

Britain's best selling computer magazine MAR 88

Now only £1.10

034 80 Dink 50 300pts HFL 1.90

COMPUTER
+ VIDEO
GAMES

XENON
THE FIRST
HOME COIN-OP

WIN: REMOTE CONTROLLED AEROPLANE
EYE GOODIES AND 19 SURVIVAL GEAR
AFTERBURNER SEGA SPECIAL/FANTASY EXTRA
FREE BOSCONIAN POSTER/THUNDERBLADE SENSATION
BLACK LAMP, PLATOON, SUPER SPRINT, CAPTAIN BLOOD REVIEWED

TOP 10 TOP 10

NEW

Collection

TOP 10

Collection

SYSTEM	FORMAT
Spectrum	48/128K D
Spectrum	+3 Disc
Commodore	64/128K D
Commodore	64/128K F
Amstrad /Sch.	Compact
Amstrad /Sch.	Disc



Contents

Features

- 14 STREET SCENE
- 20 THE BITMAP BROTHERS
- 46 BOSCONIAN POSTER
- 69 THE BIG SCREEN
- 72 NEXT MONTH
- 76 WIN EYE GOODIES
- 78 BOSCONIAN COMPETITION RESULTS
- 81 SHUK AND DOODE
- 90 ARCADE ACTION
- 94 FANTASY ROLE PLAYING
- 102 PLAYMASTERS
- 116 GOLDEN JOYSTICKS
- 120 THE MEAN MACHINES
- 126 MAILBAG
- 128 COMIX
- 130 HOT GOSSIP

News & Reviews

- 8 NEWS
- 18 GAME OF THE MONTH IS XENON, REVIEWS INCLUDING BLACK LAMP, SPY VS SPY, CAPTAIN BLOOD, MACH 3, PLATOON, TRAZ AND LOTS MORE.
- 110 ADVENTURE NEWS
- 112 ADVENTURE REVIEWS

C+VG team

Editor Eugene Lene, Deputy Editor Paul Doughton, Sub Editor Suzanne W. Johns, Staff Writer Mark Beale, Layout Assistant Lindsay Walker, Art Editor Craig Kennedy, Designer Andrew Walker, Advertising Keith Campbell and The Firm, Marketing Role Playing Wayne, Arcade Steve Siddons, Hit Gamez Tony Talbot, Comic Reviews Steve Siddons, Ian Siddons, Kennetha Murphy, Les Piddon, Steve Mackay, Brian Walker, Richard Henson, Marketing Manager Clive Pennington, Advertising Manager Gary Williams, Sales Consultant Sam Jones, Advertisement Production Les Clark, Production Terry Pratt, Cover Illustration Simon Roberts, Editorial and Administration Office Priority Court, 35-37 Watlington Lane, London EC2M 4AD. Tel: 01-255 4222. See C+VG's publications.



● XENON — THE FIRST



● SHUK AND DOODE/18



● STAKE OUT/BIG SCREEN



● **LAST HOME COIN-UP/P19**



● **GRAFFITI COMP**



● **GREEN/P18**



● **NIGEL MANSELL/P51**

● **BLACK LAMP/P24**



● **AFTERBURNER/P122**



● **MACH 3/P30**



● **PLATOON MAP/P102**



Inside Story

You are building a piece of computer game history, the launch of Saturn for the UK and Japan heralds the arrival of coin-up quality games to play at home. All the sounds, explosions and speed of these games housed in vast cabinets are now beginning to be captured on 16" disks. Read all about it and marvel at the screen shots. If you haven't got the cash for a 1600 mega machine, don't despair. We've got credits for the Spectrum, 486, Amiga, CD, and games consoles. Afterburner hits the shops on the Sega System, Platoon is mapped and limited, and Thunder-strike raises gangs at establishment at the recent Amusement Trade Exhibition.

All this plus a chance to win a remote controlled game, a 17 Survival Kit, Eye graphics and Shock and Bounce cover from the London underground.

Due to rising costs we regret that we have to raise the price by 10p - our first increase for over a year.

We are sorry for this but if you compare us to our rivals we think you will agree that we are still most better value.



● **SUPER SPRINT/P24**



● **ARCADE ACTION**



● **NIGEL MANSELL/P51**



ROLLING THUNDER

namco





Have you got what it takes...
....to be an RT undercover cop?

A Coin-op Classic from U.S. Gold.
U.S. Gold Limited, Units 2/3 Hollford Way, Hollford, Birmingham B6 7AX. Tel: 021 356 3383





News

Atlantis game surfaces

Get any eye for this pixel-painting temptress out to lure you into buying **Return to Atlantis**, a new graphic adventure out in March from **Electronic Arts**.

As an agent for The Foundation you have 14 missions to complete in your search for the legendary city of Atlantis. Each mission is a



game in itself, taking the player to waters of many international locales, from the Baltic to the Caribbean to the South Pacific.

The flying ship, *Isisway*, contains an impressive assortment of in-task tools to help in the completion of the missions, including a rather emotional robot RUP (Remains Underwater Friend) and ART, a shipboard computer.

Return to Atlantis will cost \$24.95 on the Amiga.

Infocomix launch BLUBBERMAN

Fancy reading a comic on your computer? Well that's the novel idea from

Infocomix.

Each of the **Infocomix** will, it is claimed, provide four to five hours entertainment.

There is no game play as such but the player — or rather, reader — will be able to choose their own path through the labyrinth of intertwining storylines and see the plot from various character viewpoints.

The first three releases — which will be handled in this country by **Activision** — will be **Lone Nautason vs The Blubberman**, a spoof on 1930's science fiction, **Samson Force in Pit of a Thousand Screams**, a caper/fantasy tale featuring three aliens, and **Zorquest's Assault on Igorth Castle**, a fantasy adventure about a group of travellers who are

manipulated by an evil magician.

The price of **Infocomix**, which will be released on Commodore 64/128 and IBM, has yet to be announced.

Sweet Heart Launch

Blood Valley.

Gremlin's game based on the fighting fantasy books of the same name, is now set for release on oil formats on February 14. That means it should be in the shops now. Our picture is from the Atari ST version.



N,N,NOT yet

Don't expect to see **Comcast's 1900Fort Camp** on sale before Easter because of programming delays.

Hewson's 1 Spring!

The word from the head is that **Hewson's** new shoot 'em up, **Cybernoid — The Fighting Machine**, is hot and the blast-off date is set for early March.

It is written by programmer **Raffaele Casco**, author of **Exciton** and **Equinox**. This shoot is from the Spectrum version.

Plasma pokers, position disruptors and mega-minutes are just a few of the attack vehicles which planet-hopping space pirates bring of your invading **Cybernoid**. In turn, you blast to release them of their algorithm gains.

The **Cybernoid** ship is crammed with weaponry including drop bombs.

Bosconian—The Bedroom Version.

Imagine owning your own colouring machines. For most people it's just a dream. But sometimes that dream comes true... with a little help from C+VG.

Thousands of you entered our competition to win **Wanda's Bosconian** colour, provided by **Mastertonic** who are

converting the game to the home video.

In our November issue we printed the **Bosconian** game scenario and asked you to come up with an illustration to fit the story.

C+VG Art Editor **Craig Kennedy** was quickly submerged in envelopes, packages and parcels on the

entries poured in. It was a tough choice but **Craig** eventually picked **Toby Glover**, of Child's Hill, London, as winner. And believe it or not this was Toby's first try at entering any art competition.

C+VG's **Lucy Walker** and **Mandy Hamdron-Jones**, from Mastertonic, delivered the machine to Toby's home. Imagine taking that on the bus!

Mandy said of Toby's artwork: "It was terrific. I was very impressed."

Toby is pictured with Mandy and his winning entry. For a better look at the artwork turn to the centre pages of this month's issue where we've used it as a poster.





GODAX-ARE GO!!

■ Go-Down Software held its launch party last month at the Institute of Directors in London claiming that their seventh word was to be "revolution".

It was slightly surprising in view of the claim that the firm's first two releases were to be two coin-op clones for the BBC computers in the shape of *Kourtyard* and

Skirmish.

Go-Down expect their *Quantrell* and *Joust* clones to vie with each other for the number one slot in the BBC Charts.

Making much more of a legitimate claim for innovation is an interesting but so far untried game that links computers together in an arcade strategy



combat challenge.

Set on an island, the game will allow up to sixteen players each playing on his own computer to battle for supremacy of the terrain. Alliances can be built and broken. The players, who drive around the sprawling landscape in tanks, can also lay mines, shell opponents, and combine the producer "slugs" that are the keys to controlling large areas. The network game is being

coded by two Cambridge University students who are developing the game initially on the BBC Model B. It is expected to also appear on the ST, Amiga and Archimedes.

The details of its net-working mechanics have not yet been confirmed but it is believed to be based on a single "lock" that can be purchased in high street electrical stores. More news soon.



horizontal beams, climb ladders, mines, shields and the lightning wizardry of the laser beamers. Built-on bits include cannons, battling rams and generators.

It will be out on Spectrum 48/128K (£7.95), Amstrad CPC and Commodore 64/128K £7.95 and £14.95.

Carrier Command Delayed!

■ *Carrier Command* will now not appear until the end of February at the earliest due to what the Rainbow describes as a "programming glitch". Despite an advertisement in last month's C+VG claiming that the game was "available now".

Carpiary spokesperson Glenn Edgley told C+VG:

"We have written to all of the people who sent off for the game explaining the reasons for the delay and stating that we would not cash any cheques until the game had been dispatched."

Customers are being given the option to receive their cheques back and send off for the game at a later date.

LESS from Ocean!!

■ Ocean is cutting the number of new titles it will release this year to around 24 — that's nearly a third down on 1987.

But more resources will be devoted to each game. Ocean boss **David Ward** announced at a recent press launch for *Pheonix*.

He also announced Ocean will be launching a new label this year called **Special FX**. Its first release will be a game called **Realty**.

Meanwhile new up and coming Ocean releases include **Target Renegade** and **Roboscorp**, the game based on the smash film.

Roadwarrior

■ **CEI** is determined to keep death ON the road with the release of **Road Warrior** next month.

The game plan sounds a bit like *Death Wish* on wheels. You play the part of a knight of the highway on a mission to clean the punks, thugs and other undesirable who inhabit your part of the world. There are various weapons to collect en route.

The screen shot is from the Commodore 64.



Grovel.

■ Okay, it's apology time. In last month's review of **Chetron** we printed a picture which implied the game had a split-screen facility. Well, so the story

thousands of you who have bought the game since, it doesn't. By the time the picture was spotted it was too late to do anything about it.

Sorry to all concerned.

Rim Runs Late

■ **Blizzrunner**, designed by the most belated **Barbarian** — the **Ultimate Warrior** Steve Brown, is now set for a mid-March release by **Polace Software**.

It's a shoot 'em up set against a multi-plane scrolling landscape where you control an insectoid warrior on perimeter patrol. His mission is to protect against an invasion from deadly Archosaurs.

The Commodore 64, Amstrad and ST versions will be out first with Spectrum following soon afterwards.

Meanwhile, Steve and his team are working on **Barbarian II**.

SEGA®

SEGA Mega Cartridges give you screen after screen of realistic, eye-opening graphics, exciting adventures and hour after hour of enthralling gameplay.

AFTER BURNER™

Take on the challenge of this realistic flight simulator and survive in the skies.



Fly a F14 supersonic jet fighter in battle with enemy aircraft and helicopters avoiding ground to air missiles; timing take off and landing from your aircraft carrier: an absolute must for your collection.
AVAILABLE MARCH

SPACE HARRIER™



The story... there's a special land where a powerful dragon lives... you must find the dragon's treasure to save the world. You can also find the dragon's treasure.

CHOPLIFTER™



Save the hostages from kidnapping... On land, at sea and in the air... you'll need a helicopter to save the day.

ZAXXON 3-D™



The latest sensation! ZAXXON™ can now be played in the new 3-D perspective view... it's a whole new way to play the game.

Games from £14.95 Master System £69.95, Light Phaser £44.95, 3D Glasses £39.95

The Ultimate Games Machine

OUTRUN™

Thrill to the gripping, realistic pace of this breathtaking Racing Car Adventure!



Enjoy the thrill of speeding over the world's famous roads in this Racing Car Adventure. Realistic effects as lane changes, uphill and downhill terrain, sudden curves and many more exciting effects.

AVAILABLE NOW
Look for the name on the outside.

RESCUE MISSION™



Your vehicles have been stopped by an accident, your mission is to make an emergency repair to the broken truck. First you'll need to identify the problem, repair it, and then you'll need to find the right parts.

ENDURO RACER™



Fly over the hardside tracks to beat the others... It's a digital competition, your opponent the clock.

ALIEN SYNDROME™



The exciting strategic space-fighting game will feature... you'll control your spaceship from an alien perspective.

PLUS 30 OTHER EXCITING TITLES

Available from leading stores of Protonics, John Madden, Toys R Us, Kidz Store, Toy and Hobby, Harrods, Selfridges, W. H. Smith, Virgin and your local computer dealer.

News



Viva Las Vegas!

If you want to know what's going to be hot Stateside this spring then the **Winter Consumer Electronics Show** held in **Las Vegas** is the place to visit. **C&E**'s jet-lagged deputy editor **Paul Baughen** reports from the neon nightmare of the entertainment capital of the world.

Forget the Atari ST and junk the Amigo — the video game console are hotter than hell in the US at a right now. At the **Winter Consumer Electronics Show** in Las Vegas it was **Nintendo** and **Sega** grabbing the attention.

Most of the other software houses preferred local sales to display their new games to the trade.

In America, unlike Britain, it's Nintendo who are leaders of the pack, with an estimated 5.3 million machines sold, followed by Atari, Sega and Intellivision. But within the next few months Nintendo is gearing up for an assault on Sega's UK crown.



▲ **Mike Tyson** (right) and another man at the event.

So here are the games featuring your way star, **Hurricane** the hit **Mike Tyson's Punch-Out**. You take an various boxes in a series of challenge matches before taking on Iron Mike, undepicted heavyweight champion of the world.

Other UK touches are **The Adventure of Link**, **Kid Icarus**, **Metroid** and **The Legend of Zelda** (in Nintendo's adventure series)

and in the sports series, **Red Racer** — an **Out Run** look-alike — **Pro Wrestling**, **Skaten** and **Volleyball**.



▲ **Double Dragon**
Meanwhile Nintendo had lined up an impressive range of third party games makers who are preparing profits for the Nintendo, so make a note to look out for **Double Dragon**, the arcade classic from **Tadpole**, Capcom's **Gun Smoke**, 1943, **1943 Commando**, **Ghost'n Goblins**, **Trojan** and **Heidi** and **Commandos** **Legendary-Kings**, **Indiana Jones** and **the Temple of Doom**.

And the hit keep coming — SNK's **Alpha Mission**, **Athens**, **Earl Warriors I** and **II** LIT's **The Karate Kid** and **Jaws**. **Acclaim**, who got out Epyx's **Winter Games** on the Nintendo, will soon release **Bomber**, based on the **Triffone** film.

Sega plans to release around 40 titles in the US, the hottest of which will probably be **After Burner**, **Base** **Tony Tokowshi's** exclusive release).



Generally the 16-bit software on display was disappointing, to say the least. There was nothing which took your breath away — with one exception. That was **Rocket Ranger** from **Cinemaware**, to be released in this country this spring by **Miramax**. **Cinemaware** is well known for its brilliant graphics — remember **Defender of the Crown**, **King of Chicago** and **Sirbed** — but has been a little suspect on game play.

The signs are that with **Rocket Ranger** everything has come right. The game has the feel of **Indiana Jones** meets **Flash Gordon**, packed with action, thrills, spills and romance. It's a tale of time travel, evil Nazis, mind control machines, a jet-propelled rocket suit and the beautiful active daughter of a brilliant scientist.



▲ **Rocket Ranger**

Chambers also has what must be one of the oddest games out — **The Three Stooges**, based on the ancient American clown. **Curly**, **Larry** and **Moe**. The game, described as a tribute to the Stooges, involves the clowns trying to raise money to stop an orphanage closing. The graphics are brilliant, as usual, but the whole concept seems a little odd.

First there was **Major Bill Strelay** of **Micompress**, now meet "Colonel Jack" **Rosenberg**. He's the ex-USAF pilot to provide the strategy and flight techniques action behind **Action Soft's** helicopter flight simulation **Thunderchopper**. The simulation — 2D graphics by

Sub-Logic — allow you to learn simple landing techniques or fly the most dangerous combat missions. **Electronic Arts** goodies include **Interceptor**, which gives the player the choice of two fighter planes, the **F-11 Hornet** and **F-16 Falcon**, and the choice of six combat missions.

