where things start to get really tough — in fact when I played this game against Mark Kelly, who is a real expert, I was quite surprised when I was into computer game play.

The Arm Wrestling event is a bit of a non-event really. The Iron Man Race is soon

second easiest course, and much tougher. It too requires you to cross rivers with the aid of a canoe.

If you look out for Combat School you are guaranteed several hours of fun. Possibly the best coin up conversion of the year and an extremely deserving C+VG title.

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



EYE



what the board is.

The board consists of 32 coloured squares formed by two square white circles. There are 8 different colours, each having four squares in view at any one time. By rotating the circle it is possible to change the view of each colour. The pattern of the squares of each colour is called a pattern and by rotating the circle you will notice these four patterns, the Long line, the Player spiral, the Spiral line and the Circle. Got it? You've got it, don't worry.

Also shown on the board is the player's Status box. This is used mainly to indicate the number of counters to be placed by a player during set-up and afterwards to indicate "controlled colours" that a player may capture during the course of a game.

Now the object of the game is

to get the required number of your counters onto the corresponding squares of the game board. Simple, and up to four people can play. The winner of a two player game is the person who manages to get four of his counters on his own colour squares on the board. If each player starts with six counters and it's his turn to place one piece at a time onto an unoccupied square on the board.

A move is made either by moving a player's own counter to an adjacent square or by moving one of the special white, black or anti-colour pieces. A player can then turn any more than his counters and/or the board in any combination or direction up to the total number of moves allowed. A player is not allowed to place a counter on an already occupied square, nor to "jump" over occupied squares.

The rules for three or four players are much the same. You can see the complexities that are already beginning to build from a simple idea. All that's left is to play the game.

And don't forget to check out the packaging. It's probably the most beautiful we've seen for a reasonably priced game. There is also a box set on the market which, apparently, includes all the special patterns that can be made on the board game. And look as though there is an Eye industry beginning to grow. We've even heard that the Eye II could be in the offing.

► GRAPHICS
► SOUND
► VALUE
► PLAYABILITY



10
10
10

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Hey, game, man. Pretty colours all moving about, in ever-changing spirals. This is good.

But stick with it because Eye—based on this year's big board game smash—is combining at first sight, simple to learn and you actually start playing, and has like four, five, six, seven, eight, nine, ten, eleven, twelve, thirteen, fourteen, fifteen, sixteen, seventeen, eighteen, nineteen, twenty, twenty-one, twenty-two, twenty-three, twenty-four, twenty-five, twenty-six, twenty-seven, twenty-eight, twenty-nine, thirty, thirty-one, thirty-two, thirty-three, thirty-four, thirty-five, thirty-six, thirty-seven, thirty-eight, thirty-nine, forty, forty-one, forty-two, forty-three, forty-four, forty-five, forty-six, forty-seven, forty-eight, forty-nine, fifty, fifty-one, fifty-two, fifty-three, fifty-four, fifty-five, fifty-six, fifty-seven, fifty-eight, fifty-nine, sixty, sixty-one, sixty-two, sixty-three, sixty-four, sixty-five, sixty-six, sixty-seven, sixty-eight, sixty-nine, seventy, seventy-one, seventy-two, seventy-three, seventy-four, seventy-five, seventy-six, seventy-seven, seventy-eight, seventy-nine, eighty, eighty-one, eighty-two, eighty-three, eighty-four, eighty-five, eighty-six, eighty-seven, eighty-eight, eighty-nine, ninety, ninety-one, ninety-two, ninety-three, ninety-four, ninety-five, ninety-six, ninety-seven, ninety-eight, ninety-nine, one hundred.

As I said before, I didn't really understand the game until I started playing and the realisation suddenly dawned. It's basically a simple idea, you just spin the circle to move, but just as coming in is a mouthful of things.

So before describing the aim of the game, it's best to know

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- **AVAILABILITY:** £19.95 (SPECIAL OFFER)
- **COMPANY:** SPECTRUM GAMES

Tetris has got to be one of the most addictive games released this year. Originally programmed in Russia on the IBM, this wonderful arcade puzzle is being converted to most major 8 bit and 16 bit formats in the next couple of months.

As with many of the best games, the idea behind Tetris is beautifully simple. A variety of shapes appear at the top of the falling-block play area, and begin dropping to the bottom. All you have to do is guide the shapes down so that they fit together, instead of falling as they pass or pass by.

Whenever a horizontal line is completely filled by shapes, it disappears, leaving just those lines with gaps. If you allow the blocks to pass to reach the top of the play area, the game is

TETRIS

over.

The advantages of fitting the pieces together obviously are limited. Firstly, although points are awarded for every block placed, you score bonus for every completed line. Secondly, the quicker you bring a whole line, the quicker it disappears leaving more vertical distance for other shapes to fall, giving you more time to work out where to put them.

There are seven different shapes including the L, I, S, and Z shapes. As they fall, you can move them from side to side and rotate them until you're happy they are in the right orientation and are dropping in the right place.

All your score builds up, so

does the rate at which the shapes drop down the screen. Speedier later you will start to make mistakes leaving gaps in an ever growing shape mountain.

Of course the bigger the mountain, the less time you have to get yourself out of the mess, and before you know it, more shapes than you can top, giving you even more of a headache.

By selecting one of the game's ten levels, you determine the initial dropping rate of the shapes, but the scoring mechanism elegantly compensates those that are fast, or stupid, enough to start on the more advanced levels, by awarding three points for

each shape placed and lost points. Thus it is possible for one to effectively play with different handicaps to compare their performances.

Tetris is nicely rounded off with an atmospheric 20-minute sound track which fits the mood of the game perfectly.

Although the game itself cannot boast amazing graphics or a lighted sound effect, neither are needed and indeed would only serve as a distraction from what is a brilliant, and totally addictive game.

In fact, the boss of Broderbund, a leading US software house, has given us recent publicity in saying that Tetris was the single biggest mistake of the computer era... although what I might recommend, I wonder how many other game titles are coming back in the USSR!

► GRAPHICS
► SOUND
► VALUE
► PLAYABILITY



10
10
10

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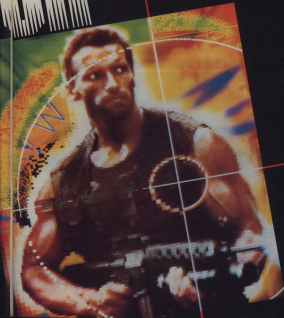
Visa



Access

EXPLICABLE IS GOING TO HAPPEN.....

MR™



BONE CRUNCHER

His business partner, Fester—who's a greenally thing and not a laser—will help you collect the skeletons you need to make the soap and protect you from the evil monsters who inhabit the lower reaches of the castle and establish you during your brief stay.

Clary that's the cute sorcerer's brother. Now, on with the game: it's a lot of gross-out and after seeing Superior's Zorch I'm surprised the company could hit its standards this low.

There are 22 maze sections in the castle, each one of which has a set of increasing dangers. Some need five skeletons to make a bit of soap in the cauldron which he keeps close by. Each cauldron chamber contains at least 20 skeletons, and you need to make five bars of soap before you can progress to the next part of the castle. Once you're inside them you must deliver your goods from the cauldron chamber to the

batting cages waiting in the upper levels.

Your path through the chambers is marked by lines in the floor. By the most flat faced, Bobby drives monsters I've seen since the days of low resolution BBC model A arcade games—how low you can get. The stone-staked walls and floors are also infested by spiders, who like to eat skeletons, and Ghouls, which'll follow the smell of soap but are ultimately harmless.

Ghouls can be used to bait traps for the evil monsters which'll kill you on sight. Just use the bar of soap you're carrying to manipulate the Ghouls and the manning monster into a corner or against a wall. The monsters actually have hydrophobic feet, if they can't move they die.

Alternatively, you can rely on your bubble Golem to keep the monsters and spiders at bay. He sticks around you through thick and thin and will protect you

monsters while you pass through evil-infested passageways. He's not invincible, though, and you may have to give him a gentle push to get him going after a monster or spider's bathed him in poison.

Monsters can also be destroyed if you force them down to spiders. Some monsters may also be trapped in the sticky cauldron earth, but you shouldn't leave them there because they could escape. Remove the earth and use the Ghouls to bury the bodies.



- NAME: COMBAT
- DEVELOPER: COMBAT
- PUBLISHER: COMBAT
- PRICE: £11.95 (incl. VAT)
- REVIEWER: JOHN

Meet Bone, a friendly dragon who would make Arthur Barty proud. He lives in a seaside castle and is up to a tree high to help by making soap for the monster who bathes in the waters around his home.



- MACHINE: ATARI ST
- DEVELOPER: HYPER GAMES
- PRICE: £10.95
- PUBLISHER: HYPER GAMES
- REVIEWER: CHRIS ANKIN

If you have 18 Atari STs, or sixteen friends with an ST each, then *Midimaze* is for you. Let us explain...

Midimaze is the first game from US software company Hyper-Act, best known for professional standard MIDI music packages. Written by Keith PK, the man responsible

for the famous *John* (shades graphics demo), *Midimaze* is technically sophisticated, despite being based on a very old device around a three-dimensional maze idea.

The difference in this case is that you control a homocidal Smiley face, and your task is to burn down and exterminate other players. You can chase them through the maze blasting away, or play a waiting game, jumping out from behind walls to ambush them or

smoking up from behind. The amount of strategy involved in the game depends largely on the wall levels set for the Hyper enemy Smileys, which can be controlled either by the computer or by another player seeing the world from his own viewpoint on his own ST.

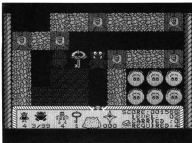
Up to sixteen STs can be networked together using the MIDI ports, which are usually used to control synthesizers and other electronic instruments.

MIDIMAZE

There's even a facility called *Midimaze* by which one ST can be used as a game monitor by many players. The *Midimaze* machine will display a map of the maze showing the position of all the players, and watch the viewpoint of any Smiley.

Although you can play *Midimaze* on a single machine,





days a mapbook.
The most exciting part of the game package is the lobby (shown earlier on the back of the instruction leaflet). It means up, in some ways, for the belly graphics and the antiquated BASIC Super or Thrillers of the game.

- GRAPHICS
- SOUND
- VALUE
- ▶ PLAYABILITY

MAZE CHAMONIX CHALLENGE

the real fun starts when you get several players together. You can even play a team game by defining groups of friends, which cannot shoot each other.

- GRAPHICS
- SOUND
- VALUE
- ▶ PLAYABILITY

- DISCIPLINE: WJAN ET AL, BEMGA, PEA, ANDREWS & BARNES
- SUPPLIER: MICROGAMES
- PRICE: £19.95 (PC, AMIGA, PEA), £24.95 (C+C), £9.95 (TAP) AND £14.95 (CVC)
- VERSION/VERSION: AFAM 01
- REVISOR: DAVID

French software designers and programmers can always be relied on to come up with games that are a little different, when devoid of any kind of violence that makes them different from a sport, and covering subjects as diverse as water-skiing and blowing bubbles.

Intelligence's latest release, Chamonix Challenge, definitely falls into this category, but, like many other games from the same stable, a little imagination and creativity has turned it into an interesting simulation.

The subject in question is mountaineering. Alone to be precise, CD gives you the chance to take one of six routes to the top of a mountain range. The routes vary in difficulty, each with its own set of challenges, requiring a different mix of skills and equipment.

Having chosen a route, you can also decide the season (summer or winter), and your time of departure. Rank these variables offer the type of climb you can expect. Obviously, if you start at the crack of dawn, you'll get into full

days starting before having to stop for the night. In the winter, not only will it be colder on the more serious, but the number of hours of daylight is also relatively reduced.

There are 23 different objects used for climbing, as well as other supplies to choose from.

As in an adventure game, some objects can only be used if you have others as well. For example, there's not much point in taking a set of pitons (anchor points), unless you also have a hammer to knock them into the rock.

The screen is divided into an action window and a number of sub-windows and menus which appear at the appropriate moments. The action window shows a side-on view of the climber when on snow plains and slopes, and a behind-the-climber view when he is on the rock face.

The joystick does different things depending on what surface you are on at the time. These include testing the integrity of the ground in front of you (with six or eight, depending on conditions), picking things out of the rockface, hammering and inserting ice axes into the ice, and moving individual items up to a higher foothold on the next face, and then dragging yourself up.

Much of the joystick control requires patience and thought rather than speed and dexterity,

and some actions, notably reflections of the rock's aspect, the horizon line, time, and altitude, the state of your climber (the even stress if you don't give him water enough food), a safety guide, and a graphical display of a stable set showing the distance between you and that summit.

Other menus, such as your inventory, appear when you access parts of the screen, in this case by clicking the screen over the mouse.

What is good about Chamonix Challenge is the authenticity of the interplay between the climber, his environment, and the tools at his disposal which can, if used intelligently and/or not, be used to cope with most of the mountain's an array of mountain's magic encounter.

Make no mistake, this is no arcade or adventure game, but a richly graphical, carefully conceived and implemented climbing simulation that will appeal to anyone interested in this sport. It may prove less than exciting to the point of sport.

- GRAPHICS
- SOUND
- VALUE
- ▶ PLAYABILITY

11

12

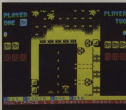
GRAPHICS: SPECTRUM/IBM 486/
 AMIGA/PSX/PS2
SOUND: FM/ADPCM
MODE: SPECTRUM/IBM/PSX/PS2/AMIGA/
 AMIBAS/Java and Java Pro
STRATEGY: 2D/3D
CONTROL: 100% joystick
SYSTEM: MSX/MSX2
REVIEWED: PAAS

Falko's Flying Shark may be far from the easiest but Falko's conversion is really only lukewarm. Somewhere it just fails to come alive. The shock has lost its bite.

However, if you've never played the coin op, you won't know what you're missing. Now it's over again. I've never seen the greatest Spectrum fan. The games have always suffered when compared to those on the Commodore 64. But I found Flying Shark much more playable on the Amiga than the 64. I was able to get much further into the game. Garage hot line.

In both games you, as the lone pilot, take off from an aircraft carrier, armed with an endless supply of bullets and a few bombs to battle through five levels of planes, tanks, gun emplacements, patrol and battleships.

FLYING SHARK



You need quick reactions to blast those pesky pilots out of the air, timing the space bar enables you to drop smart bombs which can wipe out a whole section of opposition.

But you only have a limited supply, although you can pick up fresh supplies.

This game is all about scoring. By blasting the yellow squadron out of the sky you

RENEWALS

C+VG

11

get 1000 points. Destroying the real planes you get extra firepower if you can pick up the symbol.

Wiping out the blue planes gives you the chance of an extra life.

And that's basically the game. It's over controls like the white blue pointer. Finger on the fire button.

| | GRAPHICS | SOUND | MODE | CONTROL | SYSTEM |
|---|----------|-------|------|---------|--------|
| + | + | + | + | + | + |
| + | + | + | + | + | + |
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GARFIELD

GRAPHICS: IBM PC/MATRY DEAL
SOUND: FM/ADPCM
MODE: SPECTRUM/IBM/PSX/PS2/AMIGA/AMIBAS/Java and Java Pro
STRATEGY: 2D/3D
CONTROL: 100% joystick
SYSTEM: MSX/MSX2
REVIEWED: GEM 64

"Garfield, you getting tired?" says Garfield the cat, after a lot of padding about.

Guess how far back I bring walking like the game to about

its claws and see the fur fly but all I seem to get is "dum-dum-dum-dum" or the occasional "dumoo".

The Garfield movie, based on the creation of American cartoonist Jim Davis's huge - cartoons, toys, mugs, mugs etc, etc, and now computer games.

And the game you get is

graphically excellent. Beautifully drawn cartoon characters, superbly and smoothly animated. I know nothing about Garfield or what he's about but The Edge group owners have given him a really tongue-in-cheer which is quite attractive.

It's an arcade adventure in which you follow him

resemble beloved girlfriend, Arlene, from the City Pound.

Anyway, Garfield and his pals - Odie, especially the world's most blinged dog, and Pesto, the world's ugliest cat - must find the pound.

Garfield, besides being cute, is also a bit of a fat cat and as such requires regular attention. He has "meow attacks" which must be satisfied. He also seems to require frequent eating - hence the "I'm getting tired," in fact, if the game has died, it's Garfield's fault. To sum up, Garfield looks good but the play is a little slow.

| | GRAPHICS | SOUND | MODE | CONTROL | SYSTEM |
|---|----------|-------|------|---------|--------|
| + | + | + | + | + | + |
| + | + | + | + | + | + |
| + | + | + | + | + | + |
| + | + | + | + | + | + |



C&VG**REVIEWS****12**

- ▶ **PRICE:** £29.95 (UK) / \$29.95 (US)
- ▶ **SYSTEMS:** IBM PC/AT, DOS 3.0
- ▶ **DEVELOPER:** PAUL
- ▶ **PUBLISHER:** GIGAWATT (UK) / GIGAWATT



adventure in which you must steer Andy round the barman, poet, betting office, dancing and dining and releasing and clearing. All the characters from the cartoon show up in person - Flo, Charlie, the barman, policeman and Andy's young girlfriend.

The game is four-controlled by joystick and four icons. These are:

Walk: for keeping a tally of how much cash Andy has.

Speak: Andy can chat to the various people he meets and ask them questions. For example, he can quiz his mate on the joys about money and how to get it.

Fight: Andy can easily get into scraps with anybody from

ANDY CAPP



Is this the first computer cartoon to feature wife-beating? Alan Partridge-Cathering!

Not particularly suitable for children's bedtime and you really won't be in the world of Andy Capp, star of the Daily Mirror's long-running and hugely successful cartoon strip.

If odds you don't know about Andy, here's a brief character rundown. He's lazy, a shrew, a drunkard, a loser and rotten to his long-suffering wife, Flo. Mr. Nice Guy, to last.

And that's before the game starts!

Anyway, the game opens with Andy facing a real problem - his date cheque has disappeared and Flo wants money.

The game is an arcade



It's a bit sometimes wild, though - the barman and the policeman.

Action: This icon is used for examining objects.

The graphics are truly excellent, capturing all the character's perils. Despite my reservations of Andy Capp as a hero - you can even get him to shed his hairbag - I quite enjoyed playing the game. Perhaps it was the wife in me coming out.

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



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2 MAGICAL SPECTRUM
3 SUPERHERO ACTION
4 FRODO LOTR
5 REVENGE PASS

Legend has it that Mike Singleton had written while writing a game called *Claw*. *Legend* and it was REALLY GOOD! Well, at one stage screen shots were approved of the game and then nothing. For months and months nothing was heard.

That was I imagined it was it all a dream? Did somebody really see someone? And then at PLAY back in December there was Mike Singleton using the game. Eventually a review copy was forthcoming. It was even scheduled for release in November last, because of a CD-ROM deal. I don't know if the game actually made it into the shelves.

So just to save you ever get a

DARK SCEPTRE

WANTS to buy the game, this is what you get. This is a strategy/role-play game very much in the style of what you would expect from the man who created the Wizard Lordz of Might'n'nd, Desires'n's Revenge. The graphics are stunning for the Spectrum. The characters - and there are apparently 40 of them - are huge. The setting is the Isles of the Maelstrom Sea. Power has been lost by the Lord of the Isles to the Northmen and the magic was once under the evil influence of the Dark Sceptre.

You control a group of good guys, each with their own powers, who must gain superiority over the badies. Research there are lots of other characters floating about who are neither good or bad. Part of the game involves trying to get the alcoholised into your side.

The game is controlled by control-selected commands for keys and you give members of your team instructions to carry out. Having done this, you sit back and watch what happens, following progress on a map.

The idea is to find and destroy the Dark Sceptre, which is hidden among the 4,000 locations in the game.

There are a huge number of commands and instructions available to you. For example, you can follow, protest, stalk, fence, avoid, find, challenge, threaten.

There are eight different types of warrior you can use in the game, each with his own powers, strengths and weaknesses.

THROW - The commands. Without a theme, the members of your company will be more likely to desert. **LET'S GO**. Menus usually possess magical powers. **RECALL**. A message and a fighter. **ADAPTIVE**. A fighter and a star. **RELEASE**. The



essence. **SCOLD**. A curse, not as much as his name suggests. **SABRE**. Will man of the woods - tough and wraith.

THROW - An unending a game. Being simple characters, they do not have complex personalities. There are lots of them, though.

During the game, there are few control options that you can select using options on the control to highlight the option. The first button contains your choice. By using left and right you can change the menu that you have currently selected.

Watch - This option allows you to watch a fight. If you hear the sound of clashing metal, then one of your warriors is engaged in battle. Press the in this option to WATCH the fight.

Search - This allows you to see a full map of the island, which appears in the viewing window. The positions of each of your warriors are marked by yellow on the map. The white square indicates the position of the warrior that you have currently selected.

Check - This option allows you to check the personality of the warrior you are currently watching and the last orders he was given. A summary of his personality appears in the viewing window.

Plan - This option allows you to plan your orders for the warrior that you are currently watching. A question and answer session happens in the viewing window and your orders are responded. If you select the GO TO command then the map will appear in the viewing window. You must move the cursor to the place that you want to go to (you may only select unoccupied and pass-able).

Get - This option is certainly a challenge, and if you liked Lords of Might'n'nd, you'll go for this. What it would be worth I'll come on that.

10 GRAPHICS
11 SOUND
12 VALUE
13 PLAYABILITY

C+VG REVIEWS

MASK II

hyperlogical comments, left's get on to the game play!
You begin at Mask II.G, where all recent activities are conveniently under surveillance. As soon as a Venom's location is discovered, you must take three of the five Mask agents to disrupt and spoil Venom's plot, if you can. Before actual confrontation with Venom's forces, you select your three appointed agents from within Boulder Hill in the Emergency Room, with the aid of the Mask computer.

Once selection is complete, the team heads out on their mission to confront Venom. The missions are as follows:
1 To save the President of the Peaceful Nations Alliance. The President has been kidnapped by Venom while on peace summit talks between the world's nations. He was in the process of signing a peace treaty, which would have ended peace for decades. The mission is to rescue the President from the clutches of Venom.
2 To destroy a new Venom

base. Recent reports have been received about a new Venom base which is being used to co-ordinate their Middle Eastern activities. They are leaping into all of the strong production of fields, and are taking care of all the important resources needed for the rest of the world. The mission is to render the base inactive by attacking it.
3 Destroy weapon and take a fully tank for its strength. Venom has been very, very naughty, and stolen the fabulous ruby from the sacred Crown of Fire, which lies at the base of a dormant volcano deep in the jungle. They intend to use the ruby with a high-powered laser and cause large amounts of damage to several populated areas. What you have to do is destroy the weapon (that is, of course, after you've removed the ruby) and return it to its rightful location.

The program uses a multi-level function, and all three missions are loaded in this way. Each Mask agent is selected from the keyboard. This is made one of the toughest vehicle extremely difficult—you have to reach across the keyboard while trying to defend your self from incoming bullets often breaking with four wheels being off a blasted out of the sky, or sunk, in a later.

The graphics are of average quality, but the use of colour is what really brings out the better parts of the game. Sound is nice and playability is sluggish.
1 GRAPHICS
2 SOUND
3 VALUE
4 PLAYABILITY

- 1 MACHINES, SPECTRUM/CANAL/MS-DOS/ATARI
- 2 TITLES/ENGLISH/GRAPHICS
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- 4 REVIEWER: IAN

Software companies have become obsessed with producing games that are either arcade-conversions or based on comics.
Atas the first attempt at producing a game based on the exploits of the four Mask agents, codename Hunter, Major, Megaleak, Clasper and Power King, Clasper has come up with another.
But Mask II is not as enjoyable as the first one, and gives little reason to keep you stuck to your seat (or joystick) for a long, long time. But enough of the



THE HUNT FOR RED OCTOBER

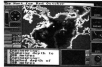
- 1 MACHINES, ATARI/MS-DOS/ATARI/MS-DOS/ATARI
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- 4 REVIEWER: IAN

The original success of The Hunt for Red October is a modern-day thriller centred on naval warfare, with a very high level of technical realism, and the

game does not degenerate into any means.
You are in charge of one of the latest Soviet atomic missile submarines, the Red October, and you have decided to defect to the United States.
You have no communication with the outside world. Your own side are trying to track and kill you. The NATO forces, your initial enemy, they also attack if you pass the mark of a friend. You cannot simply sail into New

York harbour, you must remember your submarine is on a speed. The Hunt for Red October resembles an adventure game, in that you must work out the various details as you go (creating the novel final battle considerations).
The first stage is to pilot the submarine at immense speed through the undersea canyons to the sea of Ireland and out to the safety of the Atlantic without being caught

by either ships and submarine, and without running yourself into an underwater cliff.
In particular, the terrain following sonar does not always match the sonar map, with disastrous results. Otherwise the simple, non-linear control of the submarine is extremely well.
After you have been sunk on your first twenty attempts, do not underestimate the game: you will get your submarine out into the depths of the Atlantic, where it will be much harder to track. It, however, you are faced by your own side they are dead. The game remains exciting and is the best to prevent this actually war in the game, and so eventually you will come to the Atlantic seaboard of the United States. And what do you do then? What is out for you now — or are you back.
1 GRAPHICS
2 SOUND
3 VALUE
4 PLAYABILITY



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RANA-RAMA

By Steve Turner

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URIDIUM PLUS

By Andrew Braybrook

KING OF

► **DESIGNED:** MACTOSH, AMIGA & GAMES BY SIMMONS/STY
 (C&S) (C&S)
 ► **PRICE:** £19.95
 ► **VERSIONS TESTED:** AMIGA
 ► **REVIEWED:** DAVID

The latest Commodore release *King Of Chicago*, was just landed on our desk, thrown through a second-storey window attached to a rickety sports... school. The game sees you look up the gangland as it is in the October 1931 '31 to be precise.

As Capone has just started an eleven-year stretch in Alcatraz for tax evasion, leaving his Southside gang in the end and bringing out his old ally Tony Santoro, Al Policy Callahan, an aspiring hood in the opposing Northside gang, it has long been your dream to unite the two sides of Chicago to produce a simple, all-over-the-gang... with you as lead man of course!

Now, with Capone languishing in jail, you see your chance. But first you must establish yourself as a leader on the Northside. As the

start of the game you are only seen in the parking carter behind 'The Old Man' and Ben, his advisor.

You figure The Old Man is ready for the drug money, and Ben should straighten you out the right incentive. This will leave the others in the gang; you'll need to earn their respect, and then keep it, otherwise you'll wake up dead one morning.

The action starts in 1931 and ends in 1934 about all the leaders of organized crime had a meeting in New York to establish Marlon Inc, a national crime syndicate that considered Chicago's two factions too far included amongst their ranks.

King gives you a chance to change the course of history by turning the alliances that is the Chicago-gangland scene, into a cohesive, profitable concern and sets an incentive to join the syndicate. Only then will the full might of organized crime secure your position as King of Chicago.

Just as in the movies, the game features a number of characters that will be involved on the game. But, unlike the movies, the characters in *King* sometimes start a new game with a different role to play in the story or a changed reputation.

Take Pinky, your own character, for instance. At the start of some games, he has the role of advisor for Tony in other games, he is a wife. By

reacting in varying ways to different characters, you can change the way Pinky is perceived by others. If, for example, you give in too often, to the wishes of Lou, you girlfriend, the gang may decide to start a leader with more backbone. Conversely, by being kind to Lou you will earn respect from your subordinates, and this will add suddenly become more effective. Etc., if you ignore her too much she may go over to Tony. Some characters will reward favors done your credibility rating with the rest of the gang.

Once the game has loaded, and the game's title screen has

been peeped with machine gun bullets, the superb sound track opens with some typically laid back (to jazz). If you do nothing at this point, the game will make a move without you, making all the decisions for Pinky, although the move react differently under computer control.

As mentioned above, the game starts just after Capone's imprisonment. As the game progresses, you will gradually build up a picture of who is with you and who isn't, who you can trust a little, and who you can't trust at all. You will need to know those who make money, and those

Anyone gets in my way takes a long swim in Lake Michigan.



► **DESIGNED:** AMIGA & SHUPLES, BAMBON ARTS
 ► **PRICE:** £19.95
 ► **VERSIONS TESTED:** COMPS

All good games develop stories and *Garrison*, the D&D style arcade game, was no exception. However, it is extremely rare to find a game which not only lives up to the original arcade market, but also beats the hell out of all the other rip-offs.

Garrison is such a game. Based on the original *Garrison* machine, this version of the tried and tested 'meat' idea just goes to show what can be achieved using 16-bit power.

As with Atari's classic you can choose to play from a number of different fantasy characters, each with their own personal attributes. This enables you to choose from: El Wizard, Warrior and Valkyrie. *Garrison* actually gives you better by offering a fifth choice, a Dwarf named Thorin.

Well, having said that, you can't have so many players as the arcade machine.

The basic idea of this type of game is to kill as many monsters, magicians and dwarves as you can while trying to run off with all the treasure.

The plot of *Garrison*, however, involves a magic herb which lies at the end of the game.

It is this herb which will set off a beautiful princess from being a merciful princess. Although this is a niceness, most of us will be content with just grabbing all the gold!

Once the game is started, the player's character will start in a first view, looking down on the 3D rooms of the castle. Guiding your player you must negotiate the twisting passages, grabbing all that you can.

Although food and treasure are your main concerns, without magical objects are to be found scattered about the castle.

These objects range from various potions to better weapons which, when cast, will destroy anything around you depending on your magical ability and also the power of the magic.

That all makes sense unless the 128-rooms of this game come in all shapes and sizes. There are club-wielding barbarian Quarts, spell-casting Sorcerers and even the odd Dwarf or two. Most of these creatures will appear from generators which are to be

found in abundance around the castle. Passing by a generator without destroying it is a very foolish thing to do.

Certain things are very difficult to destroy, and death can only be wiped out with a magical spell.

A feature unique to *Garrison* is the ability to change characters during a game. This is very handy as different levels rely on different character abilities, although it must be possible to complete every level with each one.

When you've grabbed all the gold you want you must hop to the nearest exit where you'll disappear with a delightful bang and a lot of sound. That is if you finished the exit, as some Devilish traps have sound traps of their own.

One dungeon, entitled

'Carpenter and Demons' has a supply of food placed inside four walls. To get it you must go right to the end of the level and... that would be letting you know it's 11!

One of the best things about *Garrison* is its true arcade quality graphics. No flicker, no colour clash and smooth right way rendering - this game has some of the best graphics ever seen on a computer game.

However, there is one slight oddity regarding memory.

If you have a standard 128K machine, level players from the end onward appear once - although they will have different weapons and abilities. On a one meg Amiga each player has their own individual equipment. On the other side this isn't a problem but it would have been a lot better to keep,

GARRISON

CHICAGO

REVIEWS

C+VG

16



with the dead wood. And, while all this is going on, you've still got to find time to make the gang strong and successful.

On your desk is a map of Chicago, divided into four quadrants: the Northside (your patch), the Westside, the Loop, and the Southside (Santucci's domain). By clicking on the relevant areas, you can initiate an attack on that part of the city. Sometimes this will involve you against being too busy, either because you haven't got enough men, or money to pay them. Sometimes it will suggest you buy a politician or

run-brother going in with all business being.

Also on your desk are a picture of Lolo, some toys and your ledger book. You can visit Lolo by clicking her picture. The toys are used to conduct the movie, sometimes introducing new sub-plots along the way. Perhaps some games have been kidnapped from one of your spokesmen, or you might get the chance to murder Santucci's girl open when with a threatening phone call to his supplier.

Opening the ledger allows you to make decisions as to

your activities in gambling, the Rackets, and Spontaneous. Should they remain the same or be increased or cut down? Then there's the wage bill to consider. Should you give any of the boys a rise, and do you need any more men on the payroll, and most importantly, can you afford them?

As your ambitions grow you'll also need to cultivate friends in city hall. What better way than to 'buy' the next mayor of Chicago. But for that you'll need much and plenty of cash for bribes and vote buying. And even if you do succeed in getting Alderman Burke into city hall, he'll still expect you to continue being his pocketed ear, when the crucial moment, Burke won't feel he's got any moral obligation to keep you out of jail.

Tony Santucci's not about to sit back and watch you eat away his Southside empire. If you're playing Bull and Peppers enough cash they'll march Santucci's henchman, Guido snatching around waiting to knock you off as soon as you set foot outside your office. So you'll have them and their girl beat to rough him up a bit, or just send him back to his boss with a message!

What makes King of Chicago a good game, rather than just a straightforward but stunning graphics and music, is the variety of different movies this type of game structure allows you to make.

I've played a number of games of King of Chicago, each one completely different. The last time, I succeeded in getting three quarters of the windy city. The clock was ticking in, and I had more than \$200m on the payroll. Then I shot an innocent girl by mistake, while trying to rescue her from Luddy's. I was arrested by my greedy, greedy childhood pal Tom Malone, and was subsequently killed on the electric chair, and all because I was snipping pretty ladies! Oh well, it's time now to be in Chicago next time.

King of Chicago is the first so-called computer movie to live up to the name. It is as huge as it is flexible. The graphics, stereo sounds, and physical score fit the game perfectly. It has a sound-to-rocket straight to the top of the 1993 charts. Justifiably so!

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



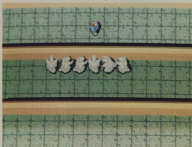
85
90
95
100

SON

the characters.

The graphics are complemented by some really nice sound effects, including a gurgling sound when you collect a medal and a booming laugh which echoes around when you kick the bouncer.

With 128 levels of sheer arcade quality action and addictiveness which makes grown men weep, Sonic is the definitive (and better developed) 128-bit world with have to make the official Gauntlet for the Amiga arcade partner if they weren't still any copies.



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



85
90
95
100

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RAMPAGE

■ **MAKING A NAME OF ITSELF**
 ■ **PRICE** 129.95
 ■ **REVIEWER** EUGENE

Rampage combines some of the best elements of over-the-top American TV movies and a simple but addictive game design to excellent effect.

The storyline is a scream. Three ordinary American teenagers head down to their local burger joint for a bite out — BLT, little do they know that those cranks in the food development lab have slipped

some dangerous new chemical additives into the Big Macs. Look, don't go on all this, I didn't eat it. The result: three ordinary American kids turn into three ordinary American monsters — based on reducing every inch in the face and L33 of A into a mouthful.

The best thing about the game is that the designers didn't bother out on the plot. No, you don't pass the police force on the ramp — you pass the part of the monster and your aim is to demolish as many buildings, helicopters, and police cars as

you can while smacking on the inhabitants of New York, Chicago and many other ones.

These players can join in the demolition — working collectively or playing against each other. You can let the computer control two of the monsters and take them on.

Points are earned by destroying buildings. You can make buildings explode to the ground with that characteristic puff of smoke at ground level by pushing the windows out and leaving gaping holes in the walls. When there are enough holes the buildings will fall.

One of the first-generation conversions for the GT —

Rampage while the excitement for it.

Note one Activision but just one more — 124.95 is a lot steep. Don't you think?

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



AMIGAS AND TONIC TILES

■ **TONIC TILES**
 ■ **PROGRAMMER** ADAM BY
 ■ **PLAYABLE** THE BOB
 ■ **PRICE** 119.95
 ■ **VERSION** 1.00
 ■ **REVIEWER** DAVID

■ **AMIGAS**
 ■ **PROGRAMMER** AMIGAS
 ■ **PLAYABLE** THE BOB
 ■ **PRICE** 119.95
 ■ **VERSION** 1.00
 ■ **REVIEWER** DAVID

At this rate there will be as many Amiga-chibivabour dolls as there are tarantulas!

Two were dropped into the C+VG 18 for Christmas bag this week. Tonic Tiles and Amigas (Amiga GT), both programmed in Europe and licensed by UK companies for Amiga's consumption.

Tonic Tiles was programmed in France by GEM and is published over here by The Edge. The game is most notable for its amazing graphics and animation. Game play is slow and tied closely up in laser levels.

Sure, a game's "old" for Top and Future on level one, the ball is coming back at you before you've had a chance to breathe. But Tonic Tiles has 30 levels, the first 16 of which can

be accessed at will. The remaining 14 having to be played first! The game also has a screen editor, allowing you to break, or completely change any, or all, of the first 14 levels.

It's a shame that a potential winner has been spoilt for too little attention to playability. Games like Tonic have shown that a good game doesn't have to have slow stopping graphics for its playability, but unfortunately, it doesn't work the other way round.

Amigas was programmed by Golden Games in Germany and is being released over here by Intergame Moore although these Pandora label. Amigas looks and plays very much like Amiga, although there are a number of additional features worth a note.

First off, the game looks a lot of entirely convincing because and being several effects as well as the, by now, obligatory sampled music.

Unlike most games of this ilk, the speed of the ball doesn't go actually increase with the number of impacts. Instead, it is determined by where on the ball it is hit. Thus, if the ball hits the far dead centre, it will rebound

slowly, but will zoom away when hit anywhere near the edge.

Another unique feature in Amigas is the generator block. When one of these is hit, it disappears, only to produce one, or a group of blocks elsewhere which, in turn, may produce still more.

Both Tonic Tiles and Amigas have the standard set of extras, such as options, magazine list, laser etc.

■ **GRAPHICS** 5
 ■ **SOUND** 5
 ■ **VALUE** 5
 ■ **PLAYABILITY** 5



C+VG

REVIEWS

18

BAD CATS

preferably without being cut over. Each event must be completed within a certain time limit and sometimes points are awarded for bonuses. You have unlimited lives left over but you'll find only nine lives! Not to be outdone, you have one.

Event one is the obstacle course, featuring a number of graphically impressive side-on views of climbing ladders, walls, trampolines and swings. Each monster must be negotiated in one try or the other, without falling off the frame, striking any of the walls, putting a paw into the water, or bumping your head. In the last screen, you have to build up enough momentum on the way to catch a fly hanging from a street lamp.

The second event takes place in the swimming pool where two spring-mounted trampolines are sliding together and forward in the water. If you have to be together enough momentum to jump from one trampoline to the other, at the same time catching a goose on the ground just ahead. Displayed on the corner of the screen is a scoreboard. It sounds easy, but the postcard control makes this

event too hard and very frustrating, although, even again, the graphics and 3D-sound effects are great. Would the rest find you where you belong, in the sands beneath the city. How you must thank your way through a number of unexciting screens, filled with rats and other rather less appealing, as the manual describes them.

Bad Cat is an imaginative package which scores highly in

the sound and graphics departments but is sometimes a little frustrating to play because of the rather tedious side-on view of a graphics used in different parts of the game.

Apart from this and bugs, Bad Cat is entertaining and, in parts, quite challenging.

• GRAPHICS
• SOUND
• VALUE
• PLAYABILITY



57

• **DRAGONS: AFARI BY ARMO**
• **DRUMS: COOL-A-JOLE**
• **EVIL: 27.5**
• **VERSION: TETRA: ARMO**
• **REVIEWER: DAVID**

The year is 1984 and Los Angeles is preparing for the summer Olympics. But, while all the athletes are completing their final training and the dignitaries are preparing their speeches, something strange is happening out on the streets.

Not to be outdone, the city of population of LA are planning their own Cat Olympics.

Bad Cat features four games, each controlled with a only **SPACE**, in which you must get from one vehicle to the next,



TEST DRIVE



• **DRAGONS: COOL-A-JOLE**
• **EVIL: 27.5**
• **VERSION: TETRA: ARMO**
• **REVIEWER: DAVID**

Problems, problems. You've just made your final written test writing a bit game and now you're going to calculate a circle - splashing out on a highly expensive car.

You car salesman, assuming you're a man of means, offers to let you take out any of the cars in the showroom for a test drive. But which to choose. No problem, your dealer shows all out with You Drive Programmed by Acropolis and distributed to the UK by Electronics Arts, it's the latest in 16 bit driving and puts you behind the wheel of any of the world's fastest cars, and gives you the chance to put them through their paces on the open road.

Before going out for a drive, you explore the performance attributes of each car. The detailed information shown here includes engine lay out and type, BHP, 0-100s, breaking distances, transmission, compression

ratio, displacement, and tyre (Dunlop front and rear).

The view is from the driver's seat from where you can see the accurately reproduced dash board of your chosen car. Above the windscreen is your rear view mirror, useful for checking speed before the clock top.

If you drive through a radar trap, your radar detector will begin to flash-up if it warning. When it starts flashing you know you've been clocked. Of course, you can always try and cut the cops, but don't let them pass you unless you want a ticket.

The road, you have chosen for your test drive, winds its way up the side of a mountain. Steep too far to the right and you'll hit the mountain wall, but to the left is a sheer drop down to the valley below, so the idea is to avoid any expensive little accidents by staying firmly on the road.

Because this is a public highway, you'll meet other drivers, some in cars, others driving vans or lorries. If you're really pushing the car to the maximum, they'll be plenty of

vehicles to overtake while, at the same time, avoiding oncoming traffic.

To keep you on the straight and narrow, there are plenty of road signs. Above above the speed limit for that particular stretch of road, others show the shape of the road ahead, announce the impending end of a speed zone for slow vehicles, or inform you that a gas station lies just around the corner.

Gas stations give you a fuel tank and a chance to fill up with petrol. You will also get a meter when faced with heavy sections, and your progress so far. The report includes the time taken to complete the test drive from the previous gas station and your average speed.

The interesting thing about You Drive is the amount of time it takes to get from one part of the program to another, the continual air access being a consequence, no doubt, of the speediness of the game.

• GRAPHICS
• SOUND
• VALUE
• PLAYABILITY

57





- **MARKETING:** APART BY DESIGN (MCA), DREAMWORKS (MCA), MINDWARE (CVC), NISOURCE (CVC)
- **SUPPORT:** LUDWIG GENSER (MCA), GAMES
- **PRICE:** \$17.95 (DISCOUNT/MAIL ORDER OR \$24.95/US/CDM OR \$25.95/UK/CDM)
- **VERSIONS:** PC (DOS), APPLE II, SUPERVISION (128K), PLUS II (256K), SUPERMAC (16K)
- **REVIEWER:** DAVID

(arguably) while playing Scruples have been sighted in a number of divorce cases in the States 3, here's what's written on just three dilemma cards:

"As the experiment, you don't always remember something into the shell. My one sees you. Do you wait away?"

"You hear the conversation of two strangers when you look out the phone. Do you listen to it?"

"Your neighbor in an adjacent block of flats insists on playing paper made, in full view. Do you complain to the landlord?"

With the dilemma cards, you are also given one "Answer card" on which is written either Yes, No, or Depends. When it is your turn, you must select a dilemma card and read it to one of your opponents. Your choice of card and opponent is governed by what is contained on your Answer card, because the idea is to trick, from your opponent, the same answer as is on your own card.

Thus, if you think Don to be a particularly honest person, and you were holding a "No" answer card, you might ask him the first Dilemma question (about the supermarket packages), expecting him to say "No, I wouldn't just walk away". The thing is that Don knows full well you would be expecting him to say No and so might answer "Yes" instead. But, then again, you may not be using the double bluff, and be holding a "Yes" card after all; this is what makes Scruples such fun to play.

If Don doesn't give the answer you were hoping for, you throw away the dilemma and answer cards, just wait,



and pick one more of each. If Don's response matches your answer card, but doesn't have to pick another dilemma card.

If you think he is lying, you can challenge Don with his answer after which it is up to the role. If you're right, you can give Don one of your remaining dilemma cards. If not, he gives you one of his. The first player to be left with no Dilemma cards is the winner.

The computer option sticks very much to the rules of the original, but has a few added features such as four possible associated "with-it" answers that may be given to every dilemma question. These answers are used when a player must justify his position prior to a vote, and also permit us to see why a player makes the decisions he does.

The program also elegantly side-steps the problem of the computer players knowing nothing of the human or computer opponents. At the start of the game, each human player must enter their personality so that the others can try and predict how they

might react to various dilemmas.

A player's personality profile is built up from the following variables, each given a rating between 1 and 9 by the player: Honesty, Loyalty. You will be required to assess your own character in terms of principles, personal integrity, professional integrity, luck, family relationships, partner relations, friendships, loyalty factor, femininity, greed, selfishness, and honesty.

Although the computer uses a player's profile to predict how he might react to particular dilemmas, if a player's answers are "out of character" the computer will automatically assume that player's personality isn't the way he is reacting.

Scruples is a game for three or more players. In this computer version that can be any mix of human and computer players, meaning that you can use the program simply as a dealer and electronic boss, or as a source of opponents. You can move at will and watch a batch of computer players kick it out on their own.

There are 64 different computer players to choose from, six in all the reviewed systems, drawn from all walks of life. You can play against anyone from a party to a vicar, from a model to a businessman. Each character has his or her own face and their personality profile is randomly computed every time the game is loaded, so you may never play with the same character twice.

The screen layout is well conceived and the program is simply a joy to use, with prompts at all the right places.

Each version of the game is designed to get the most from the various computers, especially the Spectrum version, which has the most and fewest restrictions will be placed on the BBC version.

If you fancy a laugh during the Christmas holidays, or enjoy giving Scruples to have difficulty finding opponents, then this would be right up your street. Also recommended for older children up to the age of about 70!

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



SCRUPLES

"Would you shoot your game for a thousand pounds?"

"Would you eat dog food for a month to win a date up moral for you and Samantha Fox at a wedding?"

Yes, we all seem there on the box. These absurd questions that get spouting answers by the dozen in the Scruples board game TV advertisements.

In the computer version each player is dealt a number of "Dilemma Cards", each of which contains a set of circumstances and a related question. To give you a flavor of the game, and a better understanding of the dilemma it can occur:

particularly honest person, and you were holding a "No" answer card, you might ask him the first Dilemma question (about the supermarket packages),

expecting him to say "No, I wouldn't just walk away". The thing is that Don knows full well you would be expecting him to say No and so might answer "Yes" instead. But, then again, you may not be using the double bluff, and be holding a "Yes" card after all; this is what makes Scruples such fun to play.

If Don doesn't give the answer you were hoping for, you throw away the dilemma and answer cards, just wait,

SCRUPLES DEMO BY PAUL SCOTTIE

A MAN AND A WOMAN ARE ENGAGED IN A FIERCE ARGUMENT WHILE WALKING ALONG A RESIDENTIAL STREET. THE MAN'S MANNER IS MENACING. DO YOU KEEP A WATCH IN CASE THE WOMAN NEEDS HELP

DEPENDS ON HOW MENACING THE WOMAN LOOKS.

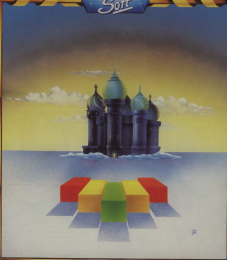


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ARCADE



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The way he works as well as lightning. Made of the art programming makes a true simulation of the Rastan hit for your home screen. Enjoy superb graphics and realistic action as RASTAN rages on a world of dragons - magic of worlds, fire breathing lions, gods, snakes, skeletons and finally the thing do it is 8 more than you can handle!