New US releases also include **Ferrari Formula One**, **The Board's Tale II** and **The Destiny Knight** and **Theft of Fate** and **Return to Atlantis**, a graphic adventure with 18 onscreen missions.

Aravalia's **rain-up Asargh** is out on **Amiga** Stateside from **EA** and should be heading this way soon from **Melbourne House**. It takes over where **Rampage** leaves off.

Massville Epyx is to market three **US Gold** titles in America — **Street Cat**, **Melrose** and the mysterious **Sine Bomber** which has set to see the light of day in Britain.

Sine Bomber puts you in the seat of a World War Two torpedo bomber based on the aircraft carrier, **Ark Royal**, with a search and destroy mission for **U-Boats**, **E-Boats**, **aircraft** and the battleship **Bismark**.



▲ **Sine Bomber**

Meanwhile **Epyx** will release **The Games Winter Edition** to tie in with this year's Winter Olympics. Sports include slotting, ski-ing and five other events.

Other new Epyx releases coming are **4X4 Off Road Racing**, a sort of **Out Run** over dirt tracks, with the facility to construct your own car.

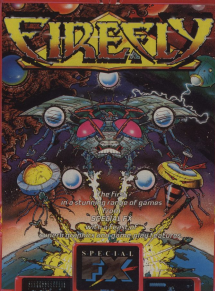
And the long-awaited follow up to **Impossible Mission** is on its way. The originally named **Impossible Mission II** puts you in a high-tech office run by an evil **Tom**. It's packed with codes, puzzles, guards, mined hallways and bombs. It looks a winner.

SPECTRUM

CASSETTE £7.95
DISK £14.95

COMMODORE

CASSETTE £8.95
DISK £12.95



The Firefly
in a stunning range of games

SPECIAL FX

with a special

limited time, low price, one-off release

SPECIAL

FX



ocean

DEAT THE SIREN! ... Now for the crew of PIRATE there is no home - just a desperate mission to eliminate the mechanical army which has captured the solar system.

Street Scene.....

New in March is *The Corporation* from Activision, a peppy space adventure where earning a positive credit rating and gaining promotion are just as important as blowing away your rivals. The set up is that familiar old future where big firms have taken over from countries, and two rival superpower corporations fight it out.

You play the commander of a robot team mining an obscure asteroid for the rare and valuable "Minothian Crystal". It's not as easy as all that though, as a rival team from the enemy corporation is also after the same precious stuff, and will stop at nothing to get it! Just to add to your worries, they've stalked the deck against you by having the very asteroid you are sitting on rushing towards certain doom.

The game is packed with rocket launchers, restor showers and



that old favourite, the cloaking device.

With upward mobility the name of the game these days, it would seem a good time to release an adventure where salary counts as much as firepower, though only time will tell as to whether the financial aspects add another dimension to the adventures, or get in the way of it.

Remember, it's not just your life ... it's your cover that's at risk!

Okay, it's time to put the cards on the table. This is *Card Sharks*, the Accolade game coming from Electronic Arts. You get a choice of games to play, including blackjack and poker. These shots are from the Commodore 64. EA will start dealing the game to you in March.



You won't believe your eyes but this is the Commodore 64 version of *Raid Warriors*. Gasp! Now that you've recovered from the shock, prepare yourself for another one. Elite are actually going to release it!

Not bad when you consider the Amstrad version came out way back in January '87. Remember C+ VI's brilliant map? Well the game follows the same format. It's you against the world on a mission to rescue prisoners-of-war, battling it out with the enemy, blasting away with tanks, marines and the like. The game is being "bumped" at the moment but initial play testing suggests it will be a goodie.



Calling all comrades. This is *Karnov, Electric Dreams'* conversion of the Data East coin-op. In it you play a fire-breathing Russian searching for the lost treasure of Babylon.

These shots are from the Spectrum version and the signs are that ED has done a good job on capturing the look of the coin-op but it's too early for a verdict on playability.

The game spans over nine levels in which Karnov faces dragons, deadly ostriches and killer biscuits! Game play involves running, jumping, climbing and flying. Karnov on the Spectrum, Commodore 64 and Amstrad is set for release at the end of March.

The Shoot 'Em Up Construction set got the Palace off-shoot label Outlaw off to a flying start. It was a quality product. Their next offering is *Troll*, an arcade shoot-'em-up set in a weird world of mirrored images.

Designed and programmed by Denton Designs, *Troll* is set in the ratherworld of Nart. You are on your own against hordes of Finnish goblins whose only pleasure in life is to send you crashing through one of their



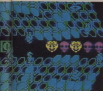


Remember Prohibition from infomerges, the gangster shoot 'em up released last year? Well the French company has reinvented that basic idea — moving a gunfight around to pick off bad guys hiding in and around buildings — and come up with Lee Enfield. This game is the first of what promises to be a series about this "Time Troubleshooter".

Lee, who apparently has time travel down to a fine art, zips off to the 22nd Century, to rescue his old pal Bill, who is being held by someone or something known as the Yellow Shadow. Quick



reaction and a sure shot eye will be essential. Out soon on the Atari ST — from which this screen shot comes — Amstrad and PC.



holes into another dimension.

You must fight off the goblins and use your own supply of escape-holes to jump through the floor to new locations in the search for the means of your escape. At the same time keep an eye on the great wheel of fortune and watch out for the goblins alone longing to drop a death-hole over an unwary Troll.

You'll be available in the early spring for the Commodore 64, Spectrum and Amstrad.

Welcome to Frightmare, where bad dreams come true and a good night's sleep is unheard of. This is the dead zone where all fears, terrors and phobias are real. So close your eyes and enter Castaldi's world of uneasy sleep.

There are four dream worlds to explore, each more terrifying than the last, and you've got eight and a half hours before you wake up again. That's if you survive.

For you will face skulls, spiders, hooded figures, ghosts, bats and grasping hands, serpents, zombies and even Satan. But you can collect weapons to fight back — such as holy water, a watch to slow the evil creatures of the night down, a crucifix and revolver. You score by shooting monsters, and picking up chalices.

Don't go to sleep or you could miss the game.



New software from Berlin, headed by Francis Lee, the ex-Beyond and Twilight chief, releases it's first title this month, *Yehuda and Yed*, both on the Spectrum.

Yehuda, written by Nick Enock, author of *Crystal and Sorcerer's Shadow*, is a shoot 'em up with survival as the main aim.

Yed, is a puzzle adventure in the same covered mountains in the Himalayas, in a quest for the mythical seven towers.

The price of both games is £19.95.



Databyte, best known for its American imports — particularly the *Spy vs Spy* series — has ventured into Europe for its next release, *Task 31*. It's a space shoot 'em up set across 16 levels of play with alien ships to destroy and "deadly" traps to avoid. *Task 31* will be released on the Commodore 64 at £9.95 cassette, and £14.95 disk.

Street Scene

DATA EAST'S ARCADE ALLEY

A SIX GAME ACTION PACKED COMPILATION FEATURING

KUNG FU MASTER Battle the deadly guardians and demons armed with nothing more than your own martial arts skills. **EXPRESS RIDER** Hold ups, robberies and roof top fights... a wild west classic. **BREATHIN'** from 400 miles behind enemy lines, rescue PRADO. A revolutionary fighter in a revolutionary game. **TAG TEAM WRESTLING** Body slams, drop kicks, backbreakers and flying head butts - stamina and teamwork are the keys to championship success. **LAST MISSION**

Armed with the most sophisticated weapons systems and guarded by a protective forcefield, return to your invaded galaxy to face the most startling of death defying odds. **KARATE CHAMP** Can you master the kicks, spins, reverse punches and blocks needed to retain your title?

SO MUCH EXCITEMENT YOU WON'T KNOW WHICH WAY TO TURN!

CBM 64/128 ONLY £9.99 EXTRA £14.99 ONLY



PAC-LAND

TM and © 1984
NAMCO Ltd

PAC'S BACK



PAC - the world's most famous computer character is back. There are many imitations but only one original PAC-LAND. This superb conversion of the internationally famous coin-op is not to be missed.



QUICKSILVA

Video House, Leicester Road, Luton, Beds, LU1 3BH

AVAILABLE ON: SPECTRUM, AMSTRAD, MSX, Cassettes £8.95,
COMMODORE Cassettes £9.95, Disk £14.95, ATARI 85, AMIGA £19.95.

You can obtain your copy of PAC-LAND direct from Argus Press Software - Post and packaging FREE !!

Write now or send with a cheque or postal order to:

E & I Distribution, Units 1 & 2, Conlon Development, Water Lane, Darwen, Lancs. BB3 2ET.

Name

Address

Town

or Phone 01-438 0666 - use Credit Card Order





XENON

SPY VS SPY

BLACK LAMP

SUPER SPRINT

CAPTAIN BLOOD

WINTER OLYMPIAD '88

MARCH 18

BOO

CATCH 23

TERRAMEX

BRAVESTARR

MINI PUTT

PLATOON

TRAZ

SUBTILE SIM

ATV SIMULATOR

ZYBEX

NIGEL MANSELL

DAN DARE II

INTERN'L KARATE

ROAD WARS

KEYPTON FACTOR

JET BIKE SIM

● Xenon - pick up the letters to add extra weapons.



● Blast your way through this

► **MASSIVE: 4/10-17, ANGEL, M, SPECTRUM**
 ► **TO WIN WITH UNUSUAL HONOUR**
 ► **PRICE: £19.95**
 ► **MINIMUM SYSTEMS: 10, 10, 10**
 ► **REVIEWER: GLADYS LACKY**

The launch of Xenon represents that rare and special thing in the computer games world - something completely new and important.

OK, I know what you're thinking, it's nothing about 'em-up with marauder efforts where you build your weaponry by picking up letters... nah!

Yes, that's exactly what I mean, it is new. None of our other best of software-focused selling lists that you can "take the cool-og home with you." Xenon is the first game that really looks and feels like a cool-og. That is, it stars off the art bells and whistles come up in a matter of minutes - but certainly a reasonable dealer that you wouldn't think twice about carrying a few tens percent into it if you got bored on at the sea side.

Xenon is also new because it is the first game to be launched as a home game and a coin-op simultaneously. I must admit I was a little worried about this.

Just imagine it - you are blasting away trying to get onto the next level (and why in this game, believe me when you decide you have had enough, right, that's it, and you just return to the pub. No wonder are you through the door when you think a more cool-og sleeping away - there is literally no escape from Xenon.

The cool-og will appear under Microscopic's Arcadia label and the ST and Amiga versions can be found in Multimedia House boxes - look also part of the Microscopic group.

What other features Xenon as a home game is the blurb on the box. It tells you why you have to sit on so apparently the coin-op which simply tells you when better to sit to locate the insect-like aliens.

The action starts when Captain Rad (Digitized pic of programmer - Eric Matthews) comes up on the communications screen and informs you that you are entering "Sector One." Rad's is made of 's' - the Xenons are about to finish him so it's down to you to see through the system levels of the game and save his bacon.

There is a lot more to the plot than that - the entire history of the universe in fact, told in the manual over the top cut-og language you'll never hear. There's loads of goodies about how the universe is going to

XENON

collapse in on itself and "Special Hole Networks" - nightmare stuff.

Xenon is a hybrid shoot-'em-up. Vertically scrolling and incorporating elements from Zap, Fight, Zone Cruise and Fantasy. Your small, nifty space fighter can transform at the stroke of the stick into a ground attack craft - or fly low over the city, dodging traffic but the enemy. Fight is best - you



● The enemy

● The scariest enemy of them all.



▲ *Interlocking doors.*

more quiet and can take out the deadly, so-called spawning crates at a safe enough distance to keep you from taking your craft. You don't play airborne constantly as certain of the crates need using the

■ This hull has few guardian battles and requires several direct hits to destroy.



bug. Battle-like alien hulls usually fire twice the size of your ship.

Several direct hits have to be registered before an enemy hull develops in the center of the monitor, pulsates, and finally

The game has an annoying way of leveling the odds and you get to the giant alien at the end of levels. It strips you of your extra weapons — leaving just the wing lasers.

There is nothing particularly

ENON



planet surface and cannot be destroyed from above. These are also certain obstacles that need to be cleared.

Some games start off easily and then toughen up after the second level or so. None of this really applies to *Kanon*.

You are right in the heart of the action from the very start. A third of the way through the level you are confronted by a

blow allowing you to pass.

The general level design and pacing — splitting out enemy spawning fields

Building your ship is crucial — and fun! Pick up the letters to add wing lasers, a rotating guardian ship, side lasers, diagonal lasers, super flame throwers. If you collect them all your ship becomes one moving dispenser of mega death.

original about *Kanon*. It's just the way that it is done that makes it special and sets it apart. You get the impression when you are playing it that the designer is taking every single ground installation and along flight path with cunning smiles on their faces — probably chuckling amongst themselves and saying, "The bastards will never hit this."

It's tough — you'll see. One of

REVIEWS

C+VG

2

those games that it never seems to be completed. If you think this you've really got something to cheer about. I think Melbourne House should get badges printed and send them out to the people who manage it.

Kanon is an interesting point of comparison between the ST and Amiga. Both versions are brilliant — but the Amiga is better. It's faster and the music will remind the fans with the ST. Constantly changing and reacting to the joystick and featuring sampled guitar riffs and tremendous explosions, Melbourne are promising Spectrum and 64 versions of the game — but I wouldn't buy until you see the C+VG review.

I am not entirely sure the design of the game is strong enough for it to hold up on those machines. It's difficult for me to tell you how good *Kanon* is. All the critics are too well wired. You know what I mean, statements like "it's worth buying or it's just to play this" — that sort of crap. All I will say is that in five years of reviewing computer games this is the best about-up I've played.

This is a good entertainment to play at home and to beat.

- **INTEREST**
- **SCORE**
- **VALUE**
- **PLAYABILITY**

▲ *Keep flying when a big monster shows.*



■ *This advanced about 'em up is complete without shiny laser-like alien.*

WHO THE HELL DO BROTHERS

Computer gaming has seen individual programmers hyping themselves on stars before — from early hippies to child geniuses who are waiting until their seventeenth birthday to step into the shiny new Porsche, paid for out of last year's royalties.

There have been some instances of groups hyping themselves. The Bitmap Brothers are one such case. Ask them why they called themselves the Bitmaps and you are likely to get a variety of answers. "It came out of that Beatnik Boys song — you know the one that mentions the word brothers, well our name has the word brothers in it too."

Or: "We were going to call ourselves the Big Mac Brothers but we thought we might get done by MacDonald's if we did". Even less likely as Steve is a veggie.

The truth, if they haven't forgotten it, is probably nearer to this: Someone came up with the idea because it was linked to the way they programmed — they all hated it but it stuck and now they have come round to thinking that it is a pretty unforgettable name and so well worth hanging on to. They are now fervently Bitmap's to the man. Here are their profiles:

• STEVE KELLY

School: Left at sixteen to become a storeman at Carny's.

Born: In Manchester and now living in London . . . will speak Manchester, though.

Vices: Smoking, nocturnal programming and the consequent afternoon nial, turning the phone off, slot machines.

Best TV prog: The Prisoner.

Worst TV prog: All soap.

Best computer prog: Missile Command (jointly) and Elite.

Worst computer prog: You forget the really bad ones — which is probably just as well.

Most embarrassing experience: Having to explain to an ambulance man how I walked into a scaffolding pole.

Best film: Paris, Texas.

Should software pirates be locked up? The people who do it for profit, on a vast scale, definitely should be.

Is 8-bit software dead? Not for a good while. Some 8 bit games are still better than 16-bit games.



THE BITMAP THINK THEY ARE..?

• MIKE MONTGOMERY

Age: 31.

Born: Southend-on-Sea, educated at Belvoir School, Leigh-on-Sea.

Fave food: Red meat and pork sausages from my local butcher with plenty of mustard in.

Fave drink: Newquay Steam Bitter.

Fave music: The Beatle Boys, Pink Floyd.

Fave female performer: Stevie Nicks.

Worst female performer: Madonna.

Should software pirates be locked up? No —

they should be hung, drawn and quartered.

Fave computer game: Virus on the Amiga — if

there were no pirates there would be no virus.

Fave TV commercial: Thank Crandy It's Friday

and the Telecom one where that kid phones his

only other failing all his exams.

Should Michelle have had an abortion? No.

Are the Amiga and ST the future of

computer gaming? No — not in the long term,

that's the computer and what's chips. In the short

term they are certainly far superior to any of the

8-bit machines.

• ERIC MATHEWS

Born: Truro, Cornwall.

Age: 23.

Education: BA — Fine Arts, Chelsea School of

Art.

Fave artist: Richard Serra — the man who

sculptured the huge metal girders at the recently

built Broad Street Complex in London.

Fave music: New Order, the Nolans.

Fave game: Invadabloc by Richard Apple.

Should hackers be prosecuted? No. They

should be hunted.

What about software pirates? I would force

them to drink St Christopher non-alcoholic lager for

the rest of their days.

Fave TV prog: Bull's Eye.

Are there too many soap operas on TV? No —

bring back *Howards Way*.

Which soap star would you most like to

spend an evening in the pub with: Jack

Rolls — *Howards Way*.

Fave chocolate bar: Toffee Crisp.

Worst TV commercial: Cadbury's Flake.

Fave take away: Chicken Tikka Masala.

Are computer game advertisements

unnecessarily violent and sexist? Yes.

Why don't girls play computer games? Because

the games are too boring.

Fave car: Triumph Vitesse Convertible.

Competition

Melbourne House is marking the launch of their mega 16 bit shoot 'em up with a chance to win a remote controlled aircraft as a first prize. We'll put you in touch with your nearest club so that you can learn how to fly it — and then take to the skies. Ten runners-up will receive a copy of Xenon — for the ST or Amiga.



HOW TO WIN

Answer the following easy-peasy questions about famous brothers and then tell us what a bit-map is.

(1) Which famous brothers were the pioneers of the first power driven flight?

(a) Wright (b) Wrong (c) Grimm.

(2) Two prominent American politicians were assassinated in the 1960s. They were the brothers:

(a) Kennedy (b) Hoover (c) King.

(3) A famous group of brothers became millionaires through hiring suits. What is their surname?

(4) What is a bit-map?

Answers _____

Name _____

Address _____

Computer _____

Entries must reach us by March 15th.

- MACHINES SPECTRUM 128K OR ABOVE
- SUPPLIES: CASH
- PAINT: RED
- VISION: TESTED AGAIN
- REVISION: EXPLORE LADY

New York based First Line software has the solution: chain to fame of having coded the best and worst computer game versions of popular comic characters.

Fortunately we are not discussing their appalling Superman effort here — but the excellent conversion of *Mad Combat: Spy vs Spy* strip.

Although not relying on any bells and whistles or improvements to sound and graphics, all the essentials of the game play are here in this ST version.



▲ The *Spy vs Spy* interface for the escape plane.



SPY VS SPY

Just as in the comic itself, the game follows the standard version of two competing spies — here, in this case, have to escape from an embassy with the top secret plans safely tucked away in your briefcase.

Two players take turns against each other to find the plans — setting traps for each other or simply killing it out with the sword if you should happen into the same room at the huge building.

The game is at its best as a two player challenge — in fact it still remains one of the best two player games ever, despite being a lot less in the 20th size.

The real fun in *Spy* is watching your opponent fumbling for one of your devices (bombs, traps). The *Teleporter* is a box to the left of the play windows with all the traps represented by icons. There are bombs,

spring, a bucket of water, strings and guns. Certain of the traps have to be treated with care — like the common closed bomb with the characteristic mouldering blue. This one has an annoying habit of blowing up in your face.

Fortunately there are remedies for the traps hidden in the embassy, and you can pick these up and carry them from room to room — which is useful if there is a bomb you suspect may have something useful in it but you cannot search a doorway at the top.

The neat thing about *Spy* is that, as well as being a race against the other spy, it is also a race against time: a digital clock ticks away above the playframe. When the clock ticks down to zero your escape plans will take off from the plane and will take off with or without you. And remember



▲ It's tight time when the two spies meet.

There is no point in making a dash for the plane without the plans, your passport, a key and some money.

The conclusion to *Spy* and

the spy in which the whole episode adventure is played is a credit to the game designers.

There is a real sense of entertainment and pride when you win the game. *Mad Combat's* Fleming commented the challenge for the first time. You get your spy climbing about the plane, watch it edge gently down the camera, and then ease into the air and away off the screen. Possibly one of the best and game sequences ever — and well worth persevering with the game to see it.

There were three games altogether in the *Spy* series. It has not yet been decided if this will be converted to the ST and Amiga. *Explosion* has and there were not that difficult to the first.

However, the original *Spy* game is well worth considering — even if the price is a bit steep at just under £25. There are still not that many decent two player games for the ST — so the assistance of one of the best is certainly welcome.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

▼ Invading the room for judges.



C+VG**REVIEWS****4**

— **SCORE:** 3.5/5.0
 — **FAULTS:** NONE
 — **PRICE:** £19.95
 — **REVIEWER:** PAUL SOUGHTON

One glance and I took an instant shine to *Black Lamp*. If you want a rustic romp through a medieval wilderness, packed with holes, spikes, secrets and nonsense, please to you. It's a visual delight, packed off to a great price.

To get the credit for the programmers and bring up the graphics, I'm going to have to give the crown to Steve Ginn, Programming for Kenny Sweeny, Music and sound to Dean Carty.

The design of the game, to be honest, isn't what you'd call it's a platform and rollers through adventures which has

BLACK

Jolly Jack the jester on a quest to recover nine enchanted lamps — including the ever-revived Black Lamp™ — and restore peace and happiness to the Kingdom of Aquiana and to save the beautiful Princess Celestia. That's the premise here. But it's the way the game is carried off which makes it a cut above the rest.

The game covers 250 screens, ranging from rural landscapes and castle interiors to gothic-style interiors. Each screen is beautifully illustrated and populated with some really amusing features, all brilliantly animated.

The game always starts by an

empty screen to which all the lamps must be returned. But the great thing about each time a new game starts is you don't get bored by having to go over the same old ground each time. The Lamps are scattered far and wide throughout the kingdom. When Jack finds one, he must collect it and take it back to any one of the Castles. The Black Lamp is different — it is always guarded closely by the most ferocious of enemies, the Dragon. And the Dragon won't give it up until he's dead. Every dragon will have a Lamp of some colour, so the only way for Jack to return all the Lamps is to fight every Dragon he

▼ His palace in the village — beware dragon flies.



— **GRAPHICS:** AS SPECTRAL CAN BE SEEN
 — **SOUND:** EXCELLENT
 — **PRICE:** £19.95
 — **EDITOR:** TESTED
 — **REVIEWER:** ALAN BY

Alan Games surprised a number of people with their spin-off to the Super Sprint. It seemed to offer very close driving entertainment with views from above graphics — rather like Run and the like — were getting the word right with fast-moving 3D tracks and rolls in jagged-quartz pictures.

Perhaps the explanation is that Super Sprint is just about the nearest thing to Sci-Fi racing you can get on a video screen. You are presented with an overview of the whole track with the formula one racers appearing as tiny moving specks — about the size of an ant.

Given their minuscule, steering control is what the game is all about. Very slight taps and adjustments to the

stick are required to right the car when taking bends. Just like Sci-Fi racing, you press the joystick button to accelerate — burning down the street and speeding away from bends.

Each race is at least five laps long and — should you top the driving class — is five more difficult tracks will be randomly generated.

You can choose the difficulty level of the track you want to start on by turning a steering wheel to the left of your choice on an opening screen.

The real fun of Super Sprint is in the business of juggling. This

▼ Super is about to pop up a power boosting wheel.



▼ The door to which the lamps must be returned.



SUPER

is an advantage the game has over other conventional 3D race games. You can always keep the other cars in your sights and plan what part of the road you

▼ Choose your entry picture if you have one.



K LAMP

WHEEL!

Scattered around the landscape are various Bonus Objects that you can collect along the way. These take the form of musical instruments, weapons, and food and drink. For Jack (as in *Jack*) and his wife, these are a magical hat, bottle, and shoes, respectively, which grant power to Jack.

Jack has five lives, each awarded by his energy level. His energy drains away if he gets stopped or falls from too great a height. Collecting food and drink, however, will boost his energy.

Every time Jack collects, will make him

▼ Enter the dragon.

invulnerable to attack for between 30 and 60 seconds. For musical instruments that makes him immune to energy loss for a while, and by collecting five weapons he gets increased firepower. Again for between 30 and 60 seconds.

Best of the world's best are a whole host of creatures, with varying toughness and weaknesses.

Dragons and snakes are extremely tough and pack a mean sting. Vampires tend to make sure Jack gets it in the neck. Minotaurs are quick-moving flesh-eaters. Crosses disappear when slain and thousands tell you why.

explaining stuff.

Golden warriors come in the form of guardians, archers and spear carriers. Blue Wizards spit gooey green slime. Trolls carry spiked spinning hammers. Monsters (as well as flying birds) drop giant wooden hammers for you. And then there are the dragons, guarding the Black Lamp, each most attack a vulnerable part of the castle, and then the creature back to back a Black Lamp gets the most at the last. Instead game for best, in Jack, they've got a real character set that he's using help to get a hope to anyway.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

▼ Best — but danger lurks.



SPRINT

pass from left to right at great speed across the screen and blasting any racer that happens to be in its line of fire.

There are also potholes and tunnels to be steered through — the latter here is 50 times as fast and speed through — driving blind until your car appears at the other side. There are also oil slicks, and gates that open and close offering a maze about out.

For real dare devils there are ramps to be jumped.

As well as all the obstacles, there are items dotted around the track that you can collect.

want to be in to take the lead. On the later screens certain hazards appear to make life even tougher. A change happens the track — making a maze about out.

▼ The 50% yellow car takes a tidy shortcut.

which help you build up your race.

Three golden spinners, for instance, will enable you to choose an extra feature at the end of the race. This may be higher top speed, turbo acceleration, increased scoring, or super traction.

The program is at its best as one- or even three-players game. In three-player mode two people can race with computers with another on keyboard. This creates a great forum for ideas about each player's performance.

Super Sprint is such a simple game that the quality of ST graphics don't make it a much better game than any other version. Sure, it does look better — but the game never really missed on graphics anyway.

Fans of the series will welcome this compact conversion to the ST line.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY



ULTIMATE



"Graphics is quite simply awesome. Graphics like you've never seen before is something you won't believe. Rush out and get it before you do anything else!"

Computer and Video Games **7/10**

"Excellent game... an hour to play is an... game is an excellent addition to any library... quite adept to absorb the action and concentrate to new ones."

Rating: 90% Good!

CASSETTE
£9.95

DISKETT
£12.95



Commodore
64/128

ENGLISH

ESCAPE FROM...

Call 01-256-6000



**WHAT KIND
OF SOLDIER
ARE YOU
CUT OUT
TO BE?**

Today's Army depends upon a wide range of very different people, performing highly specialised and individual tasks that add up to the smooth running of one of the world's most modern fighting forces.

Right now, there are vacancies in the highly skilled field of communications and languages, all of which offer good pay and promotion prospects.

But remember, in the Army you're always a soldier first and you'll be trained as such, ready and able to do your job well under combat conditions either at home or overseas if need be.

The Electronic Warfare Operator is employed on an operational task which requires a high degree of proficiency in a nominated language. The work involves the transcription of voice transmissions received through radio receivers and associated electronic equipment. Full training is given in both language and radio skills.

Special Telegraphists are fully trained in the use of sophisticated equipment in the remote fields of military communications and communications security. Skills learnt include morse code, teleprinter touch typing and the operating of high grade receivers and direction finding equipment. Other careers in communications include Radio Telegraphist, Data Telegraphist, Radio Relay Operator and Technicians.

Linguists (Special Intelligence) Monitoring, interpretation and analysis of enemy communications could be vital in order to protect British interests throughout the world. As a linguist you'll receive a comprehensive training in language and analytical skills as well as the operation of sophisticated equipment including automatic data processing.

The Next Step

These are rewarding jobs, calling for a lot of input from you in terms of time and hardwork.

If you think you are cut out to handle them, call in now at any Army Careers Information Office, or cut out the coupon. You'll find us in the phone book under 'Army.'

Please send me more information about EW Operator
Special Telegraphist Linguist Other Vocancies
PLEASE TICK

To: SPSO Royal Signals, Directorate of Army Recruiting,
Depn CHICEL, Room 1804A, Empress State Building, Little
Road, London SW5 1TR.

Name

Address

Date of Birth Tel.

THE PROFESSIONALS

THE ARMY PROFESSIONALS HAVE OPERATED SUCCESSFULLY UNDER THE GUN SINCE THE EARLY 1900S.

C+VG

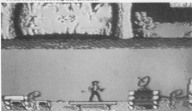
REVIEWS



- MAXIMUM VGA SPECTRUM AMBITIOUS GRAPHICS
- SUPERIOR JOY-STICK-ONLY CONTROL (4.5)
- VERSION TESTED: AMIGA/DOS
- REVIEWER: DAVID

New Texas has a problem! As one of the richest sources of Xenium in the galaxy, the planet has attracted hoards of prospectors. Most of them are

► Bravestarr's mix of arcade and strategy elements come off



Starnepede's greed, and so new laws have been total domination. To do this, you must find the locations of certain key places on the planet which contain the clues that will eventually lead you to

prosper or freeze time.

Once on your saddle robot, the gameplay is similar except that you can stay off the ground, so avoiding many of the obstacles isn't your only means

right way of solving the game, simply by getting to alternative endings when you enter the wrong buildings at the wrong time.

So Bravestarr is really just a series of stoppage sideways

★ BRAVESTARR ★

evil little squirts out to turn a fast buck.

All corruption on the planet seems to be aimed to one person, Tex Hen. Now Hen's boss, a particularly nasty individual by the name of Starnepede, has kidnapped the ancient Intran Shaman, believing the old sage to possess magic powers capable of bringing back to life the bones of all the predecessors on the planet.

If Starnepede's plan succeeds, he will gain an invaluable weapon/ship on New Texas. As Marshall Bravestarr, your task is to save Shaman from

Starnepede's hideout.

You have nine days in which to complete your task.

The game starts in Fort Stanton, where the first thing you must do is attach your story to your saddle robot. This is an exercise of the side view, left/right scrolling variety, in which you can run along the streets of the town or hop over the rooftops. Either way, there's plenty of opportunity to kill and maim with a good variety of weapons on the menu. Dead enemies often drop armlets which, when picked up, temporarily give you extra life

of getting to other parts of the planet. There's a mine, where you'll find a green gem which can be exchanged for cash found in the town. The cash buys you information in the local bar and more.

The arcade side of Bravestarr has been well programmed, offering fast joystick response, responsive scrolling, and a whimsical host of fun, glibly-cut creature to tag. The problem is that defeating Starnepede is just not enough of a challenge.

Outside the town, there are only four places to visit, and the game messages you into the

scouting arcade sequences, strung together by a thin plot, providing little or no long-term challenge. From the time I first located the game, it was all over in well under an hour — Shaman was rescued, New Texas was once again a safe place to visit, and another game had bitten the dust. Come on, Ga! we deserve more of a challenge for our money.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY



► The arcade side of Bravestarr has been well programmed



► The game is perhaps a bit lacking in difficulty



Preview The Future!

PROJECT: STEALTH FIGHTER



Stealth Fighter... the hottest topic of conversation in aviation circles today. Space Age technology and engineering make these aircraft virtually undetectable by enemy radar. Stealth Fighters are believed to be in operation, flying the most sensitive missions, flown by a superior class of pilot. You can experience that thrill of flying a revolutionary aircraft, previewing the edge of the future.

PROJECT: STEALTH FIGHTER. Another brilliant simulation from MicroProse. Available for the Commodore 64/128K, Cassette £14.95, Disk £19.95.

MICRO PROSE
SIMULATION • SOFTWARE

Please send _____ copy/ies of Project: Stealth Fighter C64/128K Cassette £14.95 Disk £19.95 Further details.
Name (block capitals) _____ Address _____

Post Code _____

I enclose £ _____ including Mip P+R Cheques payable to MicroProse Software Ltd. expiry - 01/01/94
or debit my Access/Visa card. Expiry date _____ No.

--	--	--	--	--	--	--	--	--	--

MicroProse Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 8DA, UK. Tel: (0866) 54326. Tlx: 43422 MPS-UKG.



but the formations of Star Wars fighters were easy to shoot into. The ship's flight is very impressive — it's a little difficult to control, but managed into the air at great speed and it is very steep as if a gust of wind, it



▲ The digitized sound adds considerably to the game.

rising up under its wings and fanning it like a power-glide into the air. This gives the effect of the ship moving at over the screen at great speed — and it will take a good practice to master some control — reviews are advised to sit on the surface.