CHAMP



In the knife edge
world of the nightmarish there is no place to rest, no time to think - God have their pi - there is always time to die! From the city highways to the gangland ghettos you will always encounter the disciples of evil whose mission it is to exterminate the only man on earth who dared to take down the gaudies in their path - the Renegade. A truest taking conversion of the arcade hit by Taito now for your home computer. With all the original play features.
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MADE

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magic from the
SNK label. Psycho
soldier is opposite the
top as her third for action
and adventure takes her to new world adventures.



CHAMPIONS

Being survived the
blowdown monsters of the first
chance, you're against one for the actual
Punch King!

This is where the fun really begins. You will meet
samurai, fox and three headed monsters - the
best will be at you on the screen, just when you think you
are gaining the upper hand.

Collect items to build up the frequency necessary to fight
off your aggressors.

Action and excitement all the way with this
massive and surreal game, which has that
classic arcade something to keep you
coming back for more.



...the name
of the game

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C+VG**REVIEWS****20**

INSANITY FIGHT

- **DEVELOPER:** AMIGA
- **SUPPLIER:** MICROSOFT
- **PRICE:** £19.95
- **REVIEWER:** Gavin

Most attempts to produce a first class 16-bit vertical shooter are so, like filled, mostly through bad design or shoddy coding. Microsoft has been riding on the vertical shooter 'em up bandwagon for some time now. First there was *Jetpac Probe* followed quickly by the impressive looking, though hard to play, *Goldfinger*. While waiting for the inevitable *Goldfinger II* to be completed, the Cornwall-based 16-bit specialist has released *Insanity Fight*, an Amiga fighter swapped up from Swiss mercenaries' *Line*.

Unlike many others of the

genre, *Insanity Fight* is played across the full width of the screen, with the status area occupying the bottom quarter. Although the instructions are more almost to Linerate standards, they do contain a diagram of the status area, showing what information is given. Apart from taking the target bonus elements you can collect, the rest is left to you to suss out for yourself.

The graphics of each level are distinctly British-styled, but go for the depicted levels *Goldfinger* in terms of detail and colour. As mentioned above, there are seven bonus elements that can be picked up, by flying over them. These are Turbo, Superball, Invisible Fighter, Coloured Blowers, Missing Life Energy, More Score, and Less Score More Energy.

Although the function of most elements is fairly well evident,



some requiring a word of explanation. Turbo, for example, gives you a sudden surge of speed which sends you hurtling towards an oncoming obstacle. If that this results in you crashing headlong into some form of obstruction, no Turbo should be used with extreme caution. When you pass over a 'Missing' element, you are immediately transported to the mirror image position the other side of the screen. Thus, a missing element on the far right would send you over to

the far left, and vice versa. Later landscapes are more covered or dark and black. All are riddled with the main, coloured features seen in level one. *Insanity Fight* is, without doubt, the most playable and impressive looking vertical shooter yet to emerge for either the ST or Amiga.

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



- **DEVELOPER:** T-BIT
- **SUPPLIER:** MICROSOFT
- **PRICE:** £19.95
- **REVIEWER:** Gavin

TANGLEWOOD

If it hadn't been for the stack of blue paper left on your doorstep by Uncle Arthur, you wouldn't be hunting for gems on a sparkling-quiet island called Tanglewood, hidden away on a dusty, forgotten corner of the globe.

Apparently, Arthur had bought the mining rights to Tanglewood for use in mining, a price that accurately reflected the total lack of valuable minerals to be found there... or so it appeared.

Anyway, just as Arthur was about to file the Tanglewood contract 'dead lines', news of his mining mistakes convinced a native who, in return for his life, revealed that some of the gems, but otherwise unknown.

stones, which Arthur had previously ignored, in fact possessed certain qualities. It turned out that the stones had various uses, some of them military, that gave them immense value. Sadly, while celebrating his good fortune,



Arthur was rather too distracted about his new found knowledge, and never even flipped back to the company that had originally sold him Tanglewood's mining rights. The next thing he knew, Arthur's mining mistakes were being founded by the company's own manager: his mining rights documents have been stolen, and the company were claiming that they had never sold the rights to him in the first place, and were bringing a case against him to have him thrown off the planet.

It was at this point that Arthur, through your prowess in the field of computers, made you his hero, asking for your help. You have ten days to find the documents, stolen from your Uncle Arthur.

Tanglewood is a huge Amiga adventure in which you can control a number of machines over land inside the planet. Each machine was originally programmed to do certain tasks. Two versions were, finally, the original programs were full of bugs, and secondly much of the data has become corrupted and is now useless. Besides us, to say the least, trying to bring it control!

As it's worth through you will also have to enter the fog

of the native T-Engine who are a friendly, though highly realistic species. In fact, it turns out that every kind of interaction with the T-Engine is governed by a rigid set of rules. The graphics of the planet's surface have a quality all of their own, a kind of Tanglewood feel you might say. The graphics inside the mine are equally impressive, giving you a first person view of proceedings as you wander through the low-lands. It is difficult to categorise Tanglewood, which in itself is not a bad thing. The game, including movement, is entirely mouse-controlled, the only key being in the form of information and reports.

Without spending a great deal of time on this one, it would be difficult and instead prefer, to give a final verdict on the overall quality of the game as an adventure, the problem being that it seems to be rather vast if the solution stays, supplied with the evaluation room, the printing to go for. Tanglewood should keep players solvent for a few weeks.

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



TANGLEWOOD
from MICROSOFT

DEFLEKTOR

At the start of each level the screen contains a number of bombs which disappear in a puff of smoke when hit by the beam. By manipulating the rotating mirrors, and using the various walls, transporters, and lasers, you must first destroy all the bombs on the screen, before being able to reach the next level.

When the last bomb blows the dust, a portion of it, or some other blockage disappears, opening up a clear path along which the beam can now travel to the location.

Whenever the beam is reflected or deflected back into the beam, the system starts to overload, giving you precious few seconds to avoid disaster, by deflexing the beam elsewhere. Other hazards include mines which are detonated by continuous or repeated exposure to the beam, and annoying little fire-alarm, who have a nasty habit of meddling with mirrors at the worst possible moment.

Many levels have more like



sections, and the walls also reflect the beam, and often play an important part in its journey.

With practice and some ingenuity, and enough wits to keep you going for weeks, Deflektor is well worth a look if you're after an arcade game

that'll exercise the brain cells as well as test your dexterity.

| | SPECTRUM | IBM |
|-------------|----------|-----|
| GRAPHICS | 4 | 4 |
| SOUND | 3 | 3 |
| VALUE | 4 | 4 |
| PLAYABILITY | 4 | 4 |

- ▶ MACHINE: SPECTRUM 487/88, AMSTRAD CPC 464/640, COMMODORE 64/128, IBM PC
- ▶ GRAPHICS: COLOUR DISPLAY
- ▶ PRICE: SPECTRUM £19.95, AMSTRAD/IBM £24.95, COMMODORE £14.95, IBM £27.95
- ▶ CONTACT: LINDSAY LTD, BRISTOL 104
- ▶ REVIEWER: PAUL

It's always refreshing when you come across a game that's a little different and Graham's Deflektor is certainly that. The press slogan says "No bombs. No loss. Only pure skill and technology". And who are its designers with that?

In each of the game's 60 screens there is a laser transmitter and receiver. The object of the game is to guide the laser beam around each screen until it makes contact with the receiver.

- ▶ MACHINE: IBM PC
- ▶ GRAPHICS: COLOUR GRAPHICS
- ▶ PRICE: £19.95
- ▶ REVIEWER: PAUL

Except that while I just sit behind the keys, my horizontal ball has been a nervous ballerina hurtling down the Cosmic Causeway otherwise known as Tiltedrive II.

This is basically Tiltedrive, only more. Lots more. Much more. Brilliantly more.

You control a bouncing ball which whizzes down 24 stages, where cosmic trails over 100 levels. The trails consist of different coloured ropes or, each with its own special properties. Some make you speed up, others slow you down. And the black screens do not exist. Land on them and you disappear into the void and are life is lost. You must complete a level in the required time to continue.

The squares and their properties are: Brown (Safe square), Grey (Mark the end of a level), This is where you can select your icons. The timer will not start until you leave this area. Blue (Bounce you in the air), Green (Bounce you up), Red (Bounce you down), Purple (Bounce you backwards), Cyan



(Reverse the left-right controls. On higher levels, some red squares behave like cyan ones (Bounce, up), and black into the abyss)

Upon you for plummeting white disks. In three and you can gain credits which you can spend on the following icon figures.

The icons, which last just for one level, are: Score + 2

Multiples current level score by three), Roll or ceiling (Reverse time is over), Cyan Deactivate (Makes cyan squares behave like brown ones)

Purple Deactivate (Allows you to roll over your pile-squint), Turbo (Increases speed), If your speed is great enough you can smash through walls), Shield (Collides with items will not break you off course, but

will destroy them and gain you points), Roll Over Hole (Obviously that), Time Pauser (Slows the time to half speed).

There are also walls in the Cosmic Causeway with one of three types of doorway through which you must jump. Some doors open and close at the time, some open only as you approach and some will begin to close as you approach.



► PLATFORMS: COMMERCIAL GRADE
► LANGUAGE: ENGLISH
► PRICE: \$9.95/19.95 (2-DISK SET)
► CATALOG: 4000 (0001), 21.95 (0004)
► MEDIA: CD-ROM
► DEVELOPER: PAIG

ICE HOCKEY

I don't know much about hockey and can't get all that worked up about picking winning teams. But I do like a good, action-packed game. And this 3D ice-hockey import from Europe is a gem.

Within a few minutes I was zip sliding away, getting into the thick of the action. I soon managed to get myself sent off two or three times for hauling fans at the opposition. Okay, I admit I wasn't mean that much but being tossed to and fro looking vulnerable playing seconds ticked by is very frustrating. Undin!

The program enables you to be a player, coach and manager. If it's you, no power, read on. If you're a fan, God-like controls, you should find plenty to praise here.

On the ice you have the choice of being goalie or goalie. I preferred the latter, giving me

chance to roam far and wide and get involved in the action where ever I was. The player you control is highlighted in a different colour to the rest of the teams. The play is fast, smooth and fun. I particularly like the way the players skate about, heads turning this way and that to see what's going on.

The play is also pretty realistic. You make slap shots, block, pass and check with your hips.

Your team can compete in leagues, division and conference championships, heading ultimately to the Sport Time Cup finals. Playing the game of management you can trade in several new players, hold training camps and plan strategies.

The trouble with all this option chasing and team management stuff is it slows the game down. It would have been better if they had used the

strategy for better results style play - with some elements of fast 'em up. After all ice hockey is probably more suited to living television broadcasts.

► GRAPHICS:
► SOUND:
► VALUE:
► PLAYABILITY:

1
2
3
4

MEAN STREAK

► PLATFORMS: COMMERCIAL GRADE
► LANGUAGE: ENGLISH
► PRICE: \$9.95/19.95 (2-DISK SET)
► CATALOG: 4000 (0001), 21.95 (0004)
► MEDIA: CD-ROM
► DEVELOPER: PAIG

Burn it up on the Battletrek, the 20th century equivalent of a motorway! But here it's almost legal to look-wie in a totally personal fashion.

In the 21st century people travel using motor transport beams and roads are obsolete. But these pro-gangs of rebel bikers dedicated to keeping the old ways open - a bit like motorised Bandidos! it seems.

But try to force them've turned their hobby into a competitive sport - Battletrek on wheels. The survivor of the high-speed dash around the 10-lanes wins the ultimate title: the Mean Streak.

Load up the game and you find yourself on the Battletrek, riding a heavily armed super-bike. You have rockets, machine guns and all for use against your fellow competitors. Firms, arms and oil can be picked up as you race.

Use the on screen radar to pick up other bikers and dodge about - avoiding their gunfire and earning money.

Dexterity appears where and you win extra time - sup, each of the five levels puts you up



against the stack. You can dodge after bikers in deadly situations - like walls. And you can jump your bike over rocks, holes in the road, water and oil slicks if you can lean enough.

Everything is controlled via the joystick - which makes steering and firing a bit tricky in tight situations, but is soon mastered after a couple of games.

To wipe out your opponents it's best to allow them to race past you and blast them with rockets or guns - I haven't quite mastered the use of oil slick yet.

As you race along the diagonally winding track you'll come across ramps which can be driven over - and walls which must be dodged or blasted.

Mean Streak is a pretty precise game, with reasonable graphics and a neat driving soundtrack - in fact the reason was the thing I liked most about the 84 version of the game.

Not a huge game - but not a bad addition to your collection.

► GRAPHICS:
► SOUND:
► VALUE:
► PLAYABILITY:

1
2
3
4



Cosmic Crossways is just that - Cosmic!

► GRAPHICS:
► SOUND:
► VALUE:
► PLAYABILITY:



1
2
3
4

SAPIENS

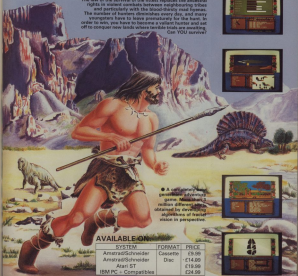


"A thousand centuries ago the human adventure began". At that time, survival depended on hunting, finding sources of water, medicinal or nutritional plants, and making fires from flint.

Your tribe is sick and hungry. Each day, some of your companions die in terrible pain, and the drought is spreading and yellowing the pastures which used to be green. Big game has disappeared and food is becoming rarer and more scarce.

The law of the survival of the fittest replaces the ancestral rights in several combats between neighbouring tribes and particularly with the blood-thirsty red hezmas.

The number of hunters diminishes every day, and many youngsters have to leave prematurely for the hunt. In order to win, you have to become a brilliant hunter and set off to conquer new lands where fertile lands are awaiting. Can YOU survive?



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MASTERS OF THE UNIVERSE

Picture this: A giant of a man, with flowing blond hair, and more muscles on his little finger than most mortals have in their entire pony bodies.

Who is he? He He-Man, the world's most powerful man, famous toy, star of the Masters of the Universe film and Gremlin Graphics' game.

► **DEVELOPER:** GREMLIN GRAPHICS/STANLEY KUBRICK
 ► **PUBLISHER:** GEMSTAR GAMES
 ► **PRICE:** APPROXIMATELY \$29.99/£19.99, COMING TO THE UK ON CD-ROM AND DOS/PC/UNIX BY 21 JANUARY
 ► **RECOMMENDED SYSTEMS:** IBM PC/AT/486/386/SPECTRUM
 ► **REVIEWED BY:** PAUL

Through time the eternal conflict has continually raged — the battle between good and evil. Whoever manages to gain the key to time will eventually triumph and rightly claim the title Master of the Universe.

And it is the struggle for the key to time which once again brings these age old enemies He-Man and the evil hunk into conflict.

That struggle between good and evil will be strapping across the silver screen after Christmas when the Masters of the Universe movie, starring mega hunk Dolph Lundgren — an awesome 6ft 6ins and 240lbs — as He-Man, goes on general release.

And now you can take part in that struggle with Gremlin Graphics' Masters of the Universe game based on the film.

The planet Eternia, familiar to all those who have seen the Masters of the Universe cartoon series, has been devastated by war. Skeletor, that skull-faced incarnation of evil, and his equally evil henchman hooligans, are plotting to destroy the storeroom of Eternia's magic and rob her power.

Opposing this dastardly

plot is He-Man. Guided, a genius dwarf (this is a new character you won't have seen on television) Teela and Man-at-Arms.

The film and the game open where Skeletor has imprisoned the sorceress and is absorbing her power. He-Man and friends arrive but fail to rescue her.

He-Man, Teela and Man-at-Arms retreat to the haven of Grayskull, who possesses a cosmic key — a



THE UNIVERSE

REVIEWS

C+VG

24

small cylindrical device that can magically transport them anywhere in the universe. Cavalier punches out a metal code that will allow the group to exit the place, but a trap built of lasers alters the location. The group disappears through a dimensional "door." Suddenly they are on the planet Earth, in a little Californian town named Gally.

And that is really where

the game begins.

On the way through time to Earth the key is lost and separated into eight musical chords. These have been scattered around the various playing areas which you, playing the part of Hi-Man, must find before the ultimate confrontation with Skelton's last son Eternia.

The game starts in the street with a shoot 'em up where, if you score enough points, you'll collect your

first chord. This involves a lot of wandering about and being shot at. It's a real ruse as a little ahead.

Having received a message from Terra that your parents are required elsewhere, the scene comes over to a scrap yard where you do battle with two of Skelton's top henchmen, Blade and Kerp. If you win, you'll go to another chord letter cut.

With two chords under your belt, and having received another call, you find yourself on your way to Charlie's Electronic Store where, if you're clever, you'll collect another chord on the way and still have enough energy for a good shoot out when you get there! This time the action is sky high as you race to the top of a ladder and then onto your "space disc" for the shoot out.

This is make or break: Will you claim victory or be outwitted by the alien's troops? If you're taken prisoner, you'll be held captive at the infamous Castle of Greyskull. If you haven't collected eight chords, Cavalier has defeated you and his evil power will reign supreme. If you have eight, you have the right to challenge Skelton.

Masters, for me lacks immediate playability to maintain interest. But if you're a fan of the cartoons in the film, you'll probably enjoy the game.

It's interesting that the previous Masters of the Universe game by US-Logic has now been re-released on the American label at a budget price.

That's quite good as well.

| | GRAPHICS | SOUND | PLAY | VALUE FOR MONEY |
|----------|----------|-------|------|-----------------|
| GRAVE | 4 | 3 | 3 | 3 |
| AMERICAN | 3 | 3 | 3 | 3 |



The Golden Joystick Awards

It's that time again. The time when we ask you to vote for your favourite games and award them one of C+YG's world famous Golden Joystick Awards! Our joysticks are to computer games what the Oscars are to movies - in other words THE top award any software company can win.

And it's YOU who decides who gets what! Unlike any other awards the C+YG Golden Joysticks are decided by the people who actually play the games. We want you to look back at the games released during 1987 and tell us which ones fit the award categories listed below.

Once you've decided your winners, just fill in the award voting form and rush it to Computer and Video Games, Golden Joystick Awards, Priory Court, 30-32 Ramingdon Lane, London EC1R 3AA. The first 50 vote forms out of the hat will receive a free game from the C+YG software cupboard - so get your entry in the post today! And remember - YOUR VOTES COUNT!

Software House of the Year

Runner-up

Game of the Year

Runner-up

Adventure of the Year

Runner-up

Arcade Game of the Year

Runner-up

Strategy Game of the Year

Runner-up

Best Original Game

Runner-up

Soundtrack of the Year

Runner-up

Programmer of the Year

Runner-up

Name

Address

Computer owned

ANOTHER ONE TO

This is it! Another new exciting, pain-relieving, finger-aiding, wrist-venting, cramp-releasing, muscle-massaging, joint-jumping joystick round up.

And in general we've got a great crop of Value for Money joysticks out at the moment.

Right, but joysticks up for the heavy-handed C + VC rig and say just one from Dynamics.



COMPETITION PRO EXTRA

The Comp Pro extra has been designed around the same specifications as the original Comp Pro 5000 joystick. Except that it's development and incorporates an auto-fire and slow motion option. There is also a pair of extra switches that feature which give a greatly increased position.

Handling the joystick is easy and simple. It fits loosely between both hands, but may take some time until you become accustomed, and eventually comfortable with it.

To toggle between auto-fire, normal and slow motion, there is a small switch, which is located at the rear of the joystick base. It can be operated quickly and easily during gameplay. The Competition Pro joystick is still the best, and now that it includes both auto-fire and slow motion, it's a sure winner!

Price £16.95

COMPETITION PRO 5000

This was the joystick that started it all. Yep, that's right! The Pro 5000 has been the foundation of what all joysticks

should be, simple, well-built, fully customizable, highly responsive and extremely reliable.

The 5000 was the prototype for the Pro Extra and as its counterpart, is of the same design, but is red and black in colour. It is fully customizable apart from the fire buttons, and has the same performance qualities and characteristics as the Pro Extra and there is also a clear version too. Another

joystick which has just come to our attention, which looks identical to the Pro 5000, is actually a Taiwanese import and is considered to work a way it can only be described as cheap! It can easily be recognized by looking at the rear of the joystick, where you will see the words Micro Pro. As well as this, when moving the stick, it gives a stiff and ratchet-like feel. This joystick should be avoided at all costs!

Price £14.95 (Standard model) £23.95 (Clear model)



EURD MAX MICRO HANDLER

The Micro Handler is, I can only describe as, an all purpose joystick, due to the fact, that it consists of a variety of joystick gadgets which include two paddles, an auto-fire switch, a couple of fire buttons and of course the joystick handle itself!

All of these are contained within a sturdy rectangular metal base, with four surface caps at its base. It is easily positioned upon the lap, or can be placed on a table top and held steady, via the surface caps.

The joystick handle is a real treat, with only one finger, it is



possible to wave it freely, in all eight directions. To go with the auto-fire switch, is an auto-fire speed option, which can speed up or slow down the rate of fire of the auto fire mechanism.

The fire buttons are just that little bit dodgy. When using them in a rapid motion, they often become stuck, if pressed at an angle. The only way around this is, of course, to press them carefully. Overall, the Micro Handler is a great for all dedicated gamers and is worthy of adding to your joystick collection.

Price £28.95

EURD MAX PROFESSIONAL

The Euramax Pro is probably the nearest thing, when it comes to quality and design, to the Competition Pro 5000. Storage of the joystick is its obvious, apart from a few advanced decorative and structural extras. The fire buttons are square, instead of round and is yellow and black in colour.

Joystick maneuverability is just good, smooth, quick and incredibly simple. The fire

• Euramax Pro - smooth



buttons give superb simplicity and all maneuverability give a good controllable click, which I find is very important, as it gives a much better reaction from your use to your finger.

There are two versions of the same joystick, one of these has an auto-fire option and the other one, you've guessed it, doesn't! The professional has definitely got to be one of the best joysticks on the market, for a huge it says that way!

Price £29.95 (Black) £34.95 (White)

CHECK OUT, BRAINS!

Joysticks, as everybody knows, are seriously crucial to playing computer games. C + VG's Ian

"Brains" Macklin and Tony Takovshi look at new

joysticks for the Sega and Nintendo Mega machines.



EUROMAX PRO ACE MEGA ACE

Both the Pro Ace and Mega Ace look exactly the same. The only difference is that the Pro Ace is left switch operation and the Mega Ace uses microswitches.

Both look like mild pyramids and have a wide five-button set at the base. The Mega Ace gives a slightly good feel next to a roller response. The Pro Ace, because it uses leaf switches, requires excessive movements to create any response at all.

The price for the Pro Ace seems fair, although having to pay \$32.95 for the Mega Ace. I'd rather save a quid and buy the Elite instead! Price: \$30.95 (Pro-Ace) \$23.95 (Mega-Ace)

■ EuroMax Elite—good value

EUROMAX ELITE

The Elite is quite a nice little joystick, and is one of the joystick in EuroMax's cheapest range and is worth every penny. It has long living microswitches and the roller wheel between both hands. The Elite would suit people with small hands and at £11.95, should be within the financial reach of the average game player.

It is red and black in colour and the five buttons is positioned to the front of the joystick. The response quality from the Elite is not exactly up to the Professional's standard, but it's acceptable. As you may already know, C + VG has its own joystick with our own little logo embossed on it.

Well, our joystick is really the Elite. Clearly in disguise! It's yellow and black in colour there is also an auto-fire and one extra fire version of the Elite, but the C + VG joystick is a non auto fire only.