Power points can be earned by flying through the goal posts near power in lines of four at regular intervals.

To progress to a new level and to have another Star Wars character you will need to

successfully fly through one of the laser portals.

As you can see from the screen above the graphics in *Star Wars 3* are impressive and they look nothing in the same manner as other. But the real strength of *Star Wars 3* is the sound effects and digitized speech.

The exposures and sound of music being featured are something — especially at maximum volume, it's a surprise is also fun. She says "Come Over" as if she were inviting you in for a cup of

coffee, and announces the high score table with an "Oh Boy" squeal on an octave higher. There is a question mark in my mind about the suitability of *Star Wars 3* when considering the £20 price tag, should be treated carefully.

I played the game for several hours without destroying *Star Wars 3* but I did get the impression that it would not take me that long if I really got my mind to it. A very strong shoot-'em-up without doubt — but I for one would not be a fan of *Star Wars 3* without such a hefty price tag.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

OLYMPIAD 88



Olvid are held back to a right force — just like the real thing.

Another fairly good entry is the *Ball*. *Ball* includes quite good 3D effects as the sleek ball bounces through the top tunnels. The *Ball* is launched by snapping the puck. (Pressing the button that turns jump) into the ball and rotary then you see it's down to you to steer as best as you can, using the fire button to slow the ball down for the finish.

Winter Olympiad shouldn't be complete without the skis and *Tennis* need not left out this event. Time penalties are penal for every flag you hit or avoid. Again the fire button controls the great and can also be used for adding speed as you approach the final path towards the finishing line.

The *Snowball* (a-a-g) event is quite impressive as it features two views of the slope. The main picture shows you also registering the course. In the bottom right of the screen there is also a suggestive view of the front and ground rushing towards you. It is possible to

complete the descent by just looking through the goggles. A new touch is.

A lot of effort has gone into *Winter Olympiad '88* is coming on two disks and has marks of 88/100. You are also treated to an exciting scenery and can

▼ Opening string



choose your favourite country from a comprehensive list of 17000.

Despite all this, I cannot recommend the game. The pretty graphics do not compensate for a basic lack of gameplay, if you are already in the market for a winter sports game for your ST then I would suggest you check out *ESPN USA's Winter Games*.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

BATTLE SHIPS

THE CLASSIC BOARD GAME NOW ON COMPUTER

PHASE 1 - ENEMY IN SIGHT

Enemy ships are sighted in the distance. You must determine their location and range.



Atari ST

ATARI ST £14.99

AMIGA £19.99

RELEASE DATE

Feb 29th

© Elite 1987

PHASE 2 ATTACK

Now it's your turn to attack. You must determine the location and range of the enemy ships and attack them with your torpedoes.

Atari ST

PHASE 3 - UNDER FIRE

Now you are under fire. You must determine the location and range of the enemy ships and attack them with your torpedoes.

Atari ST

PHASE 4 - THE VICTOR

Now you are the victor. You must determine the location and range of the enemy ships and attack them with your torpedoes.

Atari ST

FOR FURTHER
DETAILS
CALL
01753 474000

OR VISIT
OUR WEBSITE
WWW.ELITE.COM

Visit us on
the internet at
WWW.ELITE.COM

© 1987 Elite Systems Ltd.
All rights reserved. Elite 86.



BATTLESHIPS



elite

- MACHINE: 386 or 486
- SCREEN: VGA or SVGA
- PRICE: \$ 19.95
- COMPANY: DESIGN DESIGN
- DISTRIBUTOR: BAYVIEW GAMES

Design is not known for its thought-provoking software, but their latest 14-out release, *ECO*, may well have you contemplating life, the universe and the price of 3D software.

Inspired and programmed by Lincolnton-based Darwin Designs, *ECO* places you on the barren ring of the evolutionary wheel, with one single aim... survival.

To begin with, the program randomly generates a world, complete with climate and population... a kind of simulated-up lifeless version of the dawn of time.

As a fairly and insignificant baby insect, you are thrown into this world, in search of food and a mate.

The world is teem with 300, mostly food behind your insect, which is shown in beautifully animated vectorgraphics, as is the food with all other trees and animals in the game. As you move your insect, so other creatures come into view; some are walking, others gallop, sprint, or hop, and still others have perfected the art of flight. To evolve, you need to fight and eventually acquire a number of real-world species. If there's one thing more frustrating than being eaten just before you manage to mate, it's seeing your potential partner getting squashed by some giant dinosaur who wasn't looking when he was going.

Successfully mating brings up the "game design" screen, where you can attack, and mate, one of your genes to create (hopefully) a more advanced species. Every time you mate, you can attack another gene, giving you still more possibilities via evolution.

Each gene affects different aspects of your make-up, but many interact with each other to bring about very complex changes in the species. As you clone genes into their configurations, the new creature those changes would produce, is shown in windows giving you three different views—front, side, and top.

Can't adjust such things as the number and size of limbs, the occurrence of wings, body size, whether the new creature

► Don sets on Ocean's evolutionary game.



► Darwin Designs' answer to the Atari ST.



► A bird flies over the head of Don.

► Forget Don if you don't like spiders.



will walk upright or on all fours, and numerous other evolutionary factors. The trick is to work out which are the more important genes and how they interact.

Each time you succeed in cloning up the evolutionary scale, there are more species that you can kill and eat (including all the species that you have just evolved through), and larger animals that are a closer threat to your existence.

However, this doesn't mean that you can develop into a parasite quadruped, or a four-limbed bird, and not worry about being knocked off. For both is, because the combination of creatures above you on the evolutionary scale, will always increase enough to keep you on your toes — or limbs or claws. Unless the food and water before the trees, in the form of a skull sinking into the flames, runs out will result in your species (assuming success). The same fate awaits you if you are over-eaten on water by a superior species.

Although it may not appeal to hardened arcade heads, *ECO* is a beautifully executed and implemented piece of software, clear to not only fun to play, but could also be used to illustrate Darwin's theories of evolution in the biology classroom. Full credits to Darwin and Ocean.

- SOUND
- GRAPH
- PLAYABILITY

CATCH 23

kind of 21st century low-rise buildings, shuttle stops, trees and vines are all seen in topographical detail.

Most buildings cannot be entered — those that can are distinguished by the presence of a door. Sounds logical?

Once inside, you may find extra ammunition or battery packs to help you combat the tanks and guards that seem to be everywhere. Other buildings are "safe" houses where you can load and save your current session.

Seventeen houses in the

complex belonged to a resistance network of scientists, each of whom were linked to a computer. Although the scientists' house being seized, their computer are still on-line. The problem is how to get into the system. To help work out the

- MACHINE: ATARI ST
- COMPUTER: MARTECH
- MODEL: 1
- RELEASE: SAVO 1989

Satellite pictures have confirmed that the enemy's CX 23 orbital telescope is now operational.

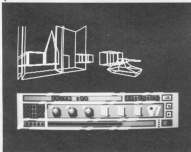
Asks to visit its gas stationary orbit over any location, the CX 23 can swoop down into the atmosphere and destroy our missiles and aircraft with atmospheric spread and accuracy. In other words, it is the enemy's most feared and potent weapon.

The CX 23 development site is the most heavily guarded, and secure, military complex on Earth. You have just been dropped into the site by parachute.

Once you have landed, you can move freely about the complex using the joystick, or travel large distances quickly, using the shuttle system. — A



▼ Catch 23 is a great mix of arcade and strategy.



▲ The game uses vector graphics similar to Mercury.

passwords (which are identical to the names of the scientists who used to live there), you are given a short biography of each scientist. There is an object in each of the houses. This serves as a clue as to where house #19 is, and therefore as to what password to use. Once logged on, there are clues to be found, but first you must decode the information.

While roaming the streets, machines, and forests of the complex you will continually be attacked by military guards. When this happens, you must move your figure over the scientist's posted guard and kill him before he gets you.

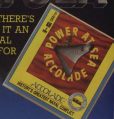
To get anywhere in Catch 23, you'll need to construct a fairly detailed map of the complex apart from the scientific houses. This will come up shuttle routes to work out and use, not to mention countless booty-laden buildings to memorize and find.

Catch 23's mixture of strategy and arcade, not to mention some pretty nifty animated spaces, should appeal to a wide spectrum of gamers.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

POWER AT SEA

YOU CAN'T CALL IT A SIMULATION, THERE'S TOO MUCH ACTION. YOU CAN'T CALL IT AN ARCADE, THERE ARE TOO MANY REAL DECISIONS. YOU'D BETTER JUST CALL FOR BATTLESTATIONS!



SELECT YOUR OWN EXPLOSIONS IN THE FUTURE. SALES COMMANDER SYSTEMS AND THE ACTION AND BELL TO COMPLETE.



THE TWO ARE USED TO FORM EXACT POSITIONING WORD OF THE MAKING. INTO THE LA FARGE DESTROYER.

AVAILABLE FOR:
C4 DISK \$14.95
C4 CASS \$8.95

Out Now!

EGA
ELECTRONIC ARTS®

FIGHT A REAL WAR WITH
ACCOLADE

ACCOLADE is a TRADE NAME and PROPRIETARY OF ACCOLADE, INC., DANFORTH, CA. USA. IN FRANCE ACCOLADE IS KNOWN AS POWER AT SEA. ACCOLADE IS A REGISTERED TRADEMARK OF ACCOLADE, INC. IN THE U.S.A. AND IN OTHER COUNTRIES. ACCOLADE IS A REGISTERED TRADEMARK OF ACCOLADE, INC. IN THE U.S.A. AND IN OTHER COUNTRIES. ACCOLADE IS A REGISTERED TRADEMARK OF ACCOLADE, INC. IN THE U.S.A. AND IN OTHER COUNTRIES. ACCOLADE IS A REGISTERED TRADEMARK OF ACCOLADE, INC. IN THE U.S.A. AND IN OTHER COUNTRIES.

C+VG**REVIEWS**

- **MAKING APART FROM/** **CALL ON US/** **ARMAGEDDON**
 - **ARMAGEDDON**
 - **SUPREMACY** **CALIBUR**
 - **PROG. FC**
 - **WARRIORS** **WARRIORS** **WARRIORS**
 - **REVEREND PAUL** **REVEREND**
- There's a touch of the phobic about Argus and its associated labels these days. Since its management buy-out, they've cut-out the middlemen (and the New Dealer and more).

For my money that October is the far the superior game.

TERRAMEX



TERRAMEX



Terramex, however pretty it may look on the ST and Amiga, is perhaps a little out of the mill in its originality genre. But it will no-doubt reward prospects.

What we have here is an humorous-probe adventure involving the search for an elusive scientist who has the power to save the world from an ultimately deadly meteor.

The scientist, Dr Albert Eysarlin, had previously "disappeared" but was created with some, in a fruit, Eysarlin disappears.

You play the part of one of the five explorers who must find the missing doctor. The game is in two parts, the first of which centres on the search for the Eysarlin, and the second finding the parts of the Plectronic Astroloid Deflector.

The five explorers, each of a different nationality. Wilbur Fortiguage (Swiss), Benway, Har-Wilfring (German), Gernan-Wu Ping (Japanese (usually more the a-Chinaman, don't think)), Big John (Cain).

American, Haril (Swiss), French.

The many objects and useful items which are scattered around the playing area can be used to great effect by all of the explorers. But there are certain items which will be of particular use to various nationalities.

For example Wu Ping, the Japanese guy, will find the

eventually jump.

You'll soon pick up various tools and items. Do take a pretty before jumping off anything.

Don't forget to use a broom before jumping off anything.

game and Kaspique helpful. I think you may need to be swimming north-south. And Wilbur Fortiguage (Swiss) could find the crater ball helpful. What more useful item for an Englishman, etc.

The graphics on the 18-bit models are excellent. There are also nice touches to the game play. For example, if your character is asked to take out a dangerous jump the stakes for reward. But stick with it and that

and the vacuum cleaner allows you to fly up in to the clouds (to beware of the snakes that lurk behind roofs).

Your explorer is accompanied by native beasts who carry of the objects and items found.

The Spectrum version is also very playable but - and I suppose this is a bit unfair to compare Argus' own versions with the ST and Amiga - suffers in comparison.

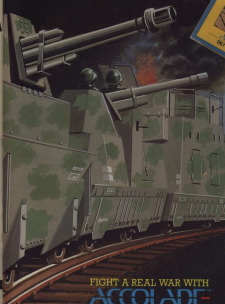
Not the most original game but let's face it it's a potpourri of good games to come from Argus/Quintiles.

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

ST	AMIGA	SPECTRUM
★★★★	★★★★	★★★★

THE TRAIN

HELP THE FRENCH RESISTANCE, YES.
GET CAPTURED, NO THANKS.



FROM FRONTIER BEHOLDING FRONT



THE TUNNELS ARE THE ONLY PLACE TO HIDE



THE TRAIN IS THE ONLY PLACE TO HIDE

AVAILABLE FOR:
C84 DISK £34.95
C84 CASSETTE £9.95

Out Now!



ELECTRONIC ARTS

FIGHT A REAL WAR WITH
ACCOLADE™

ACCOLADE AND THE TRAIN ARE TRADE MARKS OF ELECTRONIC ARTS, INC. © 1987 ELECTRONIC ARTS, INC. ALL RIGHTS RESERVED. ACCOLADE PRESENTS AN EPIC WAR GAME
FOR THE C84 DISK AND CASSETTE. ACCOLADE IS A REGISTERED TRADE MARK OF ELECTRONIC ARTS, INC. THE TRAIN IS A REGISTERED TRADE MARK OF ELECTRONIC ARTS, INC.
ELECTRONIC ARTS, INC. IS A PUBLISHER OF THE COMPUTER AND VIDEO GAMES INDUSTRY. ELECTRONIC ARTS, INC. IS A PUBLISHER OF THE COMPUTER AND VIDEO GAMES INDUSTRY.

"GRAND SLAM" ENTERTAINMENTS

PRESENTS

TERRAMEX

THE CARTOON ANIMATION GAME



Austin Town



Commodore



April 07



Area



Area

ADDICTIVE
COMPELLING
AND SPICED WITH
ENDLESS HOURS OF ZANY
HUMOUR, BRILLIANT
GRAPHICS AND ANIMATION.

CAN YOU AFFORD
TO BE WITHOUT
THIS GAME?

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.

Grand Slam Entertainments
Village House, Leamington
Road, NCT20 4NS
Telephone: 01523 85555

AVAILABLE ON
COMMERCIAL
SOFTWARE CD

Available 18.95
with 20% OFF - ONLY £19.95

CAPTAIN BLOOD



BY RACHAEL STARR OF
COMPUTER GAMES
BY TRICE, BY JIMMY JARIGA ONLINE
BY VERNON TAYLOR OF
BY Miriam David

C4-WG was the first mag to bring you news of *Captain Blood* with an exclusive preview in our Jan issue. The game is not out yet when March hit, but we lucked out: here it is, a limited copy managed to find its way into the world's best computer mag a month early. So does the finished game fulfil all the promise of the preview? The answer is, yes, although *Blood* may not be everyone's cup of tea in the long term. And long term is what you're looking at, if you want to get the most from this massive adventure.

It all started when a down-on-his-luck games programmer named Bob Bollock, bummed into Charles Darwin in the desert. Later, over a drink, they got talking about aliens. It turns out that aliens have been here all the time... in computer games. An Darwin put in "They're here. Man people are reproducing by millions. They actually exist!"

Blood is much more than an

the right amounts of arcade and strategy elements to make a interesting and playable.

For those who missed the preview, you play the part of Captain Blood who is zooming around the galaxy frantically searching for five clones of himself.

There are a mere 32,000 planets, each with uniquely some planets, and they play a key role in helping you find the clones.

But before you can "talk" to any of the 10 types of alien that hang out around the galaxy, you must first hyperspace to a planet you suspect is inhabited, and then zoom down to the planet's

▼ *Captain Blood* is much more than an adventure.



if a planet is inhabited, the residents are to be found at the end of a canyon — a geographical feature common to all the planets in the game.

Talking to aliens is made easy using UPGOOL (Universal Protocol Communication), it consists of 125 icons which can be strung together to make quite complex sentences. The concept, design and execution of UPGOOL is brilliantly imaginative and, in many ways, far more flexible than any language could ever be.

By meeting aliens, befriending them, and often by using them forays, you will gradually be able to piece together all the bits and pieces of information you discover, and you know where to look for one or more of your clones.

Although things can be a little bit of mess until you find your first alien, this shouldn't discourage you from persevering if you like your games big and messy. If you don't mind spending some considerable time zooming all over the galaxy before you find even your first clone, and fancy gratuitous beat, check out *Captain Blood*.

STARRS
SCORED
VERY
PLAYABILITY



MINI PUTT

- MACHINE: COMMODORE 64
- APPROXIMATE ELECTRONIC PRICE: \$49.95
- FORM: 5 1/4 IN. CASSETTE, 4 1/4 IN. DATA
- VERSION: RELEASED BY COMMODORE 64
- RELEASED: NOVEMBER 1982

We've had a simulation of Golf Simulator in the form of Commodore's in its many and varied versions, many floppies hope to close in a golfing gap by releasing Mini Putt — the simplest miniature golf game in the world.

Miniature golf is probably better known in the U.K. as crazy golf, where madmen golfers can play through small courses distinguished by their unique obstacles and hazards.

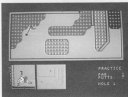
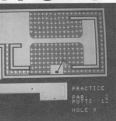
Mini Putt offers a three window overview of each hole. The largest window shows the current play area and a navigable cursor controlled by joystick which you use to aim your putts. Beneath the main window are the two other windows, including a close-up of "Mini Putt Pete" who is shown swinging his golf club when you make a shot, as well as jumping up to see which you score a hole in one or make a put under par. The other window is an overview map of the current hole and a simple score board.

There are four 9 hole courses on offer: Classic, Classic Traditional or Challenge, the best for graphics and gameplay is the Classic course, where you have to putt your way past swinging elephant touts,

windmill sails, airplane propellers, a castle, the space shuttle and a cannon which will fire your ball into the hole for you! The other courses use various skills and different terrain on the putting green to divert the ball. Graduation arrows help to indicate the slope of the terrain on each hole. Whilst it looks simple, accuracy to the game, it does make the graphics look very busy.

The continuing success of golf games is a tribute to the fact how many people do you know who regularly head for the golf course on a Saturday morning. It's not exactly the kind of activity you associate with your average computer games player.

It's not being feeling that will Mini Putt the golf game has gone as far as it is going to. Sure, I know people probably said the same thing when the first Ninja game hit the shelves.



The proliferation of golf games does illustrate one of the most aggravating aspects of the games business. It's copying, plagiarizing, and lack of originality. The rub seems to be if you need a successful idea copy it. If not, Mini Putt does have a fair amount of originality — in that it's not just the normal eighteen holes, bunkers, lakes, trees and what have you but adds some of the wildness of many golf.

But generally there is an appealing lack of originality in the games business right now. Witness the developments in the budget business.

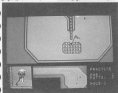
Customers notch-up a fair degree of success with the "simulator" range. They what happens? Do the other publishers attempt to find out what it was about the Cobots

approach that worked. Do they attempt to emulate their excellent high-profile in the national media. No way — they just cynically launch a similar word "simulator" to their own titles.

If all of the courses were as good as the Classic course, then there would be little to fault. However, the graphics in the others are disappointing and after just a few games the holes become noticeably easy.

Mini Putt is fun to begin with, but the overall challenge soon fades and the multi-ball can be the legal version even becomes a bit of a pain. How? It seems like yearning for the 30 displays and more professional golf games.

Don't be put off at all by the criticism by the disappointment of Mini Putt. They are one of the





DUNGEON MASTER - ATARI ST

Step into the world of Dungeon Master and see fantasy come to life! Set in the depths of the mysterious underground, Dungeon Master puts you inside the most detailed world ever created. Every twist and turn, every rock and cranny seems real. Choose your comrades and embark on the most epic of battles. Live the fantasy with Mirrorsoft. £24.99



ORBIT - ATARI ST

Rescue the Orbs from the fanatical Bionettes, who are turning them into vending machines! Fuel your ship, charge your shields and blast off to adventure as you challenge gravity traps, treacherous teleport puzzles and save the wave of Hell Jets, Heat-Suckers and Burns! Orbit! £19.99 Design your own games with a full edit facility!



Distribution: Mirrorsoft Ltd
Blaze House
4th Fl, Snow Lane
LONDON
E6 4AB
Tel: 01-571-4444

- **DEVELOPER:** IBM AND SPECTRUM COMPUTERS
- **SUPPLIER:** IBM
- **PRICE:** £9.99 (RIBBIT), £14.99 (IBM)
- **VERSION TESTED:** IBM AT
- **REVIEWER:** LAUREN LADDY

"The first casualty of war is innocence" was Platoon's message - a message telling the story of five fresh-faced American teenagers thrust into the gory hell of combat in the

► Blast the Flat Camp in the Jungle



- **DEVELOPER:** IBM AND SPECTRUM COMPUTERS
- **SUPPLIER:** SPECTRUM
- **PRICE:** £4.99 (IBM) £4.99 (SPECTRUM) £9.99 (IBM)
- **VERSION TESTED:** IBM AT
- **REVIEWER:** PAUL BOURGEOIS

is. How vast the world really wants? Who needs another Breakout? A tank? Times short? Well, Cascade obviously thinks you do!

My first impulse was to not bother with the game. It was the same, it played it, scored with it, syndrome? But I gave it a go, just to see if I'm still playing. Just why is it these types of games are just so damn playable?

They have a few neat twists to the box, bullets and ball formula and, most importantly, a countermeasures kit which allows you to design your own scenes.

There is even a silly plot to go with the game. It's a computer controlled prison

Warner war zone.

Most people thought it was a joke when Dream said they were making a game around Platoon - reasoning that it was one thing charging our soft film the art of James Bond and that like, but quite another thing to messers such a good and "serious" film.

Whatever your views on this - there is no denying that as a game Platoon is an extremely well thought out and challenging arcade adventure style game. The quality is not merely an excuse for video game looking - as it might so easily have been.

What you examine the whole package - the poster, audio tape of the film's theme tune "Tracks of My Tears" and the way in which the game has been done you have to acknowledge that the subject matter has been treated extremely sensitively.

The game is split up into six

PLATO



► PC commander confronts the foe!

screens - loosely following the plot of the film.

The opening sequence is set in the Jungle with the Cong guerrilla's leaving their tents, and setting deadly traps for your five brave platoon as they make out the VC village. A bridge has to be blown to keep the VC from pursuing you to the village. The maze-like jungle is pretty dense

and I strongly recommend the map - as it is all very similar looking and difficult to find your way around. You have five men and your missile launcher goes down every time a Cong ever kills one of them.

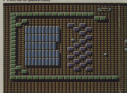
Once you reach the Village you have to search the huts to find items you will need in the next section. Again you have to

made up of 64 screens or perhaps more would be a better word. These 64 screens are arranged on an 8x8 grid and you escape by clearing the

screens.

So far so good. The screens are really neat and complex with some neat and original touches such as up to four bats

► Watch out for question marks



TR

in control. For example, bats at the bottom of the screen and now at the top. Or at the bottom of the screen and along one side. There is even a screen where two bats are positioned above each other, with the lower one moving at a slightly different speed. That may be confusing. In addition there are the usual obstacles which arrange to interfere with play and cause a ball deflection.

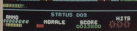
OOON

a fire hole. It is pitch black and the enemy are crawling all around you. Now is the time to use your flames to pick out the enemy. Go easy on the ammo though, as this is limited.

If you survive the bunker sequence you will find yourself back in the jungle. This time your objective is simply to escape from there before it is blown sky high. This is also a race against the clock - with a two minute limit - as well as a test of finding your way out.

The final conflict proves you against the shell shocked Sergeant Barnes. Wars has proved too much for him and he has turned on his own men - bombarding them with a constant rain of grenades and just fire. Five grenades must score direct hits in order to eliminate Barnes and win the game.

I enjoyed playing Platform Intensely. Many gamers may be put off by the brightness of



a low bridge under the enemy

help to see an enemy - the lanterner helps you shoot any remaining villagers.

The Custom network is an impressive piece of game design incorporating a split screen 3D and map view of the campaign. Again you are warning for items that you will need later - a compass (and some flares) - but there is the

added complication of red herrings. The VC are clear that it is the fuel oil you're hiding under the water with knives in hand - just waiting to identify pick off your players with joy.

The dander creates the images of the fire more vividly for the blue the rest of the game. You may find yourself in

the first level and put it down - which would be a mistake as it is an inside adventure of great challenge and ultimately great satisfaction as well. Clean has made a competent job of what appeared to be several times more difficult than to turn into a game.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY



Adventure for the mad Sergeant Barnes



RAZ

And then there are the question marks. These are the real hard yards in the pack.

For a team it's impossible to know what they will do. And believe me they can do some weird things. One that gives limited fire power to your Cat, another may rob you of all control over the cockpit, others make the ball disappear only to remerge seconds later on another part of the screen. And

the strangest of all is the one that makes the ball positive, curve and move in the most unpredictable manner.

The new player option is also

good fun. It appears that you're playing as a team ball, in fact, you soon find yourself trying to drive up some difficult shots. To add to the confusion, the

control of the ball continually swaps. So you've got to keep a close eye on the game.

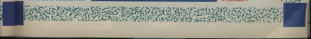
You get a sound idea when control changes and the ball changes colour. Confusing, ah? And there's no set time between changes. Control can change and the way the next instance

The construction set could be the main selling point of Raz, especially if you've bought any other versions of this off of game. I constructed some pretty strange schemes. I thought they were brilliant designs and hugely playable. Others thought different, but that's life.

The screens are all inventive, from tropical trees to adverts for Ace 2 and the main point is that you don't get on the same screen each time. Raster prevents boredom.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

Remove the ball focus



Lee Enfield in THE TOURNAMENT OF DEATH



LEE ENFIELD IN
THE TOURNAMENT OF DEATH
is the second in The Time
Troublemaker Series in which
our hero finds himself in the 13th
century. His adventure takes place
in the Castle of the Count of Sarag
where the Holy Shroud, one of the
world's great religious relics, is kept
under close guard by the soldiers of
Yellow Shadow, Lee's sworn enemy.

Lee has been instructed to find this relic
before Yellow Shadow destroys it.
He will need a lot of courage and skill to
fight his way through numerous rooms
and hidden passages as specially trained
guards, foot soldiers and even bears bar
his way.

His chance of succeeding is very low but
Lee Enfield is the man who likes a

challenge and there are objects to find
which will aid him in his mission ...
So, it's up to Lee to prove them wrong!

Selected titles are available from all good
retailers including

WHSMITH



SUBBATTLE SIMULATOR



► MAGAZINE: C&EG 04/199
► PUBLISHER: EPT
► PRICE: US \$64.95/£19.95 (UK)

► DEVELOPER: STEVE BASSBY
 (So, Steve's more a captain of a German submarine in the first week of World War Two, hunting for British merchant ships in the English Channel. After two days, patrol a lookout reportedly arrives to the mouth.

"My instructions directed only star line sea, so I followed his directions. We pursued for an hour with the lookout getting more excited. Suddenly there was an almighty crash as we went aground."

"I checked the map, and we had just sailed 50 miles inland from Brighton. The lookout still reported the correct, presumably sailing, along the main runway at Gatwick airport, took another look through the binoculars. Nothing but coast. I may not get them fixed."

Of all the attack submarine games on the market, Subbattle Simulator proves the most, in shape of a World War Two submarine, the player must master the problems of manoeuvres and torpedo attack.

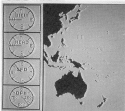
► An enemy in view

There is a training scenario, a set of special missions including picking up a plane at sea and landing agents on enemy islands, and a "winning command" scenario in which if you survive over first patrol you move on to a better submarine and continue your career throughout. However, there are four levels of difficulty, and a selection of other American submarines in the Pacific or German in the North Sea and Atlantic. Your submarine can be attacked from the air, and you must recognise which aircraft are hostile. The earlier subs really do have worse handling and poorer torpedoes than the later models.

It sounds like good to be true. It is. Apart from choosing the ocean when you are sailing on dry land - or even worse, almost on top of an enemy ship - the program is almost unplayable.

Come to set on a dial with a joystick, and it occupies only to show the degree. Precise navigation, one of the main skills of a submarine, is impossible.

► Maps - all at sea or on land?



Submarine work alternates between long days of patrolling, hours of stalking a convoy, and minutes of very precise manoeuvring to attack

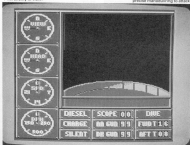
or escape. For a game some form of time compression and a way of "zooming" in and out of larger scale maps is essential.

The method chosen by Subbattle Simulator makes the game almost impossible. Time compression is restricted up to one fractional second equals five seconds, but then it jumps to ten minutes, and to four hours, reversing each time to the smallest scale map. This means that you either have to run 10 day-long patrols in the ten minute track, or speed up and risk that a degree or two out in your navigation, multiplied by eight hours' sailing, will put you at 10000 feet in two seconds. Even worse, once you have sighted a convoy the computer, not you, calls "battle stations" and locks you in tactical mode, with 30 seconds in the fastest speed. The basic submarine tactic of stalking a convoy all day to attack at night is not possible.

Subbattle Simulator is potentially a very good game, it is just what it is supposed to do it would be highly realistic and very playable indeed. But it needs a lot more playtesting and debugging. Look forward to a revised, improved version.

► GRAHAM'S
► BILLY
► PETER
► HALL

199





- ▶ MACHINE: CM/AMSTRAD/SPARC
- ▶ SUPPLIER: POLY MAXTERS
- ▶ PRICE: £19.95
- ▶ VERSION TESTED: CM
- ▶ REVIEWED BY: MJD

ATV Simulator brings together all the essential elements of motorbike cross-country scrambling and then proceeds to become one of the worst simulations I've seen.

The game has a total of six different playing areas: Sand Dunes, Grass Tracking, Trough, Desert, Frogs and Swamp. All of these consist from left to right and you are instructed by an announcer as to an assortment of obstacles including rocks, fences, swamps, mounds and ball bouncing seas.

The screen is split into two windows — the top window shows player one's progress through the course and the second player two's. Both players must complete against the clock.

Any player who fails to reach the finishing line within the given time forfeit changes according to the difficulty of each course will lose and forfeit the race. The remaining player is permitted to proceed through the remaining courses, until that one fails to complete the course within the given time.

Controlling your bike or buggy is achieved by using either the keyboard or the joystick.

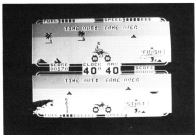
If you successfully complete any course within the given time limit you are awarded a score bonus which rapidly decreases your time.

The graphics for ATV are terrible and weak and the sound is no better. Playability is almost non-existent because of very poor joystick and keyboard response.

I don't know whether Code Masters intended ATV to have been a test for Mastermind's Klaxons, or maybe it's just a slight coincidence that it turned out to look and sound almost like it. Well anyway, one thing that I have learnt from reviewing this game is... never, under any circumstances, judge a game by the cover or screen shot on the tinny card... but read the reviews instead!

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

ATV SIMULATOR



MORPHEUS

"It's what your computer's been waiting for"

**MORPHEUS
MEGA PACK**
INCLUDES

Time Slice Reference Guide,
Collector's Badge,
Superbly Illustrated
Full Colour Poster!



Get into a thousand temples with the latest physics and physics you down to the atomic nucleus.

Quite a task you may say, but you didn't/won't see the help of **INTEGRATED GRAPHICS**, with its graphics and audio games.

In fact, games, your own graphics may seem quite familiar, as these were born of the technology will be trying to kill you, VET. But don't get into trouble, the longer you breathe, the more trouble they bring.

Yes, you may forget to breathe the oxygen surrounding the space nuclear and complex systems, or make sure having fun in battle when you're in the middle of "morning" meditation. The longer you take to breathe them out, the more they get. They even have the

ability to gain immunity to your weapons.

But how long you say, because the time you've introduced the brilliant audio/graphics systems created by **Protonic Graphics** (London), who can be contacted via telephone powered weapons and systems for your machine gun. You could be sure to be able to see an average battle or even filling over half the screen. **INTEGRATED GRAPHICS**!

With all its innovative spirit, introducing variety of visual effects, four key word parallel movements in one direction and more than by **rainbird** Steve Jones, **Morpheus** will show you what your hardware can really do.