Price: £11.95/£15.95 (Auto Fire)



HASTE TO THE MAGNUM

The Magnum is the ideal joystick for younger gamers and one easily to hold steady by small hands. It looks rather like a gun, except that there is no barrel. The trigger is on a slide and the stick is placed on top just beyond the trigger. It is fully microswitched and responds well to subtle movements. The five buttons is nice and large.

The Magnum is ideal for a

Continued

ANOTHER ONE TO CHECK OUT, BRAINS!

adults best of games, original
from arcade adventures to
super fan shows on tape.
Manufacturers have now reduced
the price of their magazines to
 compete against the Speed
Playz price tag.
Price: \$12.99

SEGA AND NINTENDO

If you are the proud owner of
either a Nintendo or a Sega
console you will probably
have felt quite a bit of frustration on using the control
for quite a few years with the
wire, without Tony (Nintendo)
This isn't in any way they are
in good, in some games
they are ideal but GEN
ERALLY they have a lot
to be desired. I was
looking around to
see if there are any
alternative joysticks
that are compatible
with the



Joystick

joysticks and now it has
produced the Command
Control for the Nintendo. A UK
company, Kongs has also
released a controller in the
Nintendo and Sega states with
its specially fitted Speed Playz
magazines.

The standard Sega and
Nintendo joysticks are very
similar in design and function.
They both have A-B buttons
and the joystick section is
simply a press-down pad that is
flashed out. The Sega has a
screen in knob which gives the
press-down pad that is about a
further feel but still remains
slabby and uncomfortable in the
hand.

Problems tend to occur in
games where you need a fine
control of directional movement.
For a game which requires
straight up/down/left/right
controls is OK.

As I said above the Nintendo
has two alternatives, Woo or
Fornis. The Woo weighs in at a
heavy 18 grams (stunning!) and
is not cheap. But you do get
what you pay for. It is very
rugged and is clearly built to
last. As you can see from the
picture the SELECT and START
buttons are on top of the base
unit with the fire button on the
joystick handle, the B button is
on either side of the base of the
stick (good news for the left or

right handers among you).
It has a fine feel and and
the unit sits snugly into your
hand. The response is fast and
smooth, and finally there has
developed the same design and
styling finishing in this stick as
its brother Sega and
Nintendo joysticks.

The Kongs Speed Playz has
been around for some
computers and the console
version retails for \$12.99 -
which is quite a bit less than
the Woo. It has a fine feel
and, is designed to fit in the
palm of your hand and has a
slusher faster than stick
movements, the fire button is
well placed by your index
finger.

Indeed, the joystick is well
designed for your hand and
has a fine feelback. The START
and SELECT buttons are
placed on top of the base unit
and there is an auto-fire option
on the rear end of the unit.

I quite enjoyed playing with
the Speed Playz BUT real
problems occurred when I had
to use the B button in a game.
This was because it was placed
and it was very annoying
trying to alternate between
buttons. I also found the
stability of the stick to be
constant and it tended to wobble
back and forth when I was in
tight corners.

Speed Playz



KONIX SPEEDING

The Speeding comes in three
versions for computers and
game consoles.

The Speeding is probably
the only joystick which has
been designed, solely to fit
perfectly into the hand, that is
not a big hand. It's design and
size suggests that it can be held
in the palm of a large hand.
Therefore it is ideal for an
adult, and may be found
unwieldy for a child. The stick
is easily manoeuvrable,
responds well and can handle
a considerable amount of
frrequent punching.

It uses an construction as
does the fire button, which is
situated on the right hand side
of the grip.

There are also two other
versions of the Speeding for
the Sega and Nintendo, each
has all the features of the
original Speeding, but include
the necessary connections and
triggers to make them
compatible. At \$11.99, plus
the game Thing Resources Book,
the Speeding is even more
value for money!

Price: \$11.99/\$12.99 (Auto-
Fact)



| | DURABILITY | DESIGN | VALUE FOR MONEY | IGN RATS |
|------------------------|------------|--------|-----------------|-----------|
| • Competition Pro Ears | 10 | 10 | 10 | Excellent |
| • Competition Pro 500S | 10 | 10 | 10 | Excellent |
| • Micro Handless | 10 | 10 | 10 | Excellent |
| • Professional | 10 | 10 | 10 | Excellent |
| • Mini-C+ PC | 10 | 10 | 10 | Average |
| • Pro Ace | 10 | 10 | 10 | Average |
| • Mini Ace | 10 | 10 | 10 | Average |
| • Speeding | 10 | 10 | 10 | Good |
| • Magnum | 10 | 10 | 10 | Good |

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RED OCTOBER COMPETITION

Dive! Dive! Dive! Up periscope and fire all tubes. As you can tell we're all at sea on the good ship C-140 as we join in *The Hunt for Red October*, the excellent Argus submarine simulation based on Tom Clancy's best-selling book of the same name.

And you could be all at sea as well if you enter our fabulous competition. The prize is a trip on a Royal Navy submarine. Unbelievable, eh? But be warned the competition is tough. This competition is also being run in Commodore User and Sinclair User and there can only be one winner.

The trip will be made on an Oberon Class Submarine (206 ft Long - 28.5 ft Deep - Displacement 2000 on the surface and 2470 tons when "dived") - carries 8 x 21 inch torpedo tubes and 24 torpedoes - 12 knots on surface - 17 yards dived - has a 6000 mile range and carries 68 crew composed of 7 officers and 61 crew. No date is currently set for the trip and this will be planned with the winner when chosen. But the sub will sail from Gosport, Hants.

The prizes are up for C-140 and will get copies of the game, either on 16-bit or 8-bit. Don't forget to tell us what computer you own.

1. What is the hard part - the questions, they are harder than in normal C-140 competitions because the prize is so special. Okay, here we go.

1 Name Tom Clancy's follow up to *The Hunt for Red October*.

Answer _____

2 Where and what is the *Bayesian Budget*?

Answer _____

3 What does NATO stand for?

Answer _____

Send your answers together with the printed coupon in the form for the October competition, Computer + Video Games, Milton Court, 20-22 Farringham Lane, London EC1R 3JG. The closing date is February 15th.

The Hunt for Red October Competition

Name _____ Age _____

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My computer is _____

LONE

The Lone Wolf series of role-playing game books have so far notched up sales of 2.4 million worldwide. The eleventh book, *The Prisoner of Time*, was released in December and the final book, *The Masters of Darkness*, will be published next April. C + GV Deputy Editor Paul Broughton meets Lone Wolf creator Joe Dever.

If you wish to read this feature go to 1.

If you do not wish to continue go to 1.

1

Congratulations! Your decision to read this feature has put you down in a permanent with a quizzical mind, ready for new experiences, eager for action and a burning desire to take charge of your own destiny. For you stand quizzical and ready to receive the world of fantasy role-playing books and, in particular, the world of *Magnus*, against which the highly successful *Lone Wolf* books are set.

If you wish to read about *Lone Wolf's* creator, then go to 5.

If you want to know what a game book is, then go to 2.

2

The first two *Lone Wolf* books, *Eight from the Dark* and *Five on the Water* are being turned into graphical adventures by *Supersoft*. The plot of the games will closely follow that of the books but Joe Dever says that of the books is why the games "will give something new." The games should be released in April on Spectrum, Commodore and Amstrad.

If you wish to read about the *Lone Wolf* board game, then go to 12.

If you wish to read about C + GV's *Lone Wolf* competition, then go to 10.

3

Lone Wolf is the bestselling role-playing game in the world. It has gone on to become a household name. *Lone Wolf* is the first role-playing game to be translated into 15 languages. It has been translated into 15 languages. It has been translated into 15 languages. It has been translated into 15 languages.

regimes on the killers. All *Kai Lords* are skilled in various disciplines such as camouflage, hunting, tracking, healing and weapons, they also have a sixth sense which alerts them to imminent danger.

If you wish to read about the world of *Magnus*, then go to 8.

If you wish to read about the *Lone Wolf* Club, then go to 11.

4

Your decision to stop reading means you have no reading power at all, even when you're probably not even on another great C + GV competition.

If you have changed your mind and wish to continue, go to 1.

If you really have finished then turn over the page.

5

Joe Dever, creator of the *Lone Wolf* books, was born in 1926 in Woodstock, Iowa. So far he has published eleven books about the character and the world of *Magnus*. The twelfth and last in the series will be available next April.

Years of playing adventure games and a taste for the books of Tolkien and Michael Moorcock inspired Joe to create his own fantasy world.

After leaving college, Joe became a musician playing what he calls "blat" music and then worked as a recording engineer with Virgin Records. In 1977 while working in Los Angeles Joe first encountered *Dungeons and Dragons*. "It was then quite ordinary," says Joe, "but I was the producer and got into playing the game." From then on he was hooked on concept, content and his future.

And five years later, in 1982, Joe won the *Advanced Dungeons and Dragons* championship held before 10,000 people at a Wings, the major US game convention held in Baltimore. He was the only

British competitor.

But before that triumph, Joe had to fight. Joe started to run D + D games for the British who were meeting at Yanga's Palace Studios in Oxfordshire.

"It was while playing games that I started to develop my own world for an adventure to take place in and document it.

The world he created was vast and complex, with its own gods, legends, heroes, villains, races, animals and languages. Originally Joe intended this world to form the background to his own fantasy game. Eventually it was to become the world of *Magnus* and he agreed to *Lone Wolf*.

If you want to know more about *Magnus*, then go to 8.

If you want to know about Joe, then go to 7.

6

Joe Dever has also written four books in a series called *Conan the Barbarian*. Each book in the series can be played as a role-playing game or when combined with its companion book, two people can play a combined "game".

If you wish to read about the *Lone Wolf* computer games, then go to 1.

If you wish to finish reading this feature, go to 4.

7

The advent of punk rock was Joe's main decision to quit the music business. The Sex Pistols and New Wave music wasn't for him. It was a momentous decision. He ended up running a games shop in London where he met game designers and illustrator Gary Chalk.

If you wish to know more about Gary's book, then go to 10.

If you want to know more about Joe, then go to 7.

8

The *Lone Wolf* series of books are set in the vast and complex fantasy world of *Magnus*. Joe Dever has invented more than 2,000,000 years of history, geography, nations, creatures, myths, legends and gods. Together with Gary Chalk, Joe Dever produced the

Magnus companion, a lavishly illustrated guide to the fantasy land. It's a must for those captivated by the *Lone Wolf* books, and is published by Fantasy Books at £9.95.

If you wish to read about Joe Dever's new *Alphas* or *Warrior* books, then go to 14.

If you wish to read about the *Lone Wolf* computer games, then go to 1.

9

Role-playing games have always had a "rule" following. Joe wanted his adventure to have more appeal. The paperback game books would be ideal. "Paperback distribution is more market than fantasy is a commodity."

Drawing on the 1,000 years of history he researched for his game, Joe set about writing the first *Lone Wolf* book. Gary Chalk illustrated it.

"I wrote the first book in two weeks of beddity. I went to a house in Cornwall on my own with lots of paper and a typewriter," says Joe.

The success of the *Livingstone* and *Steve Jackson's Fighting Fantasy* books and other publishers led to this new sort of idea.

"I picked three of the top publishers and they all wanted it," says Joe. In the end it was *Spartan Books*, part of Hutchinson, which signed him up.

The first book was an instant success and the other books soon followed. *Lone Wolf* books are *Gamebook of the Year* awards in 1985, 1986 and 1987.

If you want to know about how Joe writes the books, then go to 11.

If you want to know about Joe's future plans, then go to 14.

10

The *Lone Wolf* Club offers



WOLF



Joe Green

on which he worked with Fighting Fantasy man Ian Livingstone.

If you want to know more about **Magnificent**, then go to 8.
If you want to read **Lone Wolf** books, then go to 17.

17
The **Lone Wolf** series of books contains 11 titles: *Flight from the Dark*, *Fire on the Plains*, *The Curse of Wally*, *The Curse of Doom*, *Shadow on the Road*, *The Kingdom of Service*, *Castle Death*, *The Temple of Marston*, *The Children of Aps*, *The Champions of Vesper*, *The Prisoners of Time* and *The Master of Darkness*. They are published by Bantam Books and are available from all good bookshops.

If you wish to know about the **Magnificent** competition, then go to 8.

If you wish to know about C+W's **Lone Wolf** competitions, then go to 15.

renders the chance to become more involved with the fantasy world. Joe writes a regular newsletter to members and the club offers competitions, events and the chance to attend Lone Wolf Newsletters and signed copies of the books.

Joe also hosts special adventure games for club members at his home. These lucky enough to be invited get the chance to see Joe's 700 sq. ftm games rooms and his collection of 10,000 fantasy and horror role playing figures. Joe makes it a case of the biggest collection in Britain.

If you are interested in joining the Lone Wolf Club then write to The Lone Wolf Club, Bantam Books, Brentford House, 65-67 Chiswick Place, London W4 3AL. Do not forget to enclose a large stamped addressed envelope. Nasty but club membership is open to people in the UK and British Isles (Postcode Overseas).

If you wish to stop reading this feature, go to 5.

If you want to read about Joe's future plans, then go to 14.

11

From **Warrior**, Joe has the **Lone Wolf** series running for 12 books. To plan the books as a series rather than just some odds. Learn the whole story. I then break it down into the books, each with its own climax. I then simply write it.

Joe makes it sound like a pretty easy job. But it is tremendously hard work getting the books down on paper. He says: "On average I'm doing five to six books a year. It's quite a demanding life but I'm enjoying it immensely. I just cover 100 million a week. I'd say to know millions are enjoying the series that I work six days a week and sleep the seventh."

If you wish to read about the Lone Wolf Club, then go to 16.

If you want to enter C+W's Lone Wolf competitions, then go to 15.

12

A brand game featuring **Lone Wolf** will be available in April. Joe says Joe "is not just a regular old fantasy fan but he figures it will have a broader appeal.

If you want to read about the

Lone Wolf computer games, then go to 2.

If you wish to read about Lone Wolf, then go to 3.

13

The wonderful thing about game playing books is that the reader plays the hero and main character. Your decisions are his decisions. Whether you succeed in completing the book's quest or task is up to you.

Normally you can equip yourself with a selection of weapons and skills. Every so often you are confronted with decisions, battles, puzzles and a series of options for you to choose from - just like the fantasy. Will you do this or that? The decision you take could send you off into another part of the adventure, do it immediately, or allow you to progress. During the adventure decisions you make will earn you points in, say, combat skills or endurance. When you have to battle with some point, remember an exercise on the outcome could depend on your combat points etc etc. The skills and points earned in one book can be carried over into the next book of the series. But at the same time you do not have to play the first book in a series to enable you to enjoy subsequent books.

If you wish to read about Lone Wolf, go to 3.

If you wish to read about Joe Green's other role playing game books, then go to 6.

14

The seventh and final **Lone Wolf** book, *The Masters of Darkness*, will be published in April. But Joe Green has more not done. He is already hard at work on his next game book series called **Highway Warrior**, set in Texas in the year 2020 following a giant nuclear holocaust. The reader was named not through war but by accident. The reader plays the part of a cyborg who must hunt down the bad guys. Joe says the series will be a serious buyaway. The *Crucible of War* and *Mad Max*. The first book in the series is called *Survival* and is due to be published in July, but is intended to write four books and there is an option on five more.

After the first for **Highway Warrior** books there have been published five plans to continue in **Lone Wolf** with what Joe describes as a "questmaster" series which, he says, will take the character to a "higher level of sophistication - talking to the gods".

If you wish to read about the planned **Lone Wolf** computer games, go to 2.

If you wish to read about the **Lone Wolf** role playing game, go to 13.

15

Computer + Video Games has got 12 signed copies of Joe Green's latest **Lone Wolf** book, *The Prisoners of Time* to give away in a competition game.

All you have to do is write in with a chance of winning is answer the following **Lone Wolf** questions in the special panel.

16

Joe Green was the first illustrator for the **Lone Wolf** books, although other artists now provide the illustrations. Joe was born in 1952 and began painting war games at the age of 13. His interest in gaming led him to be involved in the making of several games including *Cry Mares*, *Knave*, *Captain and Samurai*.

LONE WOLF COMPETITION

1 How many books are there in the **Lone Wolf** series?

Answer:

2 What is the name of Joe Green's new series of books?

Answer:

3 Which company is producing the **Lone Wolf** computer game?

Answer:

4 Where was Joe Green born?

Answer:

Send your answers together with the printed coupon to Lone Wolf Competition, Computer + Video Games, Priority Centre, 50/52 Farringham Lane, London EC1A 3AU. The closing date is February 15 and the editor's decision is final.

NAME

AGE

ADDRESS

If you don't know the answers go to 1.
If you wish to know about the **Lone Wolf** computer games, then go to 2.



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 2. **DATA FILE MANIPULATION** - This program allows you to perform various operations on data files, such as adding, deleting, and updating records. It is a powerful tool for data management.
 3. **DATA FILE CREATION** - This program allows you to create new data files from scratch. It provides a simple and intuitive interface for defining file structure and content.
 4. **DATA FILE DELETION** - This program allows you to delete unwanted records from a data file. It is a useful tool for maintaining the accuracy and integrity of your data.
 5. **DATA FILE UPDATES** - This program allows you to update existing records in a data file. It is a useful tool for keeping your data current and accurate.
 6. **DATA FILE SEARCHING** - This program allows you to search for specific records within a data file. It is a useful tool for finding information quickly and efficiently.
 7. **DATA FILE PRINTING** - This program allows you to print out the contents of a data file. It is a useful tool for generating reports and documents from your data.
 8. **DATA FILE BACKUP** - This program allows you to create a backup of your data files. It is a useful tool for protecting your data in case of a system failure or disaster.
 9. **DATA FILE RESTORE** - This program allows you to restore your data files from a backup. It is a useful tool for recovering your data in case of a system failure or disaster.
 10. **DATA FILE ARCHIVING** - This program allows you to archive your data files. It is a useful tool for storing data for long-term use and compliance requirements.

 11. **DATA FILE EXPORT** - This program allows you to export data from a file into a different format. It is a useful tool for sharing data with other applications and systems.
 12. **DATA FILE IMPORT** - This program allows you to import data from a different format into a file. It is a useful tool for integrating data from various sources.
 13. **DATA FILE VALIDATION** - This program allows you to validate the data in a file. It is a useful tool for ensuring the accuracy and integrity of your data.
 14. **DATA FILE CLEANUP** - This program allows you to clean up your data files. It is a useful tool for removing unnecessary data and optimizing file size.
 15. **DATA FILE SECURITY** - This program allows you to secure your data files. It is a useful tool for protecting sensitive information from unauthorized access.
 16. **DATA FILE SHARING** - This program allows you to share your data files with other users. It is a useful tool for collaboration and teamwork.
 17. **DATA FILE BACKUP AND RESTORE** - This program allows you to perform backup and restore operations on your data files. It is a useful tool for disaster recovery and data protection.
 18. **DATA FILE ARCHIVING AND RESTORE** - This program allows you to perform archiving and restore operations on your data files. It is a useful tool for long-term data storage and recovery.
 19. **DATA FILE EXPORT AND IMPORT** - This program allows you to perform export and import operations on your data files. It is a useful tool for data integration and sharing.
 20. **DATA FILE VALIDATION AND CLEANUP** - This program allows you to perform validation and cleanup operations on your data files. It is a useful tool for data quality and optimization.

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WINTER ISSUE 1955

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Commodore Screen



Spectrum Screen



Amstrad Screen

The Big Screen

Time to cap this month's cinematic trends and root out the odd criminal. Ward K Street acts as judge and jury.

The time — the day after tomorrow. The place — Old Detroit. The number one problem — crime! Forget your friendly neighborhood holiday. Move over Christmas and Hanukkah. What we need now is **Hobocops 1183**.

Thirty-one cops have been killed since the pivotal nature of the Detroit police force. Murphy makes it thirty-two when he runs into a deserted warehouse in that pursuit of the street gang of thieves outside of the C-10 staff, and in promptly arrested class.

But the cop's carried out in a body bag is about to be reborn as a law-enforcement officer with a difference — a PC (Police Constable) who is fifty per cent PC (Personal Computer). Programmed to keep the peace, he's an officer on the beat who beats up the bad guys with ruthless efficiency.

It's no time at all the crime-rate drops, but a Hobocop's lot is not a happy one. The gangsters are plotting their revenge and money, the fans of Grand Consumer Products plans to tarnish the stainless android's reputation to give his own pet project HD 300, a crack at the toy market. He's not reverse to a little conspiracy either.

Hobocops was a summer smash in the States and it's easy to see why. Cynic-lined viewers combined with comedy and some satirical observations produce a perfect piece of fun stuff.

The pics were starless as they mix with laughter. But at its core the movie has a serious point about dehumanized policing and the cost of law and order when it's governed by profits. And your neighborhood watch will watch out for **Hobocops!**

Even a 10-bit movie would have trouble with the **Linez Boys 1121** though. It's not so much that this raucous crew of punks, death rowies and heavy metal bruisers have what the Americans call an "attitude



▲ **Behaviors**

problem" — it's that they beat anyone!

Santa Carla is a small California seaside town complete with fun fair, innards and a bloodbath problem. New guy in town Michael sees folk but their beautiful society Star, and it's not long before he's eating maggots and drinking blood from wine bottles.

Unhappily mother is too busy looking for a new job and possibly a new husband to discover these anti-social habits, but younger brother Sam soon finds that something's wrong when Michael dies by his window to ask him out for a date! The Santa Carla Trio then sample sinners, the Frat brothers, club hands with a stake-rooked in girls.

I wouldn't say that **Linez Boys** hit its way, but it's an odd mix of comedy and suspense. There's real wit in the script but it's hindered deadpan (or hokey), so at times you're not sure whether to laugh or fear!

Still, the movie's message and its intensity is excellent. The



▲ **Behaviors**

soundtrack, featuring INOZ and Erko and the Beatmasters is superb, and it's all directed with real style. Don't lose sight of these boys.

More gory gangs on in **New Black 1181** but there are no doubts as to director Kathryn Bigelow's intentions. She wants to scare you (and/or!)

Obviously the material and's been at work as Hollywood because here we have yet another group of overly rampant who killing just one other ordinary teenager as a fee for info for a girl member of the gang. But there the similarities end because **Calh** is way a spicier grey from the **Mad Women** film in the back

of a blacked-out rampy van.

How would compare five to modern American? Bigelow thinks that they'd look across the States, stepping off at every major movie, putting up passing, but also on shooting rates, then slaughtering their victims. Easy as when they might terrify a suburban lot, but the links.

It's a Mastering life-style that shows living **Calh** leads lead to another (or maybe wrong). The instead aren't too taken by his supernatural either, and it's only then, finding his from but not to me, who stops them changing their newest display.

New Black is a dark and brooding film indeed, possessed of a terrible intensity which makes you squirm in your seat. Despite the realism of sunlight towards the end, it should at all give real guys time something to get their teeth into.

What would these fantasy ghosts make of the **Garden of Stone 1121** which are the setting for Francis Coppola's major new movie. That's the name given to Arlington



▲ **New Black**

National Cemetery, the resting place of so many soldiers killed in Vietnam.

No, you cry, not another Vietnam movie, but well... Coppola has already taken the trip to **Calh** and **Linez Boys** in **Apocalypse Now**. This time he never leaves Washington — just manages to see more about that warzone war than any of the other recent **Wars** pic.

The action centres on two soldiers Private Willard and a veteran of two wars of duty, Sergeant Hazard. Both are members of the "Old Guard", the regiment which stands tall

The Big Screen

and proud on emotional occasions but which seldom moves actors.