Find out on 1, remember to call
Canada 1-800-388-0274



rainbird is a registered trademark of Protonic Graphics
Protonic Graphics (London) Ltd., London, England



Protonic, the bird,
and the Rainbird logo, London, England

Morpheus is available by mail order. Send your order and remittance to: The Marketing Dept., Tandy Corp., First Floor 21-23 New Oxford Street, London WC1A 1PL

- MACHINE: C64
- SUPPLIER: JOYPAIN GAMES
- PRICE: £12.95
- REVIEWER: SUSBIE LACY

Joypain Games is one of a brace of new companies determined to give Microcosmic and C64 Massacre a run for their money in the fiercely competitive budget games business.

Their first offering for the 64 is a tough shoot 'em up called *ZybeX* and it has to be judged as a pretty good game by anyone's standards.

Doing an obvious debt to games like *Arkanoid*, here we have a horizontally scrolling shoot 'em up — progressively difficult and with the facility to build up your jet-pack man figure.

The storyline isn't going to win any prizes for its originality. It concerns two robots, *Rosen* and *Capuland*, who have been sentenced to periodically travel the universe blasting aliens and destroying their worlds.

To release the unfortunate robots from this task you will have to remove the 'Swalk rings' from their necks. To do this you have to penetrate the defences of several planetary systems and retrieve a *ZybeX* crystal from each one. At the end of the final level is all the all-powerful *ZybeX* crystal — 000 the one and *Bob's* your uncle. *Rosen* and *Capuland* are off down the road without a care in the world.

The best thing about *ZybeX* is the two player facility. You and a friend can take on the aliens together. The possibilities for strategy here are limitless. It is reminiscent of *Quarrier* in that you can shoot to reach other to take the lead, watch out above yours or behind. It's team work against the aliens — which allows a subtle change from making a solo game of weaving



▲ The original worm-themed design.

you by all by your self. *ZybeX* employs the fairly standard technique of flying through various levels to pick up the extra weapons, extra weapons to be picked up etc.

looking more like out of space rangers than anything else. The aliens compensate for this. There is one insect.

little dance in front of you and then zooms off screen in a manner hardly giving you a chance to blast them.

The backgrounds throughout all the blasting takes place is nice of a reasonable standard. There are pyramids and rocky castles, alienish landscapes, and even a nice skyline made up of huge green plastic-like buildings.

Another bonus mark for *ZybeX* is the speed at which you can restart the game after you have been killed. It really is instant — a couple of quick hits on the restart button and you are back onto the action.

This is a whopping good start from Joypain. I will be checking their next couple of releases to see if they can maintain the standard.

STANFORD
GODWIN
VALUE
PLAYABILITY

These familiar rotating outcrops — in this case they are called 'Orbiting Defense Posts'. There are also the 'B Wags' it is when I found that, the Wall and the Kill Out. The graphics of the machine were not quite as good as they might have been —

often near the beginning of the first level — a slightly coloured transparent worm. As is traditional the monster must be destroyed a segment at a time.

Summing the details of this game will reward the player with other weird and wonderful aliens and monsters. There are the character-kidnapping tentacles of aliens that do a

▼ The alien's function is to steal our dynamite also.



The Ultimate Maze Challenge

There are no random events in **SOB**'s labyrinthine palace and there is no premium on hand-eye coordination. You have all the time in the world to work out the precise nature of the hazards you encounter. Logical thinking, strategy and tactical problem solving are all part of the **SOB** experience. And **SOB** is not simply about finding solutions. If you can solve the entire puzzle (15 levels plus an encrypted anagram), you qualify to be a member of the **ORDER** of **SOB**, with a certificate and a badge to prove it.

"...this is one of the most compulsive, cunning and attractive programs I've seen for some time! ... the game is superb - a very classy original twist on the basic maze theme" *A+B Computing*

SOB's Features

- 15 graded mazes of varying sizes
- Each maze approx. 10x10 screens
- Super smooth, high speed scrolling
- High resolution quality graphics
- High speed or step-by-step play
- Intriguing logical problems
- Interactive dynamic puzzles



SOB - Now available on:

Commodore 64	Disk	£14.95
	Cassette	£9.95
Spectrum	Cassette	£7.95
	Disk	£14.95
Amstrad	Cassette	£9.95
	Disk	£14.95
BBC	Disk	£14.95
	Cassette	£9.95

Coming Soon for IBM PC and compatibles

SOB Designer - Available for BBC and Commodore computers.

Logotron Guarantee

All orders dispatched within 3 days of receipt of order.

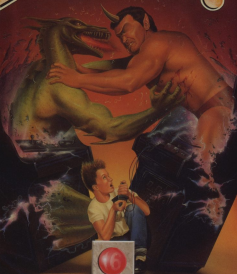
Faulty software will be replaced immediately.

Postage and Packaging Free.



LOGOTRON
RECREATIONAL
SOFTWARE

AAARGH!!



£19.99



£9.99

Setting New Standards
Melbourne House

8-18 Paul Street, London EC2A 4LJ Tel: 01-477-0411 Telex: 9201 2000



1. Take the racing line through the bend.

NIGEL MANSSELL

- NAGARA SPECIFICATIONS
- SUPPLIES STARTED
- RACE IN 90
- WAGON TIRE/CO SPECIFICATIONS
- REVISION PAIR, INSULATION

Will you old Nigel Mansell just make it on the Formula One World champion last season, but Nigel Mansell's Grand Prix is certainly a winner.

It's a game you've certainly got to make it to get the most from it. The programme has done these things to make this game as accurate as possible. It's a reminder that you're in the cockpit of a Canon Williams Honda Formula One race machine and those habits need careful handling. Get them too hot and bothered and then they break down on you. Treat them right and you'll be in a strong position.

I made this mistake at first, ignoring the controls and just driving. You soon learn to pay a little more attention to the steering controls.

The cockpit display is rather comprehensive. There's a lot to monitor. I found it a little confusing at first. While studying the controls, I sometimes forgot to steer. Bang! Keep your eyes on the track.

So here's a rundown of the cockpit controls.

Rev Counter — This shows the speed of the engine but not how fast the car is moving on the track. If the revs are too low the engine labours and power could be lost, too high and there's a danger of the engine over-revving.

Fuel — This is a pretty obvious gauge.

Oil Temperature — If the oil temperature in the sump gets too much then there could be mechanical problems.

increase the car's engine stress.

Turbo Boost — This shows the pressure of the turbo mixture entering the engine. Although it's a very useful to suddenly be able to boost the power of your engine, there is a drawback which you must consider carefully. Using the turbo boost — of which there are four settings ranging from minimum to maximum — is a very heavy on fuel consumption. It has to be used

very carefully and with a great deal of thought. It's no good rushing into the fuel only to run out of fuel before the finishing line.

Brake — The car has six forward gears.

The onboard computer displays additional information transmitted to your car from the

pit. It consists of speed in MPH, lap time, average speed, your best speed, fuel pressure (but lap carries 1000 bars which should be enough to complete a race of 100 miles), fuel consumption, range on fuel (the distance you could go on fuel remain), distance to next finish and a radio link with the pits.

There are 10 race tracks for you to select from or you take them one by one to try and become world champ. Apparently, the circuits are accurate. So you can try out around the world from Brazil to Japan and Monaco to Detroit.

I'm on Nigel Mansell when it comes to racing but this game gives you a taste of life in the fast lane.

Experience it.

- GRAPHICS
- SOUND
- VISUAL
- FLEXIBILITY

Water Temperature — Water heats the engine cool. If it overheats there again could be mechanical problems.

Turbo Temperature — The turbo charge heats the pressure of the air fuel mixture which is forced into the cylinder of the engine. The effect of this, put simply, is to

2. Changing can be tricky.



ON-BOARD COMPUTER						MAGNETIC DATA FROM PITS COMPUTER					
SPEED	100-00	MPH	FUEL RESERVE	00-00	LTS						
LAP TIME	00-10	SEC	CONSUMPTION	0-00	L/HR						
REV SPEED	100-00	MPH	RANGE ON FUEL	000-00	KM						
BEST LAP	00-00	SEC	KM TO FINISH	000-00	KM						

FUEL CONSUMPTION CRITICAL



BYRITE SOFTWARE



COMMERCIAL TRACK (PC)

COMMERCIAL TRACK (PC) is a powerful business management system designed for small to medium-sized enterprises. It offers a comprehensive suite of tools for financial management, including accounts payable and receivable, payroll processing, and general ledger accounting. The software is user-friendly and provides detailed reporting capabilities to help you analyze your business performance.

COMMERCIAL TRACK (IBM)

COMMERCIAL TRACK (IBM) is the mainframe version of our popular business management software. It provides the same powerful financial and operational tools as the PC version, but is optimized for IBM mainframe environments. This version is ideal for larger corporations with high-volume data processing requirements.

COMMERCIAL TRACK (AS/400)

COMMERCIAL TRACK (AS/400) is designed for IBM's AS/400 platform, offering a robust and scalable business management solution. It supports a wide range of financial and operational functions, ensuring your business data is secure and accessible on a reliable platform.

COMMERCIAL TRACK (iSeries)

COMMERCIAL TRACK (iSeries) is the latest iteration of our business management software, tailored for IBM's iSeries architecture. It provides enhanced performance and integration capabilities, making it a top choice for modern enterprises seeking a unified business solution.

COMMERCIAL TRACK (SAP)

COMMERCIAL TRACK (SAP) is a specialized version of our software designed for integration with SAP systems. It allows for seamless data exchange and process automation, streamlining your business operations and improving efficiency.

COMMERCIAL TRACK (AS/400)

COMMERCIAL TRACK (AS/400) is designed for IBM's AS/400 platform, offering a robust and scalable business management solution. It supports a wide range of financial and operational functions, ensuring your business data is secure and accessible on a reliable platform.

COMMERCIAL TRACK (iSeries)

COMMERCIAL TRACK (iSeries) is the latest iteration of our business management software, tailored for IBM's iSeries architecture. It provides enhanced performance and integration capabilities, making it a top choice for modern enterprises seeking a unified business solution.

COMMERCIAL TRACK (SAP)

COMMERCIAL TRACK (SAP) is a specialized version of our software designed for integration with SAP systems. It allows for seamless data exchange and process automation, streamlining your business operations and improving efficiency.

COMMERCIAL TRACK (AS/400)

COMMERCIAL TRACK (AS/400) is designed for IBM's AS/400 platform, offering a robust and scalable business management solution. It supports a wide range of financial and operational functions, ensuring your business data is secure and accessible on a reliable platform.

COMMERCIAL TRACK (iSeries)

COMMERCIAL TRACK (iSeries) is the latest iteration of our business management software, tailored for IBM's iSeries architecture. It provides enhanced performance and integration capabilities, making it a top choice for modern enterprises seeking a unified business solution.

COMMERCIAL TRACK (SAP)

COMMERCIAL TRACK (SAP) is a specialized version of our software designed for integration with SAP systems. It allows for seamless data exchange and process automation, streamlining your business operations and improving efficiency.

COMMERCIAL TRACK (AS/400)

COMMERCIAL TRACK (AS/400) is designed for IBM's AS/400 platform, offering a robust and scalable business management solution. It supports a wide range of financial and operational functions, ensuring your business data is secure and accessible on a reliable platform.

COMMERCIAL TRACK (iSeries)

COMMERCIAL TRACK (iSeries) is the latest iteration of our business management software, tailored for IBM's iSeries architecture. It provides enhanced performance and integration capabilities, making it a top choice for modern enterprises seeking a unified business solution.

COMMERCIAL TRACK (SAP)

COMMERCIAL TRACK (SAP) is a specialized version of our software designed for integration with SAP systems. It allows for seamless data exchange and process automation, streamlining your business operations and improving efficiency.

COMMERCIAL TRACK (AS/400)

COMMERCIAL TRACK (AS/400) is designed for IBM's AS/400 platform, offering a robust and scalable business management solution. It supports a wide range of financial and operational functions, ensuring your business data is secure and accessible on a reliable platform.

COMMERCIAL TRACK (iSeries)

COMMERCIAL TRACK (iSeries) is the latest iteration of our business management software, tailored for IBM's iSeries architecture. It provides enhanced performance and integration capabilities, making it a top choice for modern enterprises seeking a unified business solution.

COMMERCIAL TRACK (SAP)

COMMERCIAL TRACK (SAP) is a specialized version of our software designed for integration with SAP systems. It allows for seamless data exchange and process automation, streamlining your business operations and improving efficiency.

COMMERCIAL TRACK (AS/400)

COMMERCIAL TRACK (AS/400) is designed for IBM's AS/400 platform, offering a robust and scalable business management solution. It supports a wide range of financial and operational functions, ensuring your business data is secure and accessible on a reliable platform.

COMMERCIAL TRACK (iSeries)

COMMERCIAL TRACK (iSeries) is the latest iteration of our business management software, tailored for IBM's iSeries architecture. It provides enhanced performance and integration capabilities, making it a top choice for modern enterprises seeking a unified business solution.

COMMERCIAL TRACK (SAP)

COMMERCIAL TRACK (SAP) is a specialized version of our software designed for integration with SAP systems. It allows for seamless data exchange and process automation, streamlining your business operations and improving efficiency.

COMMERCIAL TRACK (AS/400)

COMMERCIAL TRACK (AS/400) is designed for IBM's AS/400 platform, offering a robust and scalable business management solution. It supports a wide range of financial and operational functions, ensuring your business data is secure and accessible on a reliable platform.

COMMERCIAL TRACK (iSeries)

COMMERCIAL TRACK (iSeries) is the latest iteration of our business management software, tailored for IBM's iSeries architecture. It provides enhanced performance and integration capabilities, making it a top choice for modern enterprises seeking a unified business solution.

COMMERCIAL TRACK (SAP)

COMMERCIAL TRACK (SAP) is a specialized version of our software designed for integration with SAP systems. It allows for seamless data exchange and process automation, streamlining your business operations and improving efficiency.

COMMERCIAL TRACK (AS/400)

COMMERCIAL TRACK (AS/400) is designed for IBM's AS/400 platform, offering a robust and scalable business management solution. It supports a wide range of financial and operational functions, ensuring your business data is secure and accessible on a reliable platform.

COMMERCIAL TRACK (iSeries)

COMMERCIAL TRACK (iSeries) is the latest iteration of our business management software, tailored for IBM's iSeries architecture. It provides enhanced performance and integration capabilities, making it a top choice for modern enterprises seeking a unified business solution.

COMMERCIAL TRACK (SAP)

COMMERCIAL TRACK (SAP) is a specialized version of our software designed for integration with SAP systems. It allows for seamless data exchange and process automation, streamlining your business operations and improving efficiency.

COMMERCIAL TRACK (AS/400)

COMMERCIAL TRACK (AS/400) is designed for IBM's AS/400 platform, offering a robust and scalable business management solution. It supports a wide range of financial and operational functions, ensuring your business data is secure and accessible on a reliable platform.

COMMERCIAL TRACK (iSeries)

COMMERCIAL TRACK (iSeries) is the latest iteration of our business management software, tailored for IBM's iSeries architecture. It provides enhanced performance and integration capabilities, making it a top choice for modern enterprises seeking a unified business solution.

COMMERCIAL TRACK (SAP)

COMMERCIAL TRACK (SAP) is a specialized version of our software designed for integration with SAP systems. It allows for seamless data exchange and process automation, streamlining your business operations and improving efficiency.



HOW DEBBIE MET A STRANGER!

'Desire' is like an intimate conversation on your PC screen! Just phone in and join in for hours of enjoyment. There's no enrollment fee — just one phone call via your modem puts you through to a new world of handy services and fun things to do. Take a look at the menu...

Charge-Rate 30mins. VUK peak & 20p incl. VAT per min, 99p peak. On line from mid-February.

- CHATTER BOX** The interactive message board. Say what you want to say — stir up a hornets' nest, start up a friendship! See the immediate response!
- MAILBOX** A handy way to leave messages with friends.
- DEBBIE CLASSIFIEDS** The perfect place to sell your old computers, or find a top computer job!
- GRAFFITI CORNER** Whatever you want to say, here's where to say it!
- DEBBIE DESIRE'S PROBLEM PAGE** Personal, emotional or sexual problems answered.

DEBBIE LONDON 034-979 **PHONE NOW** 0 8 9 8 5 5 5 5 5 5



THE POWER HOUSE



ALL AT AN
INCREDIBLE
£1.99



DAMBUSTERS - CBM 64 • AMSTRAD CPC • SPECTRUM
BC'S QUEST FOR TIRES - CBM 64
FIGHT NIGHT - CBM 64
DERVISH - SPECTRUM • AMSTRAD
STREET MACHINE - CBM 64 • AMSTRAD

LOOK OUT FOR DOUBLE GAME CBM 64 DISKS AT ONLY £4.99

Power House Publishing Ltd, 214 WOODFLE ROAD, LONDON, SW20 0PQ
Telephone: 01-878 7064, Telex: 933889, E-mail: PH, 01-847 2483

C+VG

REVIEWS

progress around. Of course, trying to move against the air flow is a little difficult.

Force field - these pad and ball control areas of the air wall. They are controlled by one of four forcefield generators.

Lasers - these laser cannons will rapidly drain your energy. Best to avoid them.

Air lifts - used to deploy Treen guard objects only.

Artificial gravity generators - although harmless they can make movement awkward.

Blow doors - these doors will open when blasted. But they will re-close within a few seconds.

Force field generator computers - these control various aspects of the ship and can be destroyed.



► Heavily reinforced for Dan on the Spectrum.

DAN DARE II

► **MACHINE:** SPECTRUM HYPER PLUS ATLAS GAMEMAN
► **FILED:** YOKO
► **MADE:** 11/81
► **VERSIONS TESTED:** SPECTRUM
► **DEVELOPER:** LARISSA
► **REVIEWER:** PAUL BOURGTON

It does don't come more heroic than this. Dan Dare, clean-cut, power-jawed, soft-upper-lipped, all British good guy who will stand for you Boon.

In a fit of soft charity you lead in a light colour - what the Mekan, an scientific mastermind leader of the Treen, is considering to deliver the Good Ship Earth with a genetically engineered son of Supermans, for instance.

These Super's sons are kept in Pleistocene Life Support Systems throughout the four levels of the Mekan's spaceship. He must discover and explore all the levels, find all the Supermans, sabotage their control boxes to activate the level deactivation sequence.

However, the deactivation sequence starts from the very first moment: Dan finds the control box. And that means he only has limited time to destroy all the other controls and escape to the next level.

If you don't want to play the good guy, you can take on the character of the Mekan, he also must locate the Supermans and their activate them. Dan Dare's arrival in the craft has activated the deactivation sequence, to be - or it is up to external force.

The Mekan's ship is like a huge mine, filled with Treen guards on patrole equipped with lasers, blowdoors, lasers and, of course, your own space pilot pals.

The Mekan vessel is shown in three sections (the main features of which are:

► **ventilation ducts** - used to circulate air around the spaceship and the air currents can be used to help your

► **Reflex crushers** - designed to remove waste products from the ship, the crushers are very dangerous to enter.

In a straight head to head contest unless I snafu I pump for the Spectrum version as the victor. It's colourful and - although at times it was a little difficult to distinguish the good guys from the bad - it was more playable and I was able to get further into the game.

The Amstrad Dare, while quite nice to look at, felt a little "dead" on play.

Although quite playable in a few non-original ways, I still feel Dan Dare and the Mekan as a concept has a lot more to offer than this game software. Still there for a Dan Dare only!

	SPECTRUM	AMSTRAD
► GRAPHICS	4	4
► SOUND	4	4
► VALUE	4	4
► PLAYABILITY	5	4

► Destroyers unleashed once again on the Spectrum.



► A Treen takes the star on the Amstrad.



It's here-The return of Elvin Atom Bender!

IMPOSSIBLE MISSION II™

Unsurpassed Espionage Action...

After two year's wait it's arrived—the sequel to last all-requested Impossible Mission is yours! All the fun and strategy of the original are gone again you embark on the challenge to find a code book to Elvin and the final showdown where he will meet his end! Search each room, find code numbers, objects and keys to help you solve your mission. You'll find clues in displaying the guards and robots that guard the five floors or the being (optional) yourself!

Successfully dispose of Elvin and your quest is full! Can't you your Master becomes truly impossible as no other to escape the tower, working guards, robots, mines, trap doors and evasion without detection!



...Find the ID you enter the first room.



...But where to look?



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



...Can you access the next tower?



...Could the final P.S. number be here?



...Running into more trouble?



Why is the robot guarding that tower?



...A message on the tape recorder?



...Quick! Escape from them!

Computer Action: £14.99 (US \$24.99)
 DOS: £12.99 (US \$19.99)
 Amiga: £12.99 (US \$19.99)
 Atari ST: £12.99 (US \$19.99)
 MS-DOS & Windows: £12.99 (US \$19.99)

EPYX
 THE ART OF THE GAME™

SOLDIERS OF FORTUNE



GRYZOR

The coin-op smash hit from Konami now for your home-micro. This fantastic conversion with all the original play features takes you into a thrilling alien world negotiate force fields and take on fanatical garrillas as you infiltrate their headquarters.

Soft second timing and nerves of steel are a must for this fun packed program where addiction will always bring you back for more!

WORLDS APART,

Survive to become a captain through the toughest training academy. Konami's arcade blockbuster has already reached No 1 in the Gallup charts with this superb conversion for your home-micro.

Featuring all the panache of the arcade original, Combat School offers a real challenge to the toughest thoroughbred generalist.

Seven grueling events, plus a penalty stage and if you don't—

you're out!



COMBAT SCHOOL



IN STORE NOW.

(Also available on disk and cassette.)

SYSTEM

87-85

+109

RAMBORE

81-85

09

890-891

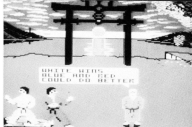
81-85

09

ALSO AVAILABLE

FOR
PC-COMPATIBLES
AND AMR-87

ocean



▲ Out for the count.

REVIEWS

C+VG

21

leave you alone. If this happens there's not picking or punts. But, then again, they may both turn on you. Another strategy may not take the offensive, preferring to adopt a more defensive strategy.

INTERNATIONAL KARATE PLUS

- ▲ MANAGER: CHANG/SPECTRUM AND/MSX
- ▲ SUPPORT: SYSTEMS
- ▲ PRG: 25 KB
- ▲ VERSION TESTED: AMSTRAD
- ▲ REVIEWER: PAUL BODDINGTON

You should have been there! The loading screen shows the screen filled with stars. The music was only muted by this clown in a red suit delivering a headbutt straight in my nose. I was out for the count.

There are more than games around nowadays that read your beloved words. There's *Driver*, of course, and... well, that's a reality. Thank God for International Karate Plus.

The power prize is glory made the accepted standard for martial arts games—a wide variety of moves and special moves. However, System 3 has added a new twist—the third fight, the color in the background means that you didn't have your back unless you want a hit or foot strapped and so.

There is also a time bonus so you in which you must defeat opposing belts with a punch that more than five.

Your player has 17 special moves, ranging from the previously mentioned spectacular backflip to flying kick KICK. Head butt punts to knocking opponents down and headbutts to recover from kick so you can see these in plenty of action when it comes to taking your opponents apart. A small number of two fight rounds and a bonus round. You can either have one player control two computer-controlled fighters or two human-controlled men fighting each other and the computer fighter.

Points are awarded for punches, kicks and butts. An

announcer just judges scores every five seconds to announce current positions of the fighters. Every third round you get—in if you're winning—to play the bonus round.

As usual before, in this you must defend belts, which feature from both sides of the screen, with a hand-held stick. This is okay for a while but I

became a little bored with after the first few times.

As the rounds progress the fighting becomes progressively harder. Players get coloured belts awarded at around level 25.

A nice touch is that the computer-controlled fighters do not perform the same strategy each time. They vary, for example, fight each other and

The background graphics and the animation of the fighters are really neat. The sound is okay, too.

So if you fancy testing up your Amstrad, then International Karate Plus is just the game to do it.

- ▲ GRAPHICS
- ▲ SOUND
- ▲ VALUE
- ▲ PLAYABILITY

▼ Here comes the judge.



STAND OUT FROM THE CROWD

You've bought the mag, read the reviews, now get blasting those nasties with the C+VG Joystick!

Exclusive to our readers it's a customised version of the Europa's Elite model.

With its advanced design, accurate fire, unique colour and giveaway price, it was just too much for the Ed. Recently he was seen sneaking down the fire escape with a crateful earmarked for his chum!

So to stand out from the crowd, all you have to do is fill in the coupon and rush down to your nearest post box.

But hurry, stocks are limited and the Ed is getting sippy!!

Suitable for Atari, Commodore, Amstrad and MSX. Also with interfaces:- Sinclair, BBC and Electron.

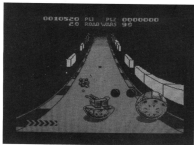
Please send me _____ C+VG Joystick(s) at £11.95 + £1.24 p+p. Total amount enclosed £ _____
Please make cheque payable to: Computer & Video Games.
Name _____
Address _____

Postcode _____

Please return to: Computer & Video Games Joystick Offer, 14 Holkham Road, Orton Southgate, Peterborough PE2 6EP. TEL: 0733 237111. Allow 28 days for delivery

Outstanding features

- * High Durability — Advanced precision design and precision engineering.
- * Rapid response — Guaranteed by uniquely constructed bearing and gate assembly.
- * Ultra Sensitive — Fitted with short travel micro switches.
- * Absolute accuracy — 16 multi directional movement.
- * Reduced fatigue — Advanced ergonomic design reduces effort — suitable for left or right hand play.
- * 1.5m cord — allow for best playing position.
- * Guaranteed — Full 6 months guarantee against any defective parts.



ROADWARS

- **SCORES:** 87, 84/84, 82/82 (MAX)
- **GRAPHICS:** 40, 40/40 (MAX)
- **PLAY:** 100, 100/100 (MAX)
- **CONTROL:** 100, 100/100 (MAX)
- **VERSION:** 1.00 (1.00)
- **REVIEWER:** JAMES LAMOT

How do you get into the lucrative arcade lounge market without coughing up the obligatory telephone numbers of states?

Easy: just start up your own arcade area and control the game yourself.

With such logic, the Electronic Artsed the Bay, Simpsie the hooded smoke screen of putting the game out on their Westcott's House (and, Assembly is just such a PRICK. How well it has done

in the arcade has yet to be determined. But it certainly looks mighty impressive on the Aringis. It has many of the right ingredients, including "load" in the title (the rushing in on the driving game) and having a two player option for those squeamish arcade types.

The player controls a Baltimore moving down a highway like Baltimore actually stays still and the road scrolls away you, but it all amounts to the same thing. The sphere moves from side to side and the gun turns on top rotates.

To get to the next level, all the smallest blocks moving past the side of the road must be blown away but naturally the

road is strewn with hazards. These include bats, spikes, laser barriers and hovering satellites.

The bats give the Baltimore's greater freedom if not for things get really tough, the Baltimore has the hands ability to do headbutting, riprapulations and roll up into a ball. This prevents it against most hazards.

One major problem can be the other Baltimore that hangs around. If this is controlled by the computer it plays a fairly passive role, but obviously if in the hands of another player, it can enter for a help, knocking out breathing balls, or a real pain in the posterior, being you off the road.

Converting this game onto the spectrum has meant that a lot of the title have gone. The multi-line graphics have become monochrome and the call keys is no substitute for digital sound.

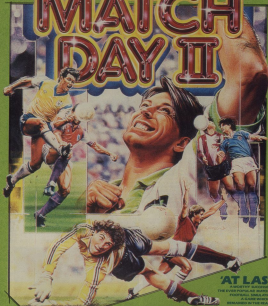
Unfortunately, as so often happens, stopped at its peak the game turns out to be nothing more than an idea you've got the hang of the first few hours, you have to go through half a dozen levels before anything new comes along.

The graphics are well drawn and smoothly animated and the whole package is very slick, but in the over-inflated market of shoot-em-ups this is not one that stands out.

- **GRAPHICS:** 40
- **PLAY:** 100
- **CONTROL:** 100
- **PLAYABILITY:** 7



MATCH DAY II



'AT LAST

A PERFECT MATCHDAY!
 THE BEST FOOTBALL SIMULATOR
 EVER! FOOTBALL SIMULATION -
 A GAME WORLD HAS
 REMAINED BY THE HEELS!
 (READY FOR 2 YEARS)

Written and coded again by Joe Blower and Bernie Drummond this NEW Match Day is the
 result of all the customer feedback and advice we have to create the greatest football simulation ever.
 It gives you against the CPU or with 2 players. Sublime play, computer and human code - save facility,
 jump, hold, volley and kick (using the ball menu) to make the ball move from player to player with realistic
 detailed AI and goalkeeper control.

DIAMOND DEFLECT from **EPSON**™ ensures realistic ball
 motion and the on ball control with
 full touch and sound FX.

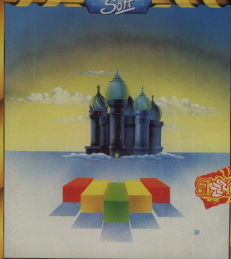
If you want the very best in football
 this year more than that's only
 one choice... **MATCH DAY II** with
 multi-media graphics makes the most
 computer come alive.



OCEAN is a registered trademark of Ocean Software Limited.

TETRIIS.

MIRROR
Soft



A NEW WORLD FROM RUSSIA

...one of the all time computer classics... unbelievably addictive... it's perfectly simple and simply perfect. *WPC, Issue 64*

Available on Commodore 64/128 Tape and Disk - Spectrum Tape and Disc
Amstrad CPC 7 Tape and Disk - Amstrad PCW Tape and Disk - BBC Electron Tape
and Disc - MSX Tape - Atari ST Disk - Amiga Disk - IBM PC and Compatibles.

NOW AVAILABLE FOR ATARI ST

©1989 Atari Games Corporation. Atari is a registered trademark.



High performance racing. High performance game. High performance action!



Out Run

As many millions have before you, experience the exhilaration and excitement of driving a high performance sports car in this breaking new title. When your car refuels and services are fixed to unbelievable limits.

OVER 250,000. ALREADY SOLD!

Atari ST £19,994
CIBM 64138 £9,996 £11,994
Amstrad £9,994 £11,994
Spectrum £8,994



U.S. Gold Ltd.
P.O. Box 100, Waltham, MA 01955
Tel: 011 508 7346

SEGA



**DON'T MISS
THE SU MEGATAPE
ON THE MARCH
ISSUE!!!!**

**OUT
NOW**

Oh sure you've seen tapes on mags before.
But not like this. Bought a mag with a playable demo eh?
Even seen a mag with some game strapped on have you?
Excuse us while we stop laughing.
SU Megatape One consists of:
• Exclusive game — Zarjas (a shoot'em-up especially written by top programmers Binary Design).

• Playable Demo: 19 The Hat new game from Cascade play it her first.
• Pokes on Tape! Never before seen! No typing needed just load up your game tape and Wahl Infinite Lives!
• Fab Kamikaze Bear Loading Screen.
We're not messing around. Don't you.

**BUY SINCLAIR USER WITH
MEGATAPE 1 OUT FEBRUARY 18th**



KRYPTON FACT

the TV show itself. It doesn't really lend itself to the home video and the resulting game, I found very slow to play. Almost tediously slow.

The game's individual parts are all taken from the show and each has to be tested separately which again means there's a lot of sitting around doing nothing. All we played against is the clock.

Up to four people play, each

selecting the character they want to be from the eight options, although you can change character details if you want.

The first section is mental agility. Here a series of numbers is flashed onto the screen. Each player must arrange the numbers in their head in order according to numerical order and to enter them into the computer. This is not brain-

building only for memory men and women.

Next is the observation round. A story and related picture are shown. The story scrolls along the bottom of the screen. The player must only create changes and made in the picture and story which you have to spot. This section was so boring that I nearly reached off several times.

The response round promises

- **MACHINE:** SPECTRUM 486/10MB 34
- **DISPLAY:** TV (GAME)
- **PRICE:** 17.95
- **VERSION TESTED:** AMSTRAD
- **REVIEWER:** PAUL BOURGON

With *Brainbusters*, TV Games came up with a brilliant little game. It was fun, addictive, made you laugh and really captured the spirit of the television programme. It was based on:

The Krypton Factor is, however, a far less successful attempt to bring the quiz and test show to the computer screen. And that's not really the fault of the programmers but the rather restrictive format of



► General knowledge — the first section

► Move the cycling machine

JETBIKE SIMULATOR

- **MACHINE:** SPECTRUM 486/10MB
- **DISPLAY:** VGA MONITOR
- **PRICE:** 15.95
- **VERSIONS TESTED:** SPECTRUM 486/10MB
- **REVIEWER:** PAUL BOURGON

The latest Code Masters' simulation package promises to teach. But, for me, the promise is not achieved.

For the very reasonable sum

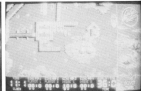
of 14.95 you get two cassette containing the standard game, the expert game, nine courses based on cassettes and nine courses based on disks, making 24 circuits in all. Not only that, there's also a software poster and a Code Masters sticker.