In the 1960s most of these reversals were Kaneles. As Haines remarks, "The Marston way of thinking is these business and that business is good. Well, our business is better." But despite the experienced officer's belief that the war can never be won, Willson is determined to write in the front line.

By studying those two men, their personal ambitions, their fellow soldiers and even their girlfriends, Coppola creates a picture of a military machine which presents a public face of cool-clicking, choreographed efficiency, but which really exists to ship young men overseas to kill and be killed.

The performances are brilliant, with James Caan as the all-too-human Sergeant Hazard and newcomer D.B. Sweeney as Willson, supported by James Earl Jones as Hazard's dead-on-the-brother officer and Angela Basset as his pacifist girl. In potent form is the way it deals with human beings who are identical with, who we care about.

More military action and political corruption as Kevin Costner (of *The Untouchables*) finds that there's no way that 121 when he's trained for murder.

This is one of those films which is difficult to describe without giving away too much of the plot. It begins and ends like the labyrinth of tunnels below the Pentagon, in which it's set.

Continues in navy hero Tom Farrow, who becomes involved with glamorous Susan Amiel at a party. They start to go out and her but she's also involved with Farrow's superior, David Bruce—a great performance by Gene Hackman. Murder follows, and the cover-up by Bruce and his

▼ No Way Out



side unwittingly involving Farrow in a race for his life.

It's a thriller thriller which makes good use of the classic suspense plot, an innocent man frames deeper and deeper into a web of intrigue. There's an unexpected twist here, but perhaps the whole thing looks a little too contrived by the long run.

At once older story forms the basis of *China Girl* (1984). In 1940s American love and romance from China Town are curvy. Most soldiers of *Bombes and Jolies*.

That's fixed by the fact that, which isn't really surprising as the director is Abel Ferrara, the man responsible for the notorious "runt", *Driller Killer*. He's lost some of his talent for scenes of suspense and mystery. It's shooting around New York's infamous Canal Street, but he also knows how to put a



▲ Woo-Moo Kid

teaching him story.

They meet Tyant at a truck club and falls for her immediately but their romance lasts the time for a gang war, led by Tony's, but headed French and Tyant's best bet. Add a touch of Tony and a couple of Godfatheres and the scene is set for a bloodbath, in which innocence is an inevitable casualty.

The love story is carefully balanced by the endless gangs and the machinations of the mobsters. And in a more than able director and his film has a real level of street so much you can almost smell the fear.

Problems of the heart also creep *The Woo-Moo Kid* (1982)—and so, it couldn't make any sense of them in the first place? But all becomes obvious when Tony's Woo-Moo starts to love women before his age.

Newspaper boy boys may be common place—at least to the



▲ Gardens of Stone

newspapers—but in 1944, 14-year-old slat-out girls of their courage. Not so young. First he runs away with a 21-year-old neighbor whose husband beats her. Then, when they're both rounded up by the police and returned home, she does the same with a woman in her thirties.

The strange thing is that some isn't especially attracted to older women—the girl beats her get mixed up with them. Thanks for an even-up against it.



▲ King Lear

1984 are today favorites though. Written and Directed by American author Norman Mailer's first novel of middle-class as they succeed in being so totally loyal that it's actually funny.

Woo-Moo spreads the film and among other looking useful, it's either that or chronic indignation—as strange things occur in a small New England town. Every line is loaded with implications and spelt out as it's dry and meaningful. The plot twists and turns so much that it takes a flashback to explain it all—it's got to be told. But don't think it if you're into early world film!

Tough Guys never done at all—it's got to be told. But don't think it if you're into early world film!

There are those who will say that Jean-Luc Godard's *King Lear* (1984) is a god awful too. I don't agree—but I wouldn't recommend it unless you're spent at least three years at a French university. This is not Shakespeare's play, but a film about the impossibility of making a film of Shakespeare's work?

What—I've not recommended this of the month I was hoping you wouldn't mention that. It's almost impossible to pick one from this excellent batch of reviews.

If you're into older film, *Ballroom* is a work of art. But the more serious *Gardens of Stone* is one from the heart. And *The Woo-Moo Kid* is a gem, despite the title.

And let everything will turn out right. Not really they don't, and he even becomes a national celebrity when the papers pick up on his exploits.

Based on a true story, *Woo-Moo* is one of the funniest comedies imaginable. Funny, played by Patrick Dempsey, it makes though his romantic adventures with a blind innocence. More while his mother and a father, who sends him to the big house—literally—provide an amazing backdrop of cinematic beauty.

Don't let the fact that this is a story about being in love put you off. It's hysterically funny, creates a wonderful sense of growing-up during the last days of World War Two, and takes a firm stance at society's hypocrisy along the way. It fits to fall in love with!

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NEXT MONTH

Have I got news for you. Next month C&VG will hit the streets with several improvements that you have asked for. You said you wanted more reviews and we are going to give them to you - Twice as many as before, with a revamped marks system, and stacks more screen shots.

16 BLITZ - If you have just bought an Atari ST or Commodore Amiga then you just can't afford to miss this one. The games are piling up and our reviewers were busy playing them during the Christmas pudding season - so get yourself in the know by reading them.

Shuck and Doode cut up rough on the London Underground.

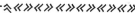
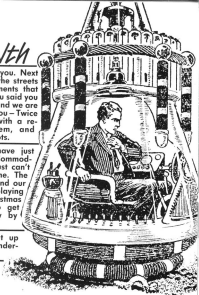
Mean Machines is better than ever with the latest batch of cartridges hot off a plane from Japan.

EYE - Win the whole kabooosh - the book, the game the t shirt Zzzzzz.

FREE pull-out poster.

Golden Joysticks - latest news on how the voting is going.

Out on the 15th
February



Dear Mr Newsagent, Avoid a visit from Shuck and Doode and reserve me a copy of Computer + Video Games, March issue!

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● Hurtle into the future with February's C+VG out on February 15th. It's hotter than hell... in a cool sort of way.

What do a Scottish Earl, a budget software company and extremely fast cars have in common? Computers, that's what. Johnny Dumfries is one of the best young British racing drivers around, and lately he's been seen in the company of Code Masters and their Grand Prix Simulator game — currently sitting pretty at the top of the software charts. But there's more to computers and motor racing than playing games. C + VG went to find out what.

"Playing Grand Prix Simulator makes me very excited," says Johnny Dumfries, "and he's driving a real race car," and he should know. Johnny's racing career spans 1000 karts, Formula Ford single seaters, up to a Formula One Lotus and the frighteningly powerful Jaguar sports cars.

He got involved with Code Masters when the baring brothers approached him to endorse their Grand Prix Simulator product. Johnny liked the people and the game and decided that the deal was fair to him.

Johnny is well aware of computers — but not because they add to his sponsorship deals. Microprocessors play an increasingly important part in modern racing cars. They control the engine management system, look after the suspension and can

TARTAN

even tell you if you've got a flat tyre.

The Jaguar Johnny drove last season had special sensors fitted which relayed tyre temperatures back to the cockpit. Johnny could see this to check tyre wear and match suit to drive parameters.

If one tyre starting getting very hot all at a sudden there was a high probability of a flat, so he could head for the pits and change the offending bit of rubber. This information is crucial in long distance races and could be the difference between winning and coming nowhere.

At Le Mans last year, Johnny drove the 1000 horse in a simulator with a complex computer controlled engine management system which allowed him access to strands of information about the performance of his car. As he drove along the long Mulsanne straight — the only part of the track

where he could stop for a while — Pit Board called up about how much fuel he was using and even how fast he should go to make the fuel last until he went pit stop or until the chequered flag.

You've entered the

COMPUTER world for drivers who ignore the computers advice on TV — and it had the really embarrassing feeling to pull your car over the finish line!

And C+VG also has sent information to their pit crew once



to help as they speed past the pits a microcomputer pulls from a computer in the pits inputs the car board measurements to cough up all its data. That way the engineers and designers can keep an eye on their car's performance during a race.

Johnny has also driven an active suspension Corvette in the States. Active suspension means that each of the corner of the car responds independently to the road surface. It's no wonder making the ride much smoother. But at

TERROR

It's not to be controlled by a chip because the machine dominates!

This technology, already powering the Lotus and Williams Formula One teams, will soon be seen on normal road cars.

This year drivers will be driving full time for the regular endurance racing team. Despite the past Grand Prix experience none of the top Formula One teams offered him a drive - which is often less because Mr Dumfries is believed to be a World Champ. But the Sterling Dumfries is still to continue with substantial new projects coming concerning their fit-up this year.



JOHNNY DUMFRIES EXACT FILE
John (Louis) (Lionel) - Star, 1st of Dumfries, is recognized as one of Britain's brightest new stars in Grand Prix racing.

Starting in 1980 at Brands in 1980, he quickly graduated to Formula One in 1983. The following year with backing from British Petroleum he totally dominated the mediocre British Formula Three Championship, taking the title with ten wins and in addition finishing runner up in the European Championship.

The evidence of his outstanding talent did not go unnoticed by the Grand Prix team managers and offers to test their cars came from the top teams. By the end of 1984 he had contracts for Williams, Lotus, Benetton and McLaren.

The beginning of 1985 brought an offer from another leading team, Ferrari. It was Ferrari who persuaded Dumfries to sign an exclusive driving contract for the factory Formula One team. The first British driver to sign such a

contract since 1948.

1985 saw Dumfries invited to join Arton Senna in the prestigious Team Lotus line up for his first full Grand Prix season. The evidence of his talents, the British Grand Prix, was a promising start with the new 1000hp running as high as 10th place before being inhibited with mechanical problems.

Although poor mechanical reliability was to keep him out of the top placings on other occasions, his determination and the efforts of his dedicated race crew were to ensure that he finished the season with good championship points.

Finishing 8th in Hungary and 6th in Austria.

Last year he drove for six different teams in the World Endurance Championships, including the round of races. Super team and Super - personal Championship winners in 1988 he will again drive for the Super team.



JOHNNY DUMFRIES CODE MASTER COMPUTER

We've got 80 copies of Code Master 1 (code) for you. This game is available for the Spectrum, Commodore and Amstrad. Grand Prix Simulator featuring two-player action with 14 circuits, involving strategy, oil catches, citizens, all the excitement of a real life topflight motor race. All you have to do is answer these three simple Grand Prix Q&A in the coupon and send it to Computer - 10000 Centre, Code Masters Camp, Hilly Court, 56-58 Farmington Lane, London EC1B 6AG. Closing date is February 1989. Income £ - V6 rules apply and all the team managers decisions will. Watch for the green light - then GO! The first to correct answers out of the code list will get a signed Code Master booklet free!

C - V6 GRAND PRIX Q&A

1. Name the 1987 Formula One World Champion.

2. Alan Ford won both the record for the most Grand Prix wins. How many wins has he won?

3. Which team does Britain's top F1 driver Nigel Mansell drive for?

C - V6 CODE MASTER COMPUTER

Name

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My answers are:

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AK!

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AK!

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ADVENTURE

And it came to pass that the Fiend descended from the folly to move among us ordinary mortals and go in search of adventures. Or rather adventure games. Was he pleased with the state of play? Read on to find out in the latest missive from Folly.

The Fiend.....

The doings of feeble mortals are usually beneath the notice and contempt of The Fiend, his magnanimity being involved in thinking thoughts way beyond their comprehension or wit.

Only occasionally do the squawking of you adventurers reach sufficient volume to disturb my meditations in the deep caves beneath the Folly. This is one such occasion.

It seems there is incredible controversy raging over the relative merits of inflexible games versus magnetic scrolls. So The Fiend has roused himself to investigate, and to settle the argument once and for all. For when The Fiend has spoken, so it is, and all decisions cease.

So I loaded up the ST (yes, of course I have got one!) and punched off the forest and the Plains. And then a flash fell over the countryside, to await my verdict. The horizon was teagale. Which way would The Fiend lean, and who would bear the brunt of his terrible wrath? Which is the better game?

Assessing that question is akin to deciding whether an apple is better than a banana. It depends upon your individual taste, and what you had for it at the time, for both are equally worthy fruits - I personally prefer bananas.

Randomly picked one and for all The Fiend's previous statements that graphics are not needed to make a good adventure. Having this game was like living a book, or perhaps living in a radio play. And even the lastling fiend, who has spread fear and merriment so many, was near to tears at the end, as I was forced to terminate that thing.

The Plains stores just what can be done with graphics, which are stunning. But strip them away, and is the game a



good adventure or just a vehicle for pretty pictures?

Well, I just about work, but with a final extra thought I could have been magnificent. I was about to take my hat off to it when I finally discovered the flying saucers - now I could discuss the princess, through the window, and complete ALL the tasks. Could

I think as like? He was truly pained back on charge dome.

I should have been happy even when reading the bits, for any game that claims to be complex and subtle should be looked at a distance, for there are merely someone far complicated and will often cite the founder and design

problems to illustrate my case. Well, that's settled that, once and for all. And so to the gamers. Which is better?

Heath! For both are more than adequate for the job they have to do, and the fact that with one you can put an object in a pouch on a stump is totally irrelevant, a waste of time, and useless.

Would you buy a formula one racing car to go to the shops? Do you actually use multiple inputs?

Or, like me, is the bulk of your typing still verbiage? The answer question should be of interest only to those who are turned on by the workings of machine code routines. For games players, this is a useless exercise.

I would point a large, hairy and accusing finger at BO the gamers for being needlessly pedantic. If I have to type in 'exam' in full once more, I shall scream!

Don't you prefer people realise that the word is used more than any other in any adventure?

Are you all completely stupid or something?

Surely it is not beyond your wit to use 'r' to speed up play considerably!

It may prove of some interest, and come as no surprise, that The Fiend actually succeeded in removing the chesty belt from the persons. What else would you expect of your favourite proper and public nuisance? How I did it I will not say, but you would not expect the Fiend, would you?

I will sign off, feeble mortals, with a big hello in the general direction of that wretched David Pickling of Upminster. If he would care to set foot on Folly Hill on the right of the next ball track, the Fiend will show him several tricks of his trade that will make his eyes water!

ADVENTURE

helpline



A question often asked is "How can I get hold of the best books for **best** **adventure** games?"

This may be said, but they're all doing fine, and being appreciated.

The first books cover all 11 games, and are available from Adventure Soft UK, PO Box 156, Norton Colville, West Midlands, CV35 9Y. With the book comes a voucher worth £2 of further purchases of the games from Adventure Soft.

Overseas readers, particularly outside Europe,

should note the new books are no longer available from Adventure International in the USA, as stated on the packaging, as E. **Crabtree** of **Conco** West in New South Wales discovered.

The only way to get the book now is by ordering from Adventure Soft in the UK. If going so, please include sufficient additional postage to cover the cost of return postage.

How on to state adventures published by it look off with **Paul Hardy** of **Softfield**, who is stuck in **Redhawk**. "How is the criminal **Redhawk** to be captured?" he asks.

ask. "What are the gloves, magnets, and tubes?" And **Paul**, always out of money, wonders how he could get more...

Are role-playing games really adventures? Some adventures take 'em, others leave 'em. So if you're a role-player, can you help **Mike Bawn**, who is stuck in **Wizard of Spring**. He has reached **Smith**, and knows the gate spell, but how should he input it?

Alan Phillips asks from **Carleton**, and as well as sending a generous portion of help for other adventures, included a generous list of his own problems!

Richard Wolke Lamp, a game from **Lawson's** Portland, you'd be good enough to help **Allen**, through the **Helpline**, how to get rid of the trait **Missle-ender** mood, and **Allen** is having trouble with explosives — he can't get far enough from them there.

Play it again Sam, has a constantly engaged telephone, while **Inspector Puckett** is failing to solve what is written on the tapestry, as well as the whereabouts of the second clue, then appears after pulling the lever.

The **Wizard** has been inspiring his vision on the Adventure world for some months now, and has certainly got most of you looking at your own should offer money for new recognitions. The **Wizard** is probably **Amelia** — very really are quite distinct!

suggests **David Wade** of **Perfection**. Or perhaps he just leaves you cold, like the **Clain Lee Helicopter**, or the **Essential Aether**. "Why do you waste space on the impossible letters **The Wizard**" Surely the space would be better used giving small adventures writers a help by publishing reviews of their products," says **Lee**, a small-adventure writer. "Well, do you love the **Wizard**, or do you hate him?"

ADVENTURE clues

ADVENTURE clues
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 HERONS OF KAIN:
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news

Smart Egg Software, who produced **Masthead** and **Light** was successful **Rights Revenge**, are currently working on two more adventures.

Egg Cup will be published by **Masthead**, while **Federation**, a substantially revised form of the old **Bay** title **Queen Julia**, will be published by **GB**.

Mike Woodbridge's Adventure Soft plan to produce a series of adventures based on James Dean films, during 1985. They will be the first to be produced on AD's new adventure system, currently under development for 16-bit machines.

Meanwhile, early this year should see the arrival of superbly **Captain America**. And a final award for those awarded by **Temple Of Terror's** 'uncomplete letter' bug. It will be re-written on the new 16-bit system later in the year, and at that time, a replacement working copy of the game will be offered free in exchange.

Scott Adams, the great adventure pioneer, whose works are still entertaining and selling adventures, has no plans at present for a new adventure writing. He is reportedly working for a Florida software house called **Stardust**, programming arcade conversions.

CAD hopes to bring you more detailed news about **Wizard** in the next future.



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...From the lift you enter the first room...



...But where to next?...



Who or what is lurking behind these cars?...



Can you access the next beam?...



...Grab the final P.W.N. number by hand?...



Running into more trouble?...



Who is the robot guarding that tablet?...



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EPYX

ADVENTURE

exclusive review

JINX

Another epic from *Magnetically Scrolls* just about to hit the streets, and the C+VG team hasn't got to play it yet? Shock! Horror! We sent *Kevin Campbell* round to *Scrolls HQ* to rectify the situation and demand a copy. . .

“Magnetically Scrolls” office, near London Bridge station, was buzzing with activity as I walked in. The *Avenging version of Jinx* had just been sent for mastering, and the fact was now on to complete the other versions. All manner of micro-lined both sides of the room, and each was manned by a frantic adventure-ponson.

Asita Siroker led me over to an Amiga, and took me through a selection of the pictures.

“You probably won’t reach some of these before you write the review,” she predicted. As she peeped through them I wondered: Why is it that each new *Scrolls* picture is such a treat to view? After all, we see so many different pictures on TV every week, what is the extra attraction of a still produced by a computer?

Of course, it is the creation of an artist, not a computer, not a TV camera we are looking at. It is the mental images in the story, so beautifully brought to life, that makes the pictures so exciting.

In contrast with *Quartz of Nerves*, where *Quartz Quality* drew the original 16-bit format, *Jinx* has had three artists working on it, each doing his own conversion. This adds a lot more interest, for although the same high standard has been achieved, there is a variety in style evident throughout the game.

But at *Scrolls*, *Jinx* has at last passed through, and the next production is beginning to take over. It has a working title of *Assassin*, although this is definitely not what it will be called. One of the main base projects in the room was its author *Rod* (The Player) *Benjamin*, who was currently looking over the text.

Assassin, for want of a better name, will be a departure from

Scrolls’ usual adventure formula. It is based in the world of high finance, and involves mathematical intrigue and insider dealing. You are the tall guy, and as you come to learn more about what has been going on behind your back, someone arranges for you to be assassinated. . .

“You won’t need to know anything technical about stocks and shares,” claimed *Red*, who had just got back from a research visit to the *Continuity Exchange*.

There will be many more characters to interact with in *Assassin*, but the adventure might not have quite the same appeal to the younger elements of *Magnetically Scrolls*’ following. “We’re hoping to attract a more serious audience, and reach a more adult market,” explained *Asita*, adding that there was no reason why younger people should not enjoy the game, which should be ready around March.

With the pace accelerating at *Scrolls*, space is getting tight, and so a move to larger offices seems planned for January, *Asita* told me. All that movement, a chest heint up.

Simultaneously a working *Alan St. Jinxer* had been prepared for me, a task which on no arrival had been foreseen to take between 30 minutes and seven hours (it took 40 minutes), and just around the corner, *C. Lisa Siroker* had unexpectedly started to run successfully.

Outching the coveted disk, I decided this was a good time to make a getaway. “Not so fast!” exclaimed *Asita*, throwing showers of photocopied material into my hands. “You won’t get anywhere without these, there’re clues and copy protection built in!”

Stuffing the paperwork into my briefcase, I hurried out into the cold evening, eager to get

! **AVENGING** - **ALAN ST. JINXER** FOR AND BY THE **SCROLLS** HQ
! **AVENGING** - **ALAN ST. JINXER** FOR AND BY THE **SCROLLS** HQ
! **AVENGING** - **ALAN ST. JINXER** FOR AND BY THE **SCROLLS** HQ

To speak to him, you would hardly have time for an immortal damn-god. It was only that way he swooped down out of the sky and landed in the pavement outside the that convinced me he was, in fact, the Guardian in the Department of Taxes (Classed *Charm Supervisor*) that he claimed to be.

The wicker chairs from the Green Witch’s charm doctored had been removed and replaced, he told me. If they can be found, and the wicker re-assembled, before the Green Witch’s go-it, their power will be broken. But this was a job for a mortal, not a god, and I was he. *Harmon?* Complaining bitterly about the protracted chess in the



ON THE BUS



TER

Happy summers that you and Kari spend, the evening watching the fish departing themselves with merry cackles and flapping wings. But this is winter, and every autumn, they go to Dead Fly Wood to snuff it. In fact, the ground there is knee-deep in frost!

Full of delightfully humorous text, *Jester* also has plenty of puzzles that, even when you think (comedy) that you know the solution, require four or five attempts... because they don't work



since has been holed by an over-ambitious thief. But get across you must, for there is lots to be done in the village across the river.

The village, with its post office, Post Office, its bakery, and its clockmaker, is perhaps careful reading of the Independent Quarterly will pay dividends. This rugged puzzle game, mostly concerned with finding fewer opponents and chaotic semiotics, also contains type in coded class, and class that forward. The coded class are just what there should be — they don't actually tell you the answer!

The *W* will also help you make use of the items which by now you will have acquired (don't you?). For they are magic, and as such, can be used to our profit. The mechanism for doing this is hidden, but their usefulness is quite obvious, and must be learned to be effective. They also have the means by which some extremely ingenious

puzzles have been constructed. For example, it's not much use thinking when it's sunny, nor doing a lot of mechanical on something you don't want.

Most of the problems are challenging, of not over-difficult in thought, yet give great satisfaction and much merit in solving. And many, too, have more than one solution. Sometimes the best professed of their can lead to a reduction of points, meaning that you can complete the game with less than 100% score.

I promise... *Jester* or *Twelve* better than the *First*. I now promise *Jester* most entertaining even than *Gold*. As the Quarterly might say: "If you gotta do it, do it right. If you gotta do it, do it right. If you didn't go out and buy watchtowers, *Jester*!"

► VOCABULARY 10
► ANIMATED 10
► FREEDOM 10
► VALUE 10



which he had been munching the whole while, he handed me a document, made me read it ("Turn up, I want to get back to the wife and kids") and — whoo! — he was gone! Thus started my search for the seven chains. I'll be in the country, the action proper starts in your bungalow, and soon moves across the fields (beware of the bull!) to your friend Sam's chocolate box thatched cottage. Sam has mysteriously disappeared after phoning you with a panic warning... With Sam gone, it's a bit strange that you walk across his garden, and notice the fly bath — a lot smaller than a fly-bath, but performing the same function. Many would the



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STRENGTH OF THE BEAR!

HE WAS ENOUGH!

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ADVENTURE

reviews

NOT A PENNY MORE, NOT A PENNY LESS

► MACHINE: ATARI ST
► SUPPLIER: DOMARK
► PRICE: £14.95
► REVIEWER: KEITH CAMPBELL

Based on Jeffrey Archer's first best-seller, this adventure game can best be described as a computerised novel. Game and book are closely linked, so it is advisable to read the book (included) to benefit fully from playing the game.

The player is guided through the plot, and presented with many difficult puzzles which require some lateral thinking to solve. Once an action is taken, there's no turning back!

You play Stephen Bradley, a professor at Magdalen College, Oxford, who has been swindled out of £50,000 by Henry Matcalf, the long king of shady deals.

Starting off in your college

room, you must compile a dossier of information on Henry. A telephone allows you to contact your stockbroker, who helpfully informs you that you are not the only victim of Henry's swindling — there are three other suckers.

So your task is to band together to steal the money back — total of £1,000,000. Not a penny more, not a penny less.

First you must meet three people: There's Robin Oakley, director — Joan Paine Larkins, art dealer — and James Hovvatt Friggle, unmarried actor with a mansion in Wilt's Wilt.

The game differs from most adventures in that you don't have to search through locations to find each character; instead, you simply type EXAMINE

followed by a name, and you are taken to him. For example, if you wish to meet Robin Oakley, you first focus an appointment at his surgery, type in EXAMINE ROBIN, and you find yourself in his waiting room. There, as in other locations, it is necessary to think carefully about how to extract the maximum information, which involves talking to the right people at the right time.

This sets the scene. Next you must persuade the victims to band together, and finally you must co-ordinate them as they help each other with the stings.

I played the Atari ST version, the first one available, and there will be differences between this and other versions. The BBC B Master will have text only, whilst the others will have

text and graphics, with speech added in certain locations.

The vocabulary is a bit limited for the ST but due to the nature of the game, this becomes only a small nagging point as the puzzles start to take over and compensate for this.

This is a tricky game requiring careful thought and planning. If you read the book whilst playing the game, then you will find it a lot more enjoyable. Due to the nature of the plot, the game is aimed at the more experienced adventure-romp player, or those people with a lot of mental agility.

| | |
|---------------|---|
| ► GRAPHICS | 1 |
| ► SOUND | 3 |
| ► VALUE | 3 |
| ► PLAYABILITY | 3 |

► MACHINE: APPLE II, MACINTOSH, IBM PC, 104, 128, 160, 200
► SUPPLIER: SIMULIAFT
► PRICE: ?
► REVIEWER: KEITH CAMPBELL

Feeling dead rough, and suffering a total loss of memory, you come to in the gutter outside at Joe's bar. You have marks on your arm that may have been caused by needles...

Straggling out of the room, you find it is night-time. You are weak and trembling, and must urgently do something about your condition... but what? Joe's bar is locked up, and there is no easy way out of the building. Exploring, you soon find evidence of drugs which may have been administered to you, and also a body. With a few clues you're picked up on the way, you are seen outside, and working on discovering your identity. Of course, you'll want to solve the murder too,

DEJA VU

[did YOU do IT?] and/ or/leek suggest and sever allegors, are among the hawkeye you'll have to contend with!

Deja Vu has a new adventure, it has been around for a year or so, originally for the Macintosh. Since then, it has spread its wings, and migrated to other machines, among them, the Commodore 64 — which is the version I played.

Deja Vu takes the optionalized format of adventures such as Borrowed Time and has three a lot buttons. You can target typing text — that whole game, with very minor exceptions, is played entirely by joystick or mouse. This does mean that it has a very limited

vocabulary!

To select the required verb, the mouse-type arrow is moved to the appropriate icon, and the fire button is pressed. An object is selected in the same way, but instead of from a set of word icons, the display in the graphics window, the inventory window, or in a contents window, is used. A contents window shows whatever is inside something which it has been opened, and appears superimposed over part of the main graphics.

Since not all the verbs are valid in the graphics (there may be a way out behind you) an icon window is provided, showing the disposition of all the currently available exits in

plan view.

Deja Vu's real strength from logical connections — a feature so often found in text adventures. I was playing away quite happily when I happened to miss the [plans] window I intended to open, and clicked on the corpse lying next to it, by mistake. Imagined my surprise when the corpse actually opened, and something quite useful inside was revealed! I suspected that what I was really doing was opening the pocket — yet when I eventually finished this grey task, I got the message THE CORPSE IS NOW CLOSED silently enough!

Overall, this makes a quite novel adventure, still worth personally I would have had Haggerty typing in real text commands, and it would have been a real feeder.

| | |
|---------------|---|
| ► VOCABULARY | 1 |
| ► GRAPHICS | 3 |
| ► SOUND | 3 |
| ► PLAYABILITY | 3 |

ADVENTURE

reviews round-up

► **ARCHIVE: COMMANDER 64, SPECTRA**

- **SUPPLIER: MAGNETRONIC**
- **PRICE: £1.99**
- **REVIEWER: KEVIN CAMPBELL**
- **QUICK GUIDE RATING: 3**

Nemox is an icon-driven adventure of some complexity. Listen carefully. Picture top

VENOM

left, verb list top right, constantly scrolling current reply middle left, characters peeped middle right, narrative text at bottom, using joystick or cursor keys if couldn't follow the joystick action on the Spectrum + II, perhaps because I had the wrong hold words are picked off the list (selected by pressing zero rather than enter on the Spectrum), would you believe?! and then control

pieces to the narrative text for the next word. Rather like *Robotopia*, that is.

One of my main problems was having decided on my verb and selected it, the object I had in mind became unavailable as the narrative text changed before I could

get hold of it.

Murder plot. You, friend of the ruler of Amoxin, lost lord of the Argwath, have arranged to meet in the Dancing Damesman inn, to plot to overthrow the Evil One, Tasker, and his Hooded. (I would have preferred to stay put, take a few pills, and listen to the Pogues on the juke box.)

The Dancing Damesman has décor and furniture like a



luxurious wall, other graphics are better. Pretty soon the icons begin to intrude. Give me

proper text, not dingbells everywhere, packaged icon text gimmicks, avoid

VIDEO WORLD

- **ARCHIVE: MAGNETRONIC**
- **SUPPLIER: GIGACONT**
- **PRICE: £2.00 CASSETTE, MAG, ORDER ONLY FROM: GIGACONT, 18 LAURENCE ROAD, SPENCERTON, NORWICH, NORFOLK NR5 6DP**
- **REVIEWER: KEVIN CAMPBELL**
- **QUICK GUIDE RATING: 4**

Here's a completely original format for an adventure. What do you find out what you

are carrying by the command **PROPS**, and move by **DIR**. It makes a refreshing change from the usual scenario of over-coding and arch-herald-on-voice-magical-power-for-divine-aid purposes.

You start in a living room — with the curtains open. Daylight streams in and

illuminates the room. In the fireplace, smoke from a dying embers drift slowly up the chimney. An open doorway leads to the garden. **SANDWICH!** And see the **STAR!**

That, of course, is you. You don't so-much have to type in words that are in the game's vocabulary, as are in the film script

"Sorry, Gove, that's not in the script!" This is a **STAR**.

Microsystems, Inc. Production. In fact only, colour is well used to make an attractive screen layout. As for the problems — now that's another matter! How do you enter a word guaranteed for a wrong effect? And how do you deal with the phrase-filled pond?

Clear up the **STAR** messages about in the water. **SERIAL EFFECTS**. The water is in red. Switch out. Press any channel to continue.

THE LABOUR OF HERCULES

- **ARCHIVE: SPECTRA-48K**
- **SUPPLIER: MAG, ORDER ONLY FROM: TERRY NAYLOR, 18 LEE ROAD, BAZEL, LONDON O2 12DA**
- **PRICE: £1.99**
- **REVIEWER: KEVIN CAMPBELL**
- **REVIEWER: KEVIN CAMPBELL**
- **QUICK GUIDE RATING: 3**

"What have I done?" cried Hercules, unable to believe that the mad knowledge killed his own family. Therefore, his friend, tried to reassure him,

saying that his hands may have been guilty, but the evil goddess Hera controlled his mind.

"I must pay for my sins," replied Hercules, "and if it means taking my own life."

"Be not hasty," advised Theseus, "and like the oracle of Delphi — that will advise you." And advice him — she does, with words of great wisdom. "You must purify yourself! Visit

burying and solemn yourself to whatever deity he demands of you."

And so Hercules entered on an adventure with twelve tasks to solve in a land where graphics are not to be found, but instead the imagination paints vivid pictures. And he thought for himself. "This is a difficult adventure," but that did not put him off, because he was enjoying the tasks at

hand despite the rather limited vocabulary.

And he wondered the **TD** or so locations of what were bearded by ingenuos and bearded heads, such that even the best of adventures might be frustrated and he thought unto himself. "This ain't bad for a couple of days."

A good value adventure that will keep you occupied for a few hours.

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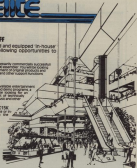
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IDEAS CENTRAL

ZIG-ZAG

Hints and tips for Zig-Zag come to you via the programmers David Bishop and Tony Crockett. Settle down and concentrate.

Mapping is essential. Use friends followed by the Power, whenever you can afford it. It will offer 5 minutes of hassle free mapping. Use colour codes and zone numbers to help later when where you are. Self-contained areas have no aliens. Fly around there and get used to the shops, movement and the joystick controls, before venturing out into the big bad world.

A copilot can be very useful. Learn the movements of each type of alien, such as spiders, a different strategy for identification.

There are various extras throughout the game, and here's a rough guide on how to collect them. Once you have bought your extras in the shop, if they are displayed in the selection menu in the centre of the status area. By pressing the space bar, or any other key on the keyboard, you can scroll the letters of the items until the one you want is in the highlight box.

Then press key to enact the power or use the weapon you have selected. Some extras can be used only once and then disappear, others last for a certain number of minutes, while 4-day visitors and infrared sight can only be used a few times.

RENEGADE

Renegade hints – fast from the programmers themselves and there's some more from Simon Haines of Renco. So, over to the experts.

Okay, our thanks to go Renegade programmer Mark

Want to know what you can purchase in the shop? Here goes. Instant U-Turn – costs 5 and you can buy up to 99 of a time. This allows you to perform a U-Turn anywhere. Zapster – costs 10 – maximum 99 – destroys anything in an area which extends off the screen in all directions. Mapper – 20 – maximum 99 – for when you get totally lost, you can use these to pull down a map display of your immediate area, showing all the routes you have so far travelled on, with your exact position indicated by the flashing section of track in the middle of the map.

Fast missiles – 40 – only one at a time – these kill but the range of normal missiles, but you can fire off twice as many at any incoming alien.

Riser – 80 – one at a time – forces all aliens up to the ceiling, where they float around just itching to get down and kill you. When you use the star, you can fly underneath all the aliens and use the prime uncoloured. Beware – the attractors will still be able to pull you up if you're not careful. Also, if you have to go up to their level, as you will when hitting wall targets, aliens can move around and still fire at you, even if it's only one pass.

Shielder – 50 – one at a time – protects you from all dangers except death zones. Shield lasts five minutes and can be used as a strengthening aura around your ship.

Jones and John Grandwood for these street fighting hints for the game that's lived on a knife edge.

But first, a warning. The next Armageddon version tip's lucky. Not in the best possible

tip. Try it at your peril. If you pass all the control tips for Renegade all at once, then hit the Esc key. This should put the game on pause. When play is resumed, the action is a little gory.

Now for the rest of Mark and John's tips.

● Go for the handier things first. These are usually the ones with sticks. If they are not out of the way before the boss arrives you may not have the strength to survive.

● If you know a thing or couple of times you could be it for a quick kill.

● If grabbed from behind, free yourself quickly otherwise your energy drains very quickly.

● As soon as a thing goes down, punch him.

● If you throw a punch the thugs will back off making it harder for you to get a good hit. Let them start coming forwards and begin to throw a

punch before you attack.

● You can only destroy the boss when his energy is low or below.

On Renegade you will find the first two gangs easy to kill – just make sure you kill plenty before the bosses put in an appearance. Never attack a boss when he and one of his minions are standing together.

Try to anticipate them by walking around just out of their reach. Once the boss is on his own, wear down his energy by doing the high kick then close in and finish off with punching and kicking.

On stage 3 try to kill as many as possible before Melissa joins the fight. Melissa watches! Whenever she is about to fly keep as far away as possible, then wait.

When she comes towards you do a flying kick and once she's down – keep on punching her.

MSX

Here's one game that our MSX lover in the office raves about constantly so, with the help of his friend, Joseph McKee of Mitchell, he's brought these tips for other MSX friends.

Throughout the levels you will find several WARP screens. When you have to do this: When on stages 1, 5, 9, 12, 13 and 15 look for the large sized rocks which are scattered along the playing area. Do down one of these, pull down on the joystick and you will travel down a cave.

You will pass several stages and arrive at another. The first step is on stage 1, this leads to stage 6. Then from 6-8, 9-12 and from 13-15. There are a few more but we'll leave you to find them yourselves. You are also allowed to buy the gun twice and in doing so it becomes a cannon. This allows you to blast your way through rocks, logs, stone tablets, etc.

So far, Joseph has not been able to do this, so if anyone else has please write and let us know.

HINTS AND TIPS

We've got some hints this month – but, only for the Sega. What's happened to all you Nintendo owners?

When you start Black Beat head for the right of the screen, killing all the enemies. The first boss you are faced with is a black towering metal creature. Just go straight in and keep punching him. The next is a staff-bending foe. The Chinese symbol gives invulnerability and the other symbol chances represent your energy. The next enemy is a Chinese man armed with butterfly knives. He jumps high above you and tries to land on top of you, so be careful but there! The best way to defeat him is by kicking and punching him when he lands. Next up is the fat man.

He is defeated by punches, but, watch out for his leg kicks. After defeating him go into a room to fight Ryu. Again go straight in and use your punch. It may take a few goes but after a while you will get the track.

Now for chapter 2. First up is a man with a bull whip. He also jumps up high so try to look him when he lands. The rest of the time use low flying kicks on his head. This may take a few tries as well. Next is a knife thrower. Before he appears on screen he throws a few knives – try and dodge them. After defeating him go progress to Hawk. Hawk has three throwing stars so watch out. Go straight in using kicks and after a couple of tries you will defeat him.

Comix

Bad boy makes good... For a maverick writer/artist who refuses to toe the big-company line, Howard Chaykin sure has gone a lot of product out at the moment:

- *The Shadow*—a book I mentioned last month in *C+YG*, which reflects Chaykin's four-issue re-imagining of the classic pulp hero (Titan Books).

- *Blackhawk*—another classic character reimagined. At least, I think it is; I haven't managed to get hold of a copy yet. Why do these things never come out on schedule? (*DC Comics*, approx. £2.40 per issue.)

- *American Flagg* graphic novel "Southern Comfort"—three issues of the regular comic-book gathered into one large book. The story dates from early on in the *American Flagg* saga—1984, to be precise—where Chaykin was still providing full story and art rather than just plots and covers as he does now.

This volume provides an excellent demonstration of all that's good—and all that's controversial—about Chaykin: sex, violence, humour, satire... It's all wrapped up in the tale of Reuben Flagg, a soft-porn actor turned lawman in an satirical corrupt (as what's new?) post-modern Chicago sometime in the 2000s. Chaykin and his team give us a breath-taking, if depressing glimpse of the future—of all urban decay, semi-futuristic technology and consumerism taken to absurdly logical lengths. It shares the mood of (though does't copy) *Blade Runner* and *Judge Dredd*.

I mentioned Chaykin's team involved among them at this time were his wife, colourist Leslie Zolner, and inker/ker Kim Brunmark. Chaykin and Brunmark must have worked extra-closely together here, they've come up with the most seamless combination of art and lettering I've ever seen in a comic-book and between them they create a fast-moving, sometimes confusing and always convincing vision.

At least, that's what I thought when I read the original comics. This new deluxe book format has certain disadvantages, however. First is the colouring: it doesn't appear to have been updated in the reprint, which admittedly wouldn't be a problem if the paper had stayed the same, too. But what looked exciting and innovative on standard top-paper just looks garish in this glossy reprint. It appears better for the price—which is my second complaint. The book sells for



about £7.95—quite a lot for three issues of a comic which probably cost less than a pound each when they came out. On the other hand, the book is at least available, which the comics probably aren't, so in that respect it's well worth having a look at.

- *Time*' graphic novels: "The Epiphany" and "The Satisfaction of Black Maria"—I'm going to have trouble adequately describing these. Are they set in the future? In some weird jazz-obsessed parallel universe? I'm not sure, but I'm in favour of it.

This is Chaykin's most controversial (in, indeed—strictly for so-called "mature readers") work so far. The script is



simultaneously bitter and joyously baroque, and the artwork is Chaykin's stylish *à la force*, beautifully enhanced by the rich colouring of Steve DIME. (First Comics, about £5.95 each).

So, who is Chaykin and what's he been up to these past 15 years? He first appeared as a protégé of Neal Adams, to whom his style owed quite a bit. He took over from Adams in mid-issue as artist on *Marsell's War of the Worlds*, and from there went on to create and draw numerous short-lived heroes for just about every comic company around. After a few years he began to seem aimless and entirely lacking in a sense of what would sell.

But during this time he also took part in other people's projects—as a way of paying the rent, perhaps? These included some ambitious full-colour painted comic albums (the jagged has crested; today we say "graphic novels"). Here the man's other artistic influences began to show through—the "golden age" American magazine illustrations of the 20s and 30s, and comic artist Alex Toth.

My favourite from this period is Chaykin's adaptation of Alfred Bester's "The Stars are Destination" (part one—and if anybody's ever seen part two I'd be glad to hear about it), but the real tie to his career is his collaboration with Michael Moorcock, "The Swords of Gilgamesh, the Flowers of Hell". Moorcock, of course, is known far—among other things—his "Eternal Champion" cycle. And with that in mind, it's easy to see what Chaykin was up to throughout the '70s—whether he was conscious of it or not. He was taking his own eternal champion with him from comic to comic, publisher to publisher.

Finally, we can see why there are such nagging similarities between *DC's* *Ironwolf*, *Marvel's* *Messiah*, *Swordsmen* and *Cherry's* *Justice*, *Alan's* *Scorpion* and *Star's* *Reach's* *Cody Starbird* and *Golden Fleece*. To say nothing of Chaykin's work on *Soldiers* *Kane* and *Sun Wars*.

I reckon Chaykin must have realised what he was doing sometime in the early '70s—hence the self-consciously mind-cracking, deliberately provocative tone of his work since.

Coming soon from the makers of 2000AD... Now that 2000AD and the other ex-BPC comics are owned by Robert Maxwell's, things should really start to get interesting. For instance, the 2000AD team has announced plans for a new series of comic-books to appear simultaneously in Britain and the US. Some will star established 2000AD characters; others will be specially created.

They seem to mean business—they intend to attract back top British artists such as Dave Gibbons and Brian Bolland, who now work exclusively for DC and others in the States. And to do so, they say, they're prepared to match—or better—the royalties and creators' rights available in the US.

PHILIP MORTON

FANTASY ROLE PLAYING

The response to our Fantasy Role Playing supplement in our December issue was overwhelming—we've decided to make it a regular C+VG feature. This issue fantasy expert Wayne casts his eye over the best in role playing games and models.

Star Wars

★ STAR WARS ROLE PLAYING GAME
★ PUBLISHER: WEST END GAMES
★ PRICE: \$29.95
★ RATING: 10/10

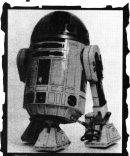
Would you believe that the "Star Wars" phenomenon is ten years old? (Yes, Ed, since 1977 we have had the films, T-shirts, toys, videos, TV spin-offs, booklets, chocolate bars, and comics.

Now West End Games presents the RPG.

The first thing that hits you is the packaging. There are 10 full colour pages, with memorable pictures taken from the original films plus many other black and white pictures, some of which have never been published before.

You are given a choice of 24 characters that are taken from the film. These vary from *Alan Smithee Of The Force* to *Wookiee* and you can give a special template for each character, which contains most of the details of your skills. I must admit I found some of the character classes very unappealing. I mean would you really want to play a character in the "Empire sized engineer" character class. No I thought not.

Special rules govern people who have "The Force", which includes the acquisition of "Dark Side" points if you use the force in an immoral way. Basically, player characters are reborn against the Empire and if you gain a certain



number of "Dark side" points you become a member of the Empire and the game-master has to take your character template away from you, so you have to create a new character all over again.

Start-ups are easy to fly if you have the appropriate skills and/or rolls and special combat is a piece of cake. However, the problem stems when characters want to try something their skills do not cover. The G.M. has to allocate a difficulty number from the "Difficulty number chart" and ask the player to roll a six sided die to see what the outcome is. For a start a new D.M. is going to have trouble judging the various categories of the player's difficulty factor and then the decision they have to make is very black or white, with no area for limited success or failure.

Apart from this the "Star Wars" role playing system is enjoyable to play and a must for devotees of the films. It is

also a good introduction to role playing in general.

Orc Wars

★ ORC WARS BATTLEBOX
★ PRODUCED BY "GAMES WORKSHOP"
★ PRICE: \$29.95
★ RATING: 10/10

So there you are, an "evil little Orc" in a mail tribe Orc army. Eagerly awaiting a violent confrontation with those damn Dwarves, which to your mind has been far too long in coming.

Hold on, what's all that noise coming from our behind? Oh no, the Notting Hill Tribe has fallen out with the Black Eye Tribe and the Big Breath Tribe has fallen out with everyone! Great! Trouble at last, so damn the

Dwarves, let's have a fight amongst ourselves!

Yes, this is what *Orc Wars* is all about, internal feuding between Orcish tribes, for no other reason than to fight and display tribal honour.

You play the opponent of a tribe, whose aim is to get three battle horns all together faster than any other tribe leader. This makes the other Orcs look stupid and incompetent, plus it shows off the strength of your tribe. Sounds simple doesn't it, but have you ever tried to get Orcs organised before?

This game is for two to four players and you try to set the battle horns on the phoborns that are provided. The phoborns are divided up horizontally into three lines of sixteen horns, and are superimposed on a translucent piece of atmospheric artwork.

The game is very simple to play. You take turns drawing various cards and if your turn ends, which can be for any number of different reasons, from possessing too many of the same cards, to attacking another player. The cards are divided up into five colour coded types—all of which have different advantages (and in some cases disadvantages). The cards have excellent artwork and are very attractive, not to say humorous.

Overall, this game is fast, entertaining and very easy to play. The only criticism I have is that the phoborns are quite flimsy and get fairly tatty after a couple of uses. Also I would have liked the cards to have been made bigger, so that the text of certain cards could be printed on the bottom, to stop continual reference to the rulebook. However, there is a wealth of detail in this game and it has obviously been well thought out, so well thought out in fact, that I would predict we will shortly be seeing a series of *Orc Wars* Manuals expansions hit on the market!

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FANTASY ROLEPLAYING

"Again?" gazing as I would like to make my own miniatures."

Thanks for the support Dave. A problem page is another section that most of the readers through the columns could comment and I really appreciate it to see in your hands! Drop me a line with any FRP problem that you may have and I will do my very best to

get the push. However, if you have nothing to do one week-day, I can arrange for the second . . . enough said.

James "The King" Chan from Reddy, Linda has a lot to get off his chest: "I looked at the D&C edition of C+VG and found a Role Playing section. Great! Let's read it! AAAAAHHHHHHH, I didn't like it at all (well I did a little bit). So what was wrong? Here is a run down:

1) There was no review of an actual Role Playing game.