All this is fluffed by the fact that the game is not good. In fact, it's boring.

The courses are viewed from above. There are four jetbikes in each race and up to two people can play. You race against the clock, completing two circuits in the time, and must start between the numbered lines in the correct sequence. If you qualify you go onto the next course. In all there are five courses to be beaten in each championship.

Both the Spectrum and Amstrad versions make an attempt at speech. I had to listen to the Spectrum version several times before I could make out what it was. The Amstrad speech is a little better.

The jetbikes themselves appear as little more than small arrow shaped cursors with a stream of what seems like



► Courses — to play or not to play

► The standard course

ACTOR

some action at last, or that's what I found. Same here! What you have to do is move a cycling machine from one side of the screen to the other. The keys you hit must be hit at different rates. The second part of this action (see colour scene). At this stage the colour temporarily gave us an eye for TV so I decided to skip this section. I don't think you would be a 100 power without it.

The physical ability section is the Dragon Actor (action) course. It is not presented with a view of the course from above and the characters are controlled with four keys, each representing strength, stamina, arm power and leg power. You must hit the appropriate key at the right moment. The action I hoped for to finish up the game turned out to be pretty lame.

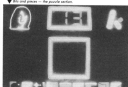
Start.

The intelligence section sees you trying to re-assemble a puzzle, and the general knowledge part is fairly obvious. In fact, this last section was the most enjoyable bit for me. It's a pity I had to do it through the other bits to get to it.

I don't fault the Dragon Actor and say it's not a fairly



▼ Hit and pieces — the puzzle section.



representation of the TV programme because it is. And that's where the trouble lies. The programme isn't really a suitable subject for a computer game. It is the result of a wash-mash of tests, skills, intelligence and strength to form a comprehensive game.

For health TV fans only. In the rest, marks for graphics and sound are almost meaningless and are not the essential part of the game.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

100%

SIMULATOR

bubbles coming from the back.

So it's down to an actual race. On the Spectrum version I first started to use the keyboard "Get inside" — modified the Spectrum. I got nearly. I wasn't able to move. Then we were off.

The computer-controlled boats sailed away. Well, perhaps not quite, but they moved a lot faster than me. I then fell to an ironic manner, leaving an

islands, moved boats, disappearing under work areas, moving the boats and eventually being run over by my fellow competitors. All that and I still didn't sink.

A few more attempts failed to rate any significant improvement in my race technique or desire to continue playing the game.

However, I switched to joystick control in the hope of

giving some control over the boat. Things became a little better but I still appeared to be out of control most of the time. In a last ditch attempt, I switched to the Amstrad with the same lack of effect.

The sound effects on the Amstrad was a series of bips and bongs, the significance of which I couldn't quite make out. On the Spectrum it was static.

I'm sure others racing a probably one of the most boring water sports, Jetpack Simulator is not one of the most exciting of computer games.

- | | SPECTRUM | AMSTRAD |
|---------------|----------|---------|
| ■ GRAPHICS | 1 | 1 |
| ■ SOUND | 1 | 1 |
| ■ VALUE | 1 | 1 |
| ■ PLAYABILITY | 1 | 1 |



▲ Control collisions.



▲ Boat stuck — I see.

COMPUTER
+ VIDEO
GAMES





FOOTBALL & CRICKET

SPORTS CALCULATORS FROM £1.49 (FREE POSTAGE) FROM £1.99

FOOTBALL CALCULATORS FROM £1.49 (FREE POSTAGE) FROM £1.99

CRICKET CALCULATORS FROM £1.49 (FREE POSTAGE) FROM £1.99

FOOTBALL CALCULATORS FROM £1.49 (FREE POSTAGE) FROM £1.99

CRICKET CALCULATORS FROM £1.49 (FREE POSTAGE) FROM £1.99

FOOTBALL CALCULATORS FROM £1.49 (FREE POSTAGE) FROM £1.99

CRICKET CALCULATORS FROM £1.49 (FREE POSTAGE) FROM £1.99

FOOTBALL CALCULATORS FROM £1.49 (FREE POSTAGE) FROM £1.99

CRICKET CALCULATORS FROM £1.49 (FREE POSTAGE) FROM £1.99

FOOTBALL CALCULATORS FROM £1.49 (FREE POSTAGE) FROM £1.99

CRICKET CALCULATORS FROM £1.49 (FREE POSTAGE) FROM £1.99

ATARI ST OWNERS

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

Sleep
can
kill

Be warned

Frightmare

SOFTWARE SUPERSAVERS

72 NORTH STREET, BIRMINGHAM B1M 1DA 021-765271

Specialist range of software titles including many new & better bargains. 72 North Street, Birmm 1DA

Please see full details for prices & details on 021-765271 or your stock at 765271

Prices in our shop are excellent, but sometimes you will find them not so good

1987 software titles in stock over 25,000 titles. 72 North Street, Birmm 1DA

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

ATARI ST OWNERS: APPROX 850 ST TITLES NOW IN STOCK

SOFTWARE AVAILABLE FOR ALL OTHER MACHINES. PLEASE WRITE FOR LISTS



The Big Screen

Drink, drugs, decadence... who'd review films for *C+167*? Ward R Street would, as he finds that February's the month for filth and thrills.

It's a good thing that this is a leap year because February's so packed with quality pictures, you'll need that extra day to take them all in! There's a couple of comedy fun-fests plus enough sex, drugs and abuse to keep Mary Whitehouse in hysterics. So whichever will save you prefer, prepare to take a walk.

Contrary to its evocative image, ninety percent of police work is dull routine. There's the paperwork, translate detection and worst of all, the protracted boredom of a *Stobson* CSE. Perhaps it's hardly surprising that Seattle detective Chris Levin, Bill Reisman and their colleagues all get a bit crazy.

This particular situation seems particularly pertinent as the escaped convict isn't really expected to show up at his ex-girlfriend Maria's house and if he does, Chris and Bill aren't supposed to arrest him because the FBI want to be the glamour of capturing him for themselves.

Still, the job does have its perks, like the constant physical jobs that the cops play on each other. And then there's Maria. Like a couple of *Prepping Tomes*, Chris and Bill go on every activity of her life... and they're authorized to do it.

They're not authorized to get more closely involved though, but when Chris crosses the street to place a bag in her phone, his interest becomes decidedly un-professional. He falls in love! After that it's a question of how he can carry on his romance without letting her know that he's a cop or his fellow cops knowing that he's keeping her under extremely close surveillance.

With Richard Dreyfuss as Christian Kinosh Reisman and Bill, there are plenty of laughs as the situation gets ever more complex, but when all-blooming boyfriend Dick finally makes a surprise

Lookout: Spot the red herring.



arrival in Seattle, it doesn't seem strange you on the screen. Strike this one out at your local cinema soon!

The only thing more boring than a statement in bobbiting, *Right Wrong! A Night on the Town* (PG) is a night to remember. Christmas is the unfortunate event that year-old steak with young Brad and his kid sister Sara when her boyfriend unexpectedly reveals a date.

She expects a quiet evening in front of the TV but what she gets is a journey into dark, dangerous adventures. Chicago which brings her and the kids into contact with its menacing mobsters, a one-handed punk musician and even the *Mighty Thor* tagging along for the ride in Brad's buddy David, a precocious brat who seems to think that he's God's gift to women before he even starts shaving!

Meanwhile the reason for this deadly quest, Chris's friend Brenda, is stuck in the bus station, surrounded by wags and weirdos who won't let her use the phone because they claim it's their home. Move over the yuppie nightmare movie - this is a teenage terror pic as every crazy situation only gets

story, just all brought up to date. The house-creaks and things go loony in the night while the wind howls through the holes in the plot.

You know that you're in for an artificial couple of hours when Mary McCormack plays three roles. Thankfully she only has to concentrate on one for most of the time. As Marie McCormack she's chosen to take over a part in a movie because she is a look-alike for the missing star. Meanwhile the film producer's assistant, Buddy McDowell, is a look alike for Anthony Perkins in *Psycho*!

Even this isn't enough to make her turn back though, so she arrives at the snow-bound house only to find that

▼ *Night on the Town*



travels.

Like a kitten with a ball of string, *A Night on the Town* just tangles the threads until it looks like Chris will never see the plot. But it's every good baby-sitter's duty to get their charges back before their parents arrive home. Cancel all babysitting appointments to find out if she succeeds.

Now for a little test. A young woman, stranded in a mansion in the middle of nowhere, with a couple of middle-aged men who seem to be several new-fakes short of a blizzard, prepares for bed. She carefully locks the door, but on the wall opposite is a full-length mirror. What happens next? If you've ever watched one of those old dark house movies on television, you'll know exactly what to expect. *Dead of Winter* (R) is the same



▲ *Dead of winter*: Frozen action.

there's no evidence of a film being made - but there's every sign that the author of *Dead of Winter* has seen far too many melodramas to old movies. Still, it's too late to escape and it only remains to see if she survives and what her third role is.

As directed by Arthur Penn, who made *Bonnie and*

The Big Screen

Chloe, the film undoubtedly looks good and has a certain flair, but unless you're really attracted to the sort of plot which centres on like a trainee therapist, then you're likely to groan as loudly as the lions.

Now it's on with the rubber gloves as we sample some classic, State-of-the-Art *Hardly* (18) begins with two guys hammering the hell out of each other in a back-alley, and it took me a minute to realise that one of them is Mickey Rourke. His lip is split, his jaw juts like a croc.

► **By the way:** Pape wants Mickey.



magnum man and his beard is to-designer stubble what Woodstock is to high fashion.

Rourke is Henry Chinaski, all-out alcoholic and errand boy in a Los Angeles bar, seduced by freaks, misfits and the odd extra from a porno movie... at least they look brain dead! But Henry, when he's sober enough, is also a writer and Tully, the upper-class editor of a literary magazine wants more than just his poetry!

Henry's rival rood with Wanda Wilson though. Despite her faded beauty she's as crazy as the rest of them, particularly when she's got a hot bet between her legs - which is most of the time. She and Henry are a pair made in alcoholic heaven, and anyone who tries to come between them has to go through hell.

Sound depressing? Well, it's not, *Popeye* (18) - this is bar-tit with red boys and black humour chosen. Author Charles Bukowski

knows that pain and good humour sit side by side on skid-oo, and he drags every last drop of laughter from the bottle labeled 'Saguar'. He'll beat performance too from Rourke, who can do no wrong, and Pape Downaway as Wanda.

Not that the British are far behind when it comes to quality. *Wildman and I* (18) seem to have spent the entire so far out of their skulls on drink and drugs that they've not done the making-up for the whole decade.

Even *The Young Ones* would have felt moved to

flamboyantly gay uncle.

Too late they find that the natives are far from friendly but that the predatory uncle, who arrives unannounced in the middle of the night, is - particularly towards T!

The performances of the sweetly innocent Paul McGann and naive Richard E Grant, who can even find consolation in a bottle of lighter fluid, are brilliant. Like *Hardly*, it's not an all-out action film, but it is hysterically funny. Funny enough to become my film of the month, in fact.

But decadence and drugs know no-class barriers, and even *Wildman and I* would be hard put to match the aristocracy at play in Africa during the 1940s. Who cares if there is a war - in Kenya's Shippa Valley the tolls are up to *White Mischief* (18).

Based on a true story, this is the story of Audrey Hepburn, the 12th Earl of Errol, for whom every night was party night and every young woman fair game. That includes Diana, the attractive young wife of Sir 'Jack' Devere Broughton, a man whose face seems to have been pressed out of your pretty.

Eventually the attractions

► **White Mischief:** Naughty but



tidy this tip.

It was twenty years ago today (or thereabouts) that writer-director Bruce Robinson was living in Camden Town with another struggling actor, while a rag-bag assortment of Brooky burlesq passed through their flat. His measure of that era is quite simply hysterical.

When the horrors of London - and that pile of grey slush - finally got too much, *Wildman and I* the otherwise anonymous T' borrow a cottage in the West country from *Wildman's*

of his bulging wulst are unattracted by the unattractiveness of his bulging body and she runs off with Errol. But then being British citizens, like woman stuff at all times - until Errol's is permanently chilled by a bullet in the brain.

The real fun in *White Mischief* is watching middle-aged actors acting worse than a Club 18-30 mob. It sets the scene nicely for the trial of Broughton and keeps you gasping - did he do it? I'm not telling.

You'll have to see it for yourself and you can rest assured, there are no *Out of Africa* pretty pictures of flamingos to lure you in this one!

Drop over the surface of contemporary Dublin's fair city too, where *The Commitment* (18) is likely to be carrying a packet of smack to the local dealer, who is using ordinary motorcycle messengers to run his deadly dope around town.

Messenger Mark is drawn into the plot when his best-friend Danny dies after taking poisoned smack. With Danny's sister, Colleen, well-played by ex-Popeye Cast O'Keefe, he sets out to take his revenge on gang boss Val, superbly portrayed by one of Ireland's finest actors, Gabriel Byrne.

This is a first film from a tiny Irish independent company, made on a minuscule budget. It manages to avoid all the obvious clichés, and if a few aspects of the plot are less than satisfactory, it still has a freshness and a sense of being close to the street-level messiness from most Hollywood epics.

An example of movie-making by numbers in *Teen Wolf* (18-24), a sort of sequel to the surprise hit of last year. I say sort of because Michael J. Fox has moved on to better things, to be replaced by a look-alike named Jim Van Hosen. However, in the film teen Sheriff's means and it's real life the producer's own!

Apart from that it's certainly a re-run of the original, with long-winded acting (basketball), and the addition of the ever-wonderful John Astin (Gomez from *The Addams Family*) as the ambitious college head.

The make-up and effects are atrocious and when the script runs out of ideas the director throws in a totally unnecessary, and badly executed musical number, that looks as if it's still waiting to shoot scenes in future.

And finally, remember *Hellman and Traut*. I've raved about this superb British thriller twice now - and each time it's had its release put back. Well, now it's scheduled for April, so it's hope it doesn't disappear in mysterious circumstances again!

Don't
play in the
dark.

Beware.

Frightmare

Micro★
★Magic software by mail

SOFTWARE	COMPANIES	COMPANY ADDRESSES
1000	1000	1000
1001	1001	1001
1002	1002	1002
1003	1003	1003
1004	1004	1004
1005	1005	1005
1006	1006	1006
1007	1007	1007
1008	1008	1008
1009	1009	1009
1010	1010	1010
1011	1011	1011
1012	1012	1012
1013	1013	1013
1014	1014	1014
1015	1015	1015
1016	1016	1016
1017	1017	1017
1018	1018	1018
1019	1019	1019
1020	1020	1020
1021	1021	1021
1022	1022	1022
1023	1023	1023
1024	1024	1024
1025	1025	1025
1026	1026	1026
1027	1027	1027
1028	1028	1028
1029	1029	1029
1030	1030	1030
1031	1031	1031
1032	1032	1032
1033	1033	1033
1034	1034	1034
1035	1035	1035
1036	1036	1036
1037	1037	1037
1038	1038	1038
1039	1039	1039
1040	1040	1040
1041	1041	1041
1042	1042	1042
1043	1043	1043
1044	1044	1044
1045	1045	1045
1046	1046	1046
1047	1047	1047
1048	1048	1048
1049	1049	1049
1050	1050	1050
1051	1051	1051
1052	1052	1052
1053	1053	1053
1054	1054	1054
1055	1055	1055
1056	1056	1056
1057	1057	1057
1058	1058	1058
1059	1059	1059
1060	1060	1060
1061	1061	1061
1062	1062	1062
1063	1063	1063
1064	1064	1064
1065	1065	1065
1066	1066	1066
1067	1067	1067
1068	1068	1068
1069	1069	1069
1070	1070	1070
1071	1071	1071
1072	1072	1072
1073	1073	1073
1074	1074	1074
1075	1075	1075
1076	1076	1076
1077	1077	1077
1078	1078	1078
1079	1079	1079
1080	1080	1080
1081	1081	1081
1082	1082	1082
1083	1083	1083
1084	1084	1084
1085	1085	1085
1086	1086	1086
1087	1087	1087
1088	1088	1088
1089	1089	1089
1090	1090	1090
1091	1091	1091
1092	1092	1092
1093	1093	1093
1094	1094	1094
1095	1095	1095
1096	1096	1096
1097	1097	1097
1098	1098	1098
1099	1099	1099

These are the companies that supply the software listed in this directory. They are not responsible