Letters

You said you wanted a Letters Page. And they please here it! This will be the place to air your rants, opinions, criticisms and general chat. All letters are welcome and from the next supplement onwards I will be giving away a copy of one of the products reviewed for each letter published. So now you have no excuse not to write in. Furthermore the criticism will only be included in C+VG for as long as there is support for it, so if you want to see more of it then WRITE IN NOW!

David Evans of Pedmore, West Midlands writes: "I think that the idea of having a Fantasy Supplement is very good indeed. A problem page would be ideal as I have trouble getting certain miniature figures, despite writing off to various major figure producing companies. It could give hints on obtaining, importing and painting figures as well as making Dwarves. Finally, could you please give me the address of "Prince

and Son". The address for Prince Augustus Clothing was missed out also in a week up at the printers, so to set the record straight the address you require is: Prince Augustus (UK) Ltd, Dept A-A, 1000 Dale, Mansfield, Notts DN21 3BY.

Alan Kwon has dropped a line to say: "I think the special was brilliant to say the least! I would like to see a regular Fantasy supplement in C+VG and if you can't arrange it, discuss the editor with a nice long sharp sword. The only criticism I have is that you tried to cram too much in so little space, so the reviews seemed short. All in all a great first effort!"

Well, Alex, I am doing my best to get the supplement established in the magazine but the only real way to achieve this is by the readers' support in the shape of comments of letters and in C+VG. The short reviews are mainly my fault. I write too much the poor subscriber has to cut out great chunks of stuff to fit it all into the way. I am trying to write more condensed reviews and hopefully they should be OK. As for as shortening the rather poor, I regret that I can't or I'll

2) The rating system is unclear. I believe that you should use a system of very several categories, which should be marked out of twenty.

3) The description should go into more depth.

4) Put a bit of humour in the reviews.

Sorry, stuff, James, though you will be shocked to discover that I agree with you every word. Watch this space!

Fighting Miniatures

Figure fans are in for a treat this month with the release of a new oriental range called "The Land Of Nippon".

The figures are unique and they come in three poses: one is charging-wielding a katana (long curved oriental sword); the other is about to release a shuriken (a five pointed throwing star) and one is kneeling. Being a short bow. The looks on their full mounted faces and the way they are wielding their weapons make them look action packed.

Close up the figures are full of mystery and detail, which really adds up the nature of the things, because they were hired by rich Japanese lords as

spies or assassins. They all have other accessories included to their bodies from swords to waterbombs. At £1.50 for the lot in one blister pack they would complement any FRP perfectly. Available from Union Miniatures.

Also new from Union this month is a series of Dwarven fighters. These are not your common or garden dwarves, these are very special. They all come with detachable weapons, so that you can choose what weapons the dwarf fights with and in some cases you can actually alter the pose. Usually dwarves are modelled solely with large double bladed axes. This series breaks the mould, as the weapons that accompany their dwarfed selection range from warpick, short sword, polearm and staff. If you really want to know the top there are also a couple of Dwarves Samurai that wield such wicked oriental weapons as the yari and Naginata! All the space weapons are cast with integral flanks to fit onto the main body.

These are the best dwarves I have ever seen and at just 45p per figure (plus 10% p&g) they are an excellent buy! You can obtain a sheet showing the complete list of dwarven variants by sending a large sum to Union Miniatures.

I have just received an absolute monster of a model from Grenadier Models. It is a War Rhino Captive Carrier from their Masterpiece Editions. Let me describe it. Imagine a rhino three times as big as normal. dead and

consisting of only its skeleton. Someone it has been raised from the dead and made to walk the earth again. It has a crew that consists of three skeletons: a driver, a gunner and an archer that mounts the huge crossbow. Did I mention that? For the record there is a person-shaped creature which is fitted to the troop carrier on its back! But where are the captives carried if bear you and? That's easy, as these unlucky people are carried in the rhino's stomach!

Yes, there are four unfortunate captives and boy. Do they look depressed? Who wouldn't be in their position.

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Wayne's PLAY BY MAIL.

Will that do you know? The good old P.B.M. column is one year old today. Yep, the column is celebrating its first anniversary, so in traditional C+VG fashion I will be giving away LOTS of items away absolutely free, which total to over a couple of hundred pounds!

I should tell you straight away that Mailgames has been good enough to donate a load of prizes to help you join in our celebrations and a lot of the other companies have revised their reduced start up offers. Therefore I am going to review all the companies that have been mentioned in the column over the year, including details of their revamped offers, as well as list a couple of other companies whose products I will be reviewing in the up and coming future. I extend my apologies to any company that has been either left out of the column, but I have only a limited amount of space you know.

As you should know by now, any reader who wants to apply for more than one offer MUST send in the relevant number of S.S.A.E's. Furthermore, it would help me considerably if you would enclose a separate letter with your name and address on as well as write on the back of each cheque/order the following: The name of the game for which you are applying; Your name and address.

This will save me a lot of time and trouble and also speed up your reply.

First of all, I will get on with latest news and gossip on the P.B.M. scene.

I have a message for some of the B.P.B.M.A. people to P.B.M. who still may have got it yet: **DIRTY F*CKER!** We have had just enough to go round, but the mailing of some was delayed due to various factors like postal-walkers, lack of postage stamps to get the hundreds of applications dealt



Busy, busy, busy, that is the only way to describe the P.B.M. scene at the moment! Yes, it's all go, with lots of special offers for all you P.B.M.ers out there, so let's get on with keeping you up to date with the news and views from the ever changing world of P.B.M. Remember though, that if you apply for more than one offer you must send the relevant amount of S.S.A.E's required or you will only receive the first offer you ask for!

with and extremely excessive Christmas/New Year celebrations by certain parties, who, for personal reasons, will remain anonymous!

By the time you read this, the Third British P.B.M. convention is only round the corner. Yep, on the 26th February, the biggest event in the P.B.M. calendar will be taking place at the Porthorpe Centre, Queensway, London W.2. This is your chance to meet and talk to the players of every major important P.B.M. in the U.K., as well as interrogate the G.Ms about their products, try some hard to find role playing, buy the latest roleplaying accessories

and play the odd computer game.

If you are quick and write in the C+VG quickly you will be able to get a 25% discount off the entrance fee. Instead of paying £2.00 on the door, you can get your ticket for £1.50 plus an s.s.a.e. As I write tickets are selling fast and it looks like the convention is going to be very well attended. With an advance ticket, not only are you guaranteed entry, but you will be allowed in immediately, with no queuing in the London rain. Please make all cheques P.O. payable to The B.P.B.M.A. and mark the envelope in the right hand corner with

"P.B.M. CONVENTION"

News Productions, who has taken over the naming of *Computer*, a computer magazine (magazine P.B.M.), has now obtained the rights to run two big American games in the U.K. They are namely, *Advanced Computers* and *Computer Of The Stars*.

Advanced Computers is set in a mythical planet controlled by 60 players. Each empire has a different degree of limited self-sufficiency in food and raw resources and trade is a necessity. The main game features are many different army types, ranging from local militia to professional cavalry through to archers and many others. There is also a wide scope for other factors.

Computer Of The Stars is the usual type of space P.B.M. game. It involves 60 players competing over a section of the galaxy aiming for its domination and destruction of the enemy. It has life forms, ground units, and futuristic weapons aboard.

An interesting feature is that News is offering a £100 cash prize for the winners of each game and £25 each for the four runners up. The game should be available soon, so anyone interested should drop me a line, with a s.s.a.e.

Without a doubt, and I don't care what anyone says, *Crimes* is the most popular computerised P.B.M. in the U.K. and probably Europe. Easy to play, fast and violent, you play the leader of a group of juvenile delinquents in the future. Your aim is to rise from street punk to mob boss. It has two levels, with the Mob boss rules being brought in for certain people when a certain level of the game has been reached. If you are really offended or have a high standard of morals, the game is not for you. However, if you want a bloody good time (with the emphasis on the bloody!) you'll like this.

Capricorn is a computerised sci-fi game of galactic domination for teams of four players and

continued

Wayne's PLAY BY MAIL.

Earthwood is another computerized game, but this time in a fantasy setting. This time adds a single character as a leader of a group of troops and you have to become the leading player and obtain various objectives to win the game. *Six Kings* is the latest expansion of *Earthwood* and, as the title suggests, has enhanced naval combat and transport.

Crossed's World is a hand-modified P.B.M. in a fantasy setting. Gods, magic plants and weird creatures all abound. This was the first P.B.M. I ever played and although I stopped playing on various occasions I always returned to playing it. In fact I have taken the game up again and have found the game of a high standard indeed. To be honest, the game has had a chequered history, fluctuating between good and bad on several occasions. However, recently there has been quite a few shake ups and changes, which in my mind has improved the game to end. This game always had the potential to be big and it is once again proving it so. I will be reviewing it in the not too distant future.

R.I.C. has just bought **Truly Roman** a hilarious game where you play the part of a fool and have to do very foolish things indeed. To do they are just seeing it up and the first few games are underway. I have played this game before and found it really wild and wacky. A fully computerized game that is definitely not to be taken seriously.

OFFERS

It's A Crime, Free Set Up, free rule book plus two free turns. Further turns either 7p or £1.25 (dependent on the number of actions used).

Capted 66.00 for rule books, set up and two free turns. **Tania** cost £1.75 each.

Earthwood and Six Kings: £2.00 for **Startup** and rulebook and three free turns. **Rebonds** cost £1.50.

Crossed's World: £6.00 set

up and rulebook, plus three free turns. **Further turns**: £1.75 each plus extra for intricate turns.

Truly Roman S.S.A.E. to K.J.C. via me for further details.

● The Laboratory ● Further Into Fantasy

A superb game that mixes the fun of Fantasy with terror of technology. You play an alien copy of yourself, who knows that they are shortly going to be transported to **Dorm**, a horrific medieval type planet, so you have a short while to take with you what you can. Guns, hand grenades and other weapons can be taken, but whether it arrives is another question. Another game I have played since the played stage, which is very entertaining and exciting. The magic system is believable and the game is based on a "discover as you play basis". The Lab-specialists in fact turns and they try to keep to a tremendous two day deadline. Speedy, action packed and well recommended.

Offer: Start Up £2.00, everybody who joins will get £3.00 credit to their account. **Turns**: £2.25 for an ultra turn, £1.75 for a normal turn.

● Legend Incorporated ● An's

This oddly named game has been well received by the general P.B.M. public and is well liked, so much so. G.M. and co director Ian Tule was voted best G.M. of the year at the Second British P.B.M. conference in 1987. A single figure fantasy roleplaying game, its records have a mass of description. The world is divided into several kingdoms which are run by different G.M.s. Has the biggest selection of gods to worship out of any P.B.M. and has a large selection of races and character classes. I used to play but dropped out after a disagreement with the G.M. that I won't go into. When I

played I thought it was very stylish, it a bit too far fetched.

Offer: None, as all their players players are taken. **HOWEVER**, rumor has it that they may be at the Third British P.B.M. convention signing up a limited amount of new players on a first come first served basis. The only way to find out is attend.

● Nitrogames ● Midgard, Global Supremacy

Family Wars is a gangster type game, where you play the part of a mafia god father. You take on other godfathers via your forces and try to take control of the city. I am enjoying this game at the moment and will bring you a full report when the game is commercially released.

Offer: Aggress £2.50 for five start up and rule book, plus three turns. **Family Wars**: S.S.A.E. to N.A.B. via me for further details.

● Sixth Enterprises ● Saturnalia, Gorpelion, Kings Of Steel, Exchiridion

Saturnalia is my personal favourite single figure Fantasy role playing game. I have played it for nearly three years and the game still enthralled me. What makes this game is the history and the politics, they are dealt with in so much depth it is amazing. Another game that went through a bad patch, but has come back better than ever. **Voted best game** at the Second British P.B.M. convention, where **Sloth** was voted best computer. You could play this game on many levels and will find more to love a week at. The G.M.'s replies are of good quality and the company has one of the best G.M.s in the country at the moment.

Gloryplan is an American Football P.B.M. that is computer moderated. You play the coach of a team and it is your job to decide on the tactics and the plays that

hopefully will lead you to the superbowl.

Kings Of Steel is a hand-modified wargame. I found it enjoyable with its onerous and politics. **Interplayer relations** are a must! **Diplomacy**, double dealing and dirty tricks are required. You must lead your three armies to triumph over the forces of evil. However, you must overcome the civil war between the opposing player forces at first, before you can become the eventual winner. **Wargaming tactics** are an advantage but not essential. Fun to play and turns only have to be submitted once a month.

The **Exchiridion** is a game where you can win money. You create a team of adventurers and it is your task to rescue the famous tome **Exchiridion** from the grasp of the mighty mage, **Minister the Magnificent**. Another team game where you play with the three other players. The first person to discover the tome wins 10% of all the turn fees, which, dependent on how long the game goes on, could be some sizeable sum.

Offer: Saturnalia: Start up and rulebook 24.00 plus three free turns. **Future turns**: £1.75.

Kings Of Steel: Rulebook and start up £3.00 plus 2 free turns. **Further turns**: £2.00. **Gloryplan**: Start up and rulebook FREE plus two free turns. **Future turns**: £1.50. **Exchiridion**: Start up and rule book £2.00 plus three free turns. **Future turns**: £1.75.

That's all until next month. Keep those letters coming in!



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See Howarth - The Times, September 1987



Atari ST screen shot



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ARCADE

Fewer in look, and longer than ever! **Clare Edgley reports on Pacman's resurrection and an Atari's new take-up, Xybots. No Arcade Action would be complete without a combat game - Guerrilla War supplies the action.**

GUERRILLA WAR

Guerrilla War from MIB features Kol, hero of the revolution, attempting single-handed, or sometimes with a cyborg, to overthrow the King of Bytes. This isn't the stuff of a real Bonzo Republic.

Evitable Rindoveague that ties up and fights the start of the game your machine just gets into action. In fact the action doesn't stop as you invade the island with bullets flying, burning grenades and ambobots going and getting your presents at dodging bullets.

Almost as soon as you've stepped off the quindob you're targeted for the enemy who moves down towards your landing point into groups, guns blazing and landing at it they meet footmen in these early stages it's fairly easy to step out of trouble by keeping out of bullet-range. Both yours and the enemy bullets can only travel a

short distance before they lose their impetus and dodging them is a cinch. Later on in the game, when you're surrounded, getting out of the situation's quite an art.

In many of the missions you have to be the one dressed in red - the others are all in dull combat gear. This isn't always comic or funny stuff, because and when for this you can look it up. Their work behind the scenes. Shooting him means creating up to suffer/outrage songs which describe how so for the time you're in a range of enemy bullets and he always well protected.

Handguns seem to fire your main, but for extra and lighters to dodge the gun fire. Two these you can identify by running up to them and by not to blast them in your ambobots. Each handgun released some pay bonus points - your quality pleasure 500 for every one you kill.

The forest soon gives way to the enemy look-out - a boss - heavily reinforced with trenches and gates.

The only way through is via the ambobots which is heavily guarded. Tanks come out spraying water fire and a machine gunner who just make his gun. The enemy try to ambobot you, ambobots are looking in bushes and the only way through, with any guarantee of safety, is to capture a tank and blast your way through. As soon as a tank becomes neutral you let your footmen on its top, have in and start blasting. If you die, at the same time, about a real soldier and pick up his weapons, your tank will be equipped with a bonus thrower, or something equally devastating.

At the end of each level you'll come across the enemy leader who seems impervious to your bullets. Dressed in firing jacket to give his some protection of his body, he stands prominently in the area, laughing at you. Once you've got him you have to cope with a huge explosion, however just above the trenches ignoring the area with thousands of bullets.

The end of the level is marked with the appearance of a recovery tank. Like the ambobots, this is particularly difficult to destroy, but it's not difficult on the mission at the end of the third level which is an ambobot tank pointed with weapons.

Guerrilla War is really the same as all the others of its genre, but despite its lack of originality it will vary pleasantly, and remains pointed with action.



XYBOTS

Xybots from Atari takes, at first sight, incredibly sophisticated and it's one of those intriguing games where it's hard to make a component playing for a few minutes before showing bits of each into the machine.

Xybots one robot and range ready to change, aggressiveness, size and colour. Forming a lockable maze of corridors, split by few partitions, these metal monsters will stop anyone attempting to break a path through the labyrinth.

And this is where your taste in language, whether you like it or not, you're stuck in the maze and the only way to get out is to go on out of the far end. Xybots could have been boring, but some nice features have been added which give this one an addictive game feeling some pull to beat it.

The game is played on a split screen. The bottom half of which is divided to provide two playing areas, and the top is a scoreboard - and though you can play single, it's more fun watching. The top half of the screen is divided into three with two status boxes for each player and in the middle a group of the current mission. The score when looking down, remember is Xybots. Using the joystick you can change the viewpoint of the maze to the four compass points, each one changing the area from that direction. And, of course, the



ARCADE

Money must also be picked up for use in the interim levels of the game. Again, the coins are earned by playing and are a vital part to the strategy of the game. Only if you have collected enough coins will you be able to buy extras at the end of each level. As you travel to new levels, the size of each maze gets larger and the number of ghosts controlling its corridors increases. You will receive big extras like a Guard Mopper, Enemy Mopper and Wall Mopper if you can get through alive. The Guard Mopper gets the position of enemy controlling ghosts on the maze, the same goes for Enemy Mopper.

If playing with a friend, you can transfer some money to further a number of one of you a short. That way, when controlling the conductor you both have an equal chance. When two people are playing, and travelling the same route together, you will be able to see two characters in your section of the screen, that is if you are both

looking on the game using the same view angle. Noting the enemy in watching a whole lot quicker than going in one singly, when there are two characters on the screen, make sure when sleeping. If your mallet with a lot of your losses and the average will decrease rapidly. This is the feature player games that comes across when the second player can be affected in this way.

While playing I met David Anderson from London who proved to be pretty rilly with the joystick. He owns a Commodore 64 and programs his own games. David thinks *Pacman* is great. It's the best thing that's come out for a long time. It's a really good idea and the fact that you can see two players on the screen on the game time makes it a great game.

I could have been playing *Pacman* for those days. But, in my books, makes him a master of the game. That's a lot better than me anyway!

PACMANIA

Pacmania, that wonderful ball of fun, is back in one way of pill grabbing in Mame's revamped version of the classic game, called *Pacmania*. And for better thing is that, even after all these years, the game's fun more or less as usual.

Going forward on pills and eating all ghosts, *Pacmania* isn't exactly all that different from what you'll find around the house. The look of the game has been greatly updated, health and strength is in the health world of the screen, though the gameplay is entirely much the same. The maze now is in the 2D aspect of each level, the large scrolling maze on each level and the huge tables. *Pacmania* is more an accurate historical picture of the game you can play on the Atari, Intellivision, and the game is in the Atari version of the Atari.

And when you look at it, it's been translated from a large bit, but more to the large and the points aren't as complex as in later levels. It's a fairly simple task in eating round-picking up pills and avoiding the mazes. The *Pacmania* doesn't require much in the way of tactics. Just pick up the odd piece of fruit for bonus points and, by eating large round-picking pills, temporarily pursue ghosts, but not often.

It's on later levels, when the mazes become confusing and the ghosts more cunning that you'll need to use all your old-school strategy before tackling each new screen.

You'll soon spot the changes. *Pacmania* now runs over the ghosts and even always direction is used. This is a real return from the ghosts are converging on you from all directions and that's no message. Also, you can avoid the ghosts with a little trail if you're good and there's always direction. The ghost will always move leaving you unharmed for a short time.

Using orange energy pills causes the ghosts to turn blue and *Pacmania* is the time to run into them for bonus points. It's really easy, they disappear leaving only a pair of eyes which float off to the ghost pen. There they immediately return but hopefully you'll be away and it's a little bit of a bonus. There are only a few orange energy pills on each level and this shouldn't be worried. The best tactic is to avoid



as many ghosts as possible to the pill and then outside it at the last moment.

All the ghosts you now in the immediate vicinity and you should be able to kill them in the short time they're vulnerable. Do this and your score will double for each ghost caught.

Other enhanced bonus pills to reward the maze which increase your speed for a short time and generally make the easier for you. *Pacmania* makes such a change from the rest of Atari's game to date and about 'em-up and still retains a high level of collection.



you'll be able to catch a glimpse of any *Pacmania* lurking behind a corner unexpectedly out of sight.

All the short you'll be increasing the maze level, with an idea of the number of *Pacmania* controlling the corridors. These tend to pop out from you and just as quickly return to safety. You have to know these come from the eyes and then later from.

During the energy fire you be difficult to make one several *Pacmania* pointing for you on the screen. However, there are a few ghosts that control the maze, each about single corner.

Each time you're for your energy levels, the maze only be updated by picking up energy pills. There are many energy pills on each level and this makes the maze more and more complex and you'll be able to see two characters on the screen on the game time makes it a great game.

I could have been playing *Pacmania* for those days. But, in my books, makes him a master of the game. That's a lot better than me anyway!



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MEAN MACHINES

Tony Takahashi checks out the latest Nintendo releases, reports on all the hot news and takes a look at your letters. All that and he still finds time to update your high scores. Take it away, Tony.

GUMSHOE

Gumshoe is an arcade adventure for the Nintendo Light Gun with you taking the role of Stephenson (Don't sound it, though) and trying to get the main bank, but the evil Egg Don (who is this man?) is holding her to ransom and wants you to deliver five diamonds as ransom.

You play against a smooth scrolling backdrop and must move constantly. Your character here moves 1 by shooting just below his feet to make him jump onto platforms where he wastes the bullets.

There are absolutely zillions of sections to work through with many different and

challenging obstacles. There are low (and high) flying bottles, hooligans, snaky pit, cars, grasshoppers, flying fish and platforms to negotiate. I could not put the game away! It is ridiculous, the play is simple but VERY CHALLENGING.

There are four sections to work through (work being the word) and you can restart at the section you last went out of.

Graphics, sound and presentation are slick and you will be missing out on a real GEM (sorry).

An absolute must for light

gamers.

- ▶ Graphics 4
- ▶ Sound 4
- ▶ Playability 5
- ▶ Overall 4



TENNIS

Tennis - What do I say about Tennis (other than I am a real nut for the stuff when it comes to playing the sport). Other than that, it IS TENNIS!

The graphics are solid and convey the sense of play well. You can serve, lob (one of my faves) and smash on forehand or backhand quite easily. One of the biggest problems for many sport sims is the lack of response in the graphics, not so with this one.

The match is the best of three sets, you can choose from five difficulty levels and select singles or doubles options. Ten-

nis matches are played at six games all and there's even a little cup sequence at the end for the winner.

This is a good long standard version of Tennis.

- ▶ Graphics 4
- ▶ Sound 4
- ▶ Playability 5
- ▶ Overall 4



REVIEWS

Kelly MacGills here to review Tom Cruise's film (hey, we're not social) this is your chance to play the game of the film that made them famous on your Nintendo when Top Gun hits the shelves next year at around the twenty five pound mark.

As usual I approached a licensed conversion with a little of the cynicism in an a good film lets make a lot of money out of a game version.

Sometimes that does not turn out to be true, Top Gun is a top rate game, no doubt about it, it was written by Kushner and will reward you with its presentation and action packed format.

It follows the plot of the film - loosely with you on the controls of an F-14 fighter taking on the enemy in one-to-one-to-one and



air-to-ground combat. On starting the game you are presented with a friendly enemy to test your play of your fighter bursting into life on the deck of a carrier, you then have to choose from three different missiles to use the Phoenix, Hell or Tiger. Each missile has its own characteristics and each has a different quantity (Hell has 20, Tiger has 10 and Phoenix your best bet).

A map and a message tell you about the mission. There are four of them though level one is purely to get the feel of your fighter with the auto-flight along the way, level two has you destroying a carrier and on all the enemy being destroyed, after certain difficulty rates and phases, level three is a ground defence job (in this level you have to take out the enemy forces while avoiding or destroying ground missiles and low altitude attack helicopters).

The screen has a cockpit with the buttons showing altitude, speed, fuel, damage gauge (from enemy fire), missiles left to fire, artificial horizon and a radar. The radar is absolutely vital as it shows the enemy planes coming at you and the angle to expect attack. The radar also doubles up to show you where a fighter is on your tail (the only way to shake him off is to outrun him).

Really very simple graphics on the cockpit display that do not let down the simplicity, ship, bomb, missile, THREAT are all equally drawn and ally smooth. The sound and music is perfectly and the gameplay is deep, satisfying and pure arcade gold.

WRECKING CREW

This is a game involving two of my favourite game characters — Mario and Luigi. You have to destroy walls that are stopped around the screen and linked by platforms and disposable ladders.

On entering a level the screen scrolls up and down showing the play area and where the enemies and walls are. You can climb up or down ladders to get to platforms and some walls take 1, 2 or 3 bricks to destroy (you progress on destroying all the walls). There is help and hints, too, help comes from strategically placed bombs which destroy all ladders and supports walls on a level, and doors to unlock the areas which you can open across the screen, doors and pillars are useful for trapping the enemy but watch out for fireballs, the Foreman (his guy is a real pain in the ...) he follows you around and pushes you just when you GO NEXT

look behind twenty or so doors to find a coin that a ladder, the Foreman is knocking down the screen trying to lead you to it, so you have to move some!

There is a two player option, a design mode (so you set up your own screen) and the ability to start on any of the 100 levels in the game (nice one).

I was hooked with this one, the morning I got it I played for two hours solid and got to level 18 BEFORE changing out of my jammies into some clothes!

Wrecking Crew is VERY playable, has plenty of levels to keep you interested, good graphics (it sound AND best of all MARIO AND LUIGI ...

- 1 Graphics
- 1 Sound
- 1 Playability
- 1 Overall



BALLOON FLIGHT

Balloon Flight was a debut to provide the loveliest game ever dreamt up — just by Williams which featured laser-cannoy knights who floated around screen on outstiches attempting to prick nuzzles with their poles.

For Balloon Flight read Just Not 2. You control a cute little character with two balloons on his back (you're that a touch of Poopyon) and have to fly your way around the screen trying to puncture other jolly nasty

choceros balloons.

There are platforms placed around the screen which you can use to drop-down on the enemy's jigg their balloons and then kick them once more to destroy them. If you can do this manoeuvre in a single step there are extra points to be had.

Your character has a strong mental roll to his movements so being it all to master the play. Other dangers to watch out for are lightning bolts, a sneaky



but very cute fish that jumps up and grabs you if you fly too low over a lake that appears on certain screens.

There are one or two player options (two player can be both on co-operative play) and an I-can-do-it-if-I-try-enough times sound where you have to repeat balloons that travel up the screen out of your tubes across the bottom of the screen.

There is a really QUICKEY Balloon Trip option where you float from right to left across swivelling screens trying to prick every balloon in sight while avoiding the lightning bolts.

The graphics are nothing special and the sound is merely adequate. Nevertheless, the game delivers in its FEEL.

Overall this is a great game for those of you with that urge to surge and a little bit of brain on the joystick.

- 1 Graphics
- 1 Sound
- 1 Playability
- 1 Overall

LETTERS

There still seems to be a fair bit of debate as to which system to buy. There really isn't a clear cut answer to this, both systems are superb. At the moment Sega has a better game catalogue than Nintendo in the UK, available the Nintendo has a few better software titles than the Sega. But in the UK at present there is a shortage of Sega carts (even I have a hard time getting them from Masterforce) so I really feel about it what you want and how quickly you want it.

There have been some really tips this month too. Scott Lee tells me that when you get two lines in Super Mario Bros you get a 10,000 point bonus and a little extra against.

Scott has also reported from Milton on Sega is this the UK regard!

The Wilson of W' York has sent in some tips for Rodeo. The way when fighting Apollo keep punching him in the head and try to get him on the ropes, and when fighting Langford about the head and concentrate on his stomach. He is also a character for long time games) and suggests that you should get the key and return to the surface (in the wind) you will then find yourself on the last screen where the big alien is. To kill him you must destroy him piece by piece starting at the bottom and working your way up.

Special thanks go to Peter Russell of Watton Vale, you write long letters but they are interesting! There are too many points to answer here but if I could to see a dedicated Nintendo man, incidentally the Sega has a 280 processor, 44K of RAM, 1.78K of ROM, 1.78K video RAM, 64 colours, screen resolution of 256x192 in 16 colours. This option (each option has 64 points in one), three voice and four colour sound chip and can handle cards of 8K, and cartridges of 128K and 256K.

Enjoy those letters coming, I really do enjoy reading them and willing to get as many answered as possible (possibly).

MEAN MACHINES — HIGHSCORES

NINTENDO

| | | |
|--------------------|-----------|--------------|
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SEGA

| | | |
|------------------|------------|----------------------|
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Become one of the world's five reputable explorers and experience the dangers of a hazardous journey to find Professor Eyestrain and deflect the meteor to which only he has the solution.

ENTERTAINMENTS

PRESENTS

AMEX

AN ANIMATION GAME



1987



1988



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Street Scene.

This is *Football*, a football simulation on the Atari ST and Amiga from the French software house, Golexy.

The game is viewed from above and you play in an enclosed area where the use of the wall will help you get past your opposition. You can dribble with both feet, pass to the wing, shoot and score.

A referee will blow for half time, full time, fouls and goals. You can play for a six, eight or ten minute game. A pull down menu will remind you of the score and the time left to play.



Expect *Prose*'s *Ray of the Memory* game to kick off in late January on the CMI-64 and in early February on Spectrum and Amstrad.

The game is in two parts, the first a sort of arcade adventure and the second a football simulation.

Director has led the famed Manchester Beavers! They are under threat of being bought and liquidated by city property ground developer ex-Colonel Ballstar.

Ray Baze, player manager, and full-time hero has arranged a celebrity five-a-side football match in a bid to save the club, but with only hours to go his



Wythstar is an Earth-orbit space station built to hold thousands of people engaged in producing food for a famine-ravaged planet. But something has gone wrong. Messages from Earth have gone unanswered. You have been selected to investigate. On arrival at the station you find no human survivors and the place over-run by aliens.

Your mission involves killing off the aliens and reactivating the life-support system.

Wythstar will soon be out on the Spectrum (£7.99), Amstrad and Commodore (£8.99/£14.99) and Atari ST (£19.99).



Following the ever so muscular Delph Lundgren as Mr-Man from *Maxima* of the *Ultimate*, comes the equally impressive figure of Arnold Schwarzenegger in *Prostate*. And these are preview shots of Activision's game of the film.

Arnie plays a soldier sent into the jungle to rescue hostages. But in the end he ends up being stalked by an alien who has come to earth for a healing trip. The film is good fun - if a little gory. Judgement on the game will have to wait.



Graphic Graphics is hoping to repeat the success of *The Way of the Tiger* with *Blood Valley*, another adaptation of a Schwarzenegger action fighting fantasy book by Mark Smith and Justin Thompson.



team has been kidnapped. Play needs to rescue the players to win the planned match and save the club. Now will the game go for Manchester if they only find four players . . . the players . . . one player or if the team has to lose the opposition player? In the first part of the game

you guide Play through the streets, houses and buildings of Manchester in a desperate race against time to find the team. In the second part, you play the three-side match with any players you've rescued to see whether you can win, and save the club.

Cassette versions will cost £9.95 and on disk £14.95.



There seems to be a distinct improvement in quality of the games coming out of the Argus stable of titles — witness the start for first October and new November from Quixote.

Terra Nova is an arcade adventure involving the search for Dr Albert Einstein who predicted a giant asteroid was on course to destroy the earth. Everybody laughed and sneered at the good doctor disappeared in a huff. But now his prediction has come to pass. The asteroid has almost arrived and the search is on to find Einstein to help avert this catastrophe. Not over hard, he has to be convinced that humanity is worth



saving.

The player has a choice of five personalities to control to track him down. It is the standard

format using various objects to progress through the game. Terra Nova is not an all major format case.

It's a story of survival and escape. The evil Android has trapped you and he bustles down like an animal. Your survival is only guaranteed if you can escape from the cell of Steel Valley.



Wile Jones is the next 2000AD comic character to receive the computer game treatment from Probe. She is a young woman born in the late 19th century in a structure called the Iron, which houses all of America's unemployed. It has everything except jobs.

The Iron is full of various dangerous characters: Dulcet Dreamers — a sect who implant neural receptors in their skulls which make them placid or violently enraged; Precissians — giant, amoral fixers who suffer racial attacks; Ordinary Street Punks — who just cause trouble.

In the game, Wile Jones must venture both for the monthly supplies. Not only must she survive attacks from the Dulcet Dreamers, Precissians and

Punks, other things can happen in this land of boredom and degradation.

She is armed with a variety of offensive weapons to help you through such disasters —

Synthetic (nuclear gas)
Zerodex (gas causing total

bankness) — also, if you're of problems coming your way, Wile Jones has the standby Diaz Juice, given out a constant stream of advice, news and recent news over the airwaves.

Wile Jones should be released in May.



Street Scene

Lee Enfield is SPACE ACE

And will be available on ATARI ST, PC,
CBM64 & SPECTRUM



LEE ENFIELD is invariably to be found step-by-step in the middle of trouble. His unique ability to deal with trouble puts him top of the list when it comes to calling for a man who is never out of his depth.

Even time is no barrier to Lee solving the trickiest of problems, for he is a new hero: A Time Troubleshooter.

He can speed through the third dimension to wherever he's needed, ready to don whichever mantle is required as he challenges evil wherever it appears, hence his title of SPACE ACE.

And so in this, his first appearance on the British computer screen, Lee has had to travel into the 22nd Century to take on Troopers, Snipers and strange galactic monsters in his bold fight against the

evils of Mankind, truly living up to his reputation as SPACE ACE.

The first LEE ENFIELD, TIME TROUBLESHOOTER, program is an action-packed shoot-em-up, and includes a space guide.

Selected titles are available from all good retailers including

WHSMITH



MAILBAG

Starting from this month we are offering a super C&VG T-shirt for the Letter of the Month. You don't need to restrict your thoughts to computer games — write in about anything you like that is interesting, fun, rude, annoying, wonderful or just plain daft. Write to Mailbag, C&VG, Priority Court, 30-32 Farringdon Lane, London, EC1R 3AU.

THAT'S LIFE?

● As you requested during our telephone conversation this morning I am writing to tell you about the play-by-mail games sent to my 12 year-old son by K.J.C. Games.

Both my son and my daughter have been members of a computer club for some time so when he asked if he could reply to a free offer of a computer game I assumed that he meant his club magazine and agreed. In fact, the advertisement appeared in the November issue of Computer and Video Games which he had borrowed from a friend.

However, what arrived lastweekend and I enclose a copy of all the material he received with the most offensive items highlighted. In the light of recent events such as the Hungerford disaster and the alleged organised sexual abuse of children in Croydon, and considering the government campaign against drug abuse, I think that this material, inciting children to pay large amounts to commit just such crimes, is frightening. The fact that this is a fantasy rather than reality does not make it potentially any the less dangerous. The most dangerous aspect of

this game is that, to be successful, it is necessary to take drug-consumers, and the description of this rule makes it appear that this is not only acceptable, but that it is a desirable condition to aspire to.

I admit that in this case the situation was brought on ourselves. I have checked the issue of Computer and Video Games currently on the shelves, in which the ad re-appears, and the full-page ad, complete with explicit picture, makes it perfectly clear what is on offer, "gang warfare" to a "drug-crazed gang". In this issue there is also an article on fantasy games featuring a picture of the "It's a Crime" rule booklet. Although the booklet does not suggest that the game is not suitable for young children this is not mentioned in either the advert or the article. Thus, as there is no age limitation and as parental consent is not required, there is nothing to stop any child applying for this "free" offer and receiving this offensive material without parents' knowledge.

I would like to see it made illegal for advertising promotions like these to offer such rubbish to children and would welcome any advice or help

you may be able to give. W. Caroline Forrest
Cheshire.

Editor's reply: Having looked closely at 'It's A Crime' I agree that the advertisement for the game should carry a warning. Substantial sections of the game in the future will also point out its unsuitability for children.

SUCH AN UGLY

MAGAZINE

● Have you got gone stark raving mad? I mean, do you actually think you are good looking or what? It was bad enough when we had to endure picture after picture of that pseudo pioneer, Wayne. But now you have gone too far. Hunk of the Month was the final straw. Those terrible white legs nearly made me chuck my fish fingers as I made the mistake of flicking through my newly purchased December issue at tea time. I tossed it on the floor. I couldn't help myself, it was a reflex action, a bid to preserve my appetite.

It was much later when I picked the thing up off the floor that I noticed the legs of the kitchen table were more appetising than your Art Editor's pins.

To please C+VG, if you really want to give us some hints then can I suggest Dolph Lundgren, Barry Dixon, or James Whitton Brown from East Enders for stars. PS What's this new Editor look like? (Horror?) Sarah Scriven,
Dunfer.

TARUSHI SUCKS!

● Tony: "I've got a mouth and I'm gonna use it as hell and it"

Tarushki's comments in his first Gossip section have forced me to write in this letter of indignation.

So he thinks the 8-bit computers are doomed? Well I can tell you for nothing that it seems as if he knows absolutely nothing about the majority of Commodore 64 or Spectrum owners. Most of us are going to get "proper" jobs and gradually, I expect, "grow out" of computer games. At the moment though, we are happy to bang in a copy of Ruggy Boy and write away a few boring hours just playing games.

Some owners even continue to actually getting enjoyment out of their puny 8-bit machines by programming them. That is basically as far as home computers go. The majority of managers and computer-owners have better, or more socially things to do. I think Tony doesn't realise that playing on a computer isn't everyone's full-time occupation, like it is his.

I predict that the 8-bit computers will not flick out next year or their dedicated magazines (if this were to happen though, it would obviously benefit anyone involved in a magazine like C+VG).

I predict that "us youngsters" will carry on toasting out the odd burner for a game for our 8-bit computers. We won't all go out and sell our machines as scrap metal and buy Amigas or IIs. I don't want to sound incredibly corny but money does not grow on trees. Sarah Joshi
Gordon, WPA.

What do you mean "have socially things to do"? I

NO HE DOESN'T

■ I have to admit that I have never felt strongly enough about anything to write into C + VG. However, all of this changed with the January edition.

Firstly, I am in positive agreement with Winchester by with regard to the possible expansion of the Pile coverage in C + VG. I'm sure that I'm not alone in that one of the principal reasons that I buy C + VG is for Wayne's unattached coverage of Pile. It really is about time that Wayne's excellent reporting of the Pile scene was rewarded by an expansion of his column!

Secondly, what's happened to the heavy metal column? Just as the column was shaping up nicely, it disappeared! I hope that the column is scheduled for a very speedy return.

Thirdly, Tony Takouchi's "Hot Games" column in January made the prediction that all dedicated magazines will go to the wall within the next 15-18 months. Well, you don't have to be a genius to see that his prediction will be fulfilled! With that in mind and from a prudent business aspect you should not neglect coverage of Pile, Heavy Metal, Film, etc. in order to maintain a "young" computer mag.

Alan Crump
London A4
Personally... I feel the games scene would be very dull without the likes of Crash, Commodore User, Zapak, and Sinclair user. My view is that they are all here to stay a lot longer than we "T" think.

YES, HE DOES!

■ I think that your mag is great, all but for one thing. This being the Mean Machines section. The section is a good thing and warrants more pages, but should not be written by Mr Tony T (he's a big mouth) and a blue head Takouchi. Why oh why does he only write about the Nintendo-console block? It may be the better selling machine in Japan or

the rest of the world, but it isn't in Great Britain. In fact, the Sega Master System has sold twice as many units in the UK.

In the Jan 88 issue of your mag, there is only one thing about the Sega, and that is a High score chart! And, before you say there is no news on this machine, there is at least games to be reviewed. There weren't any reviews for it in the last issue and there are still none in this one.

I have recently bought Wonderboy, which is absolutely brilliant but I have also bought Out Run, which is a lot down and a con for GBG. That is a lot of money for me to have wasted and money which could have easily been saved for a review of the game. So come on Mr T, give us loyal readers of your mag some Sega news and reviews to chew on you might as well re-tite the section Nintendo - The Mean Machines. That I prefer.
Richard Hallen
Dourne Oxf Bucks

PS. I know it is interesting but news about Japanese versions of Nintendo games is useless, as they use a different cartridge format where as the Sega doesn't.

PPS. I think the Heavy Metal section of your mag is cool.

PPPS. I don't know why I write this letter as it won't get printed anyway, and even if it did you won't take any notice.

PPPPS. This took me two hours to write so it better get printed.

PPPPPP. My typewriter didn't work out, but I have now been down the stations and got a new one. How about that for devotion!

PPPPPPPS. Bring back Hellfire.
Richard Hallen
Dourne Oxf Bucks

Editor's reply: Isn't it amazing how people think that by saying "I feel you won't print this letter" it will force us to do it? Wrong! We only use it because we left

with a little space. Nah! Things could change even on the Sega front soon. A little bird tells us After Ramer and Allen Synchro will be out soon. Bet that's enough for you.

PS. Our Dep Ed has relatives in Bournemouth. Just thought you would like to know, Richard.

THE AXE TO FALL AGAIN

■ I've been reading C + VG for a good few years now and have always been a fan of your comic strips. But how come that after they become popular you always see them?

First we had the Bugs, then the Bug Hunter, followed by Lead Lenny and now Shuk and Doodle. How long will they last?
John Samuels,
Cockridge,
Leeds
PS. I think Shuk and Doodle are weird.

Editor's reply: Nothing lasts forever, as they say, so when we find a cartoon strip or set of characters have run their course we feel it's better to stop before they get boring.

Oh, yes, Shuk and Doodle also think you're weird as well.

■ How long can the mania for converting coin-ops go on? Surely the time has come to call a halt.

Many of the conversions to the home micro have no more than a passing resemblance to the original. For example, US Gold's dismal attempt to capture Star Run. Disappointing is not the word.

And now I understand that Activision has got the rights to After Ramer. Let's face it there's no way it can convert to the home micro. It's only the super cabinet and super sound system that makes the coin-ops and there's no way

you'll get those on the Spectrum and the rest. The end result is the name without the game.

So my guess to software houses in 1988 is to forget the coin-ops conversions which are no-toppers for the home micro and concentrate on new and original concepts.

Will software houses listen to my plea? A penny to a pound they won't.
Andrew Walker, Hounslow.

■ Okay, grrr, it's down up time. It's no good dodging the issue, beating around the bush, making excuses, or avoiding explanations. I want answers! Who is the Fleed?

I just don't buy all the guff Keith Campbell has been spreading about this so-called mystery man who torments him. And since his so-called controversial views has started appearing in your mag - sorry, mag - I am even more suspicious about him.

I think the Fleed is Keith Campbell writing under another name in a clever attempt to get more money. Come on, admit it.
Steve Taylor,
Tunford,
Wants.

PS. I don't really think Tony Takouchi exists either. Like Father Christmas, the Loch Ness Monster and the Abominable Snowman, I think he is also a myth, a someone conjured up by some warped, twisted and bitter mind at C + VG.

Editor's reply: Believe it or not, Steve, The Fleed does exist and he is definitely NOT Keith Campbell, if I knew his name I would show it to the world. All I know is that he lives - or rather lurks - in Confortshire and has a bank account in the name of The Fleed. That's the truth. Tony T a myth! He he really exists as well. Nobody could be that better as to invent him.

MAILBAG

Loud and proud and ready to shock. Yes, C+VG's very own Mr T – Tony Takouchi – is back to rant and rave about computer games. Love or hate him, just read him.

Those of you who have been whipped up into a frenzy over the lack of platform-arcade adventures for the Amiga can now calm down as there is a respectable offering in the guise of Dark Castle. It runs on a glorified Amiga and is being released in the UK by Microton.

The scenario is familiar, you have to work your way through various scenes making up stairs and ladders for each scene completed and then set foot on a platform to collect keys along the way. The place is a castle and the play is a mish-mash of P&P, Jungles and Aster 2049's.

The game is well presented, with a nice title page of an angry castle in the distance with flashes of thunder and digital organ music, very spooky! You can then select from an options page, difficulty level (beginner/intermediate/advanced), demo of the game (I suggest you see that), into on-game play and characters and Play to start the

game.

There is also a choice of keyboard or joystick control.

You start off in a great hallway with three doors in front of you, you choose your door with the mouse and your character runs over to the door and leaps inside. Now to the game! There are dozens of screens to work through, some need careful thought, others are more gut reaction and intuition. The enemy takes the form of bats, millers, mutants (yuck), rats, droogs, gargoyles, guards, burning eyes, rock bouncers and who knows – these guys are into whipping and cllobbering TGI with rods and whips. Contact with any of these is fatal and you lose a life. The exception to the rule is if you have allies, these can be collected along the way and can protect you from their less-wise attacks.

To balance matters you can use a mouse (optional) but busy on the eye, shield, ladders,

ropes and stairs to get around each screen. The most useful weapon being your rocky, you get a supply of the stone at each screen and this dissolves as you lob them around (you control the angle by lifting the aim to the desired point), bonus rocks can be collected around the screen (but you do have to get to them).

The game uses a lot of digitised speech and sound effects, grunts and groans from you when attacked or slumped, mice and bats squeaking and screeching!! The graphics I found disappointing, they are crude (by Amiga standards and a little more like bad games than those the game would have released of quality).

The gameplay is fast – a little TOO fast in places – and you quickly have to learn where the bats and mice are on entering a new screen. Also firing loops is crucial (you have three types of leap standing/running and downward), there is no lock of enemy with moving platforms, ropes, ladders and guards to negotiate (these are the easy bits!).

At the end of the day it is a good product that will entertain and if you long with the initial frustration of using the joystick control it is challenging.



With the coming of the new 3-bit machines we have been spoilt with the large memories they have, increasingly they are being used for digital sound effects and digitised pictures.

Great, no problems, new technology, new challenges, new promises.

I enjoy great sound, I use effectively SPD appropriately, the sound really adds to a game. But just recently a lot of games use them all over the place and they end up giving me a headache instead of making me thrill with pleasure.

To illustrate the point just look at Barbarian on the Amiga, the nice sequences and the grunts and groans in the game are THE best combinations I have encountered to date. They work with the game they do not try to



tempt it.

Barbarian: When from Barbarians also demonstrates that digitised plays can work to enhance a game and not just be a gimmick. They actively contribute to the best of the theme and play of the game because they were designed for the game and not the other way around.

At the moment I feel all that lovely, lovely memory is regarded as so noisy and it is a question of 'what can we fit in?'

All you ST and Amiga owners will have noticed (as I have) as the boom boom in many of the games, Barbarian's you getting tired of it again and again! However, because they work and take an objective look at your products.

Enhance the game, don't swamp it.

by Tony Takouchi

Hot Gossip

PLATOON

The first casualty of war is innocence.



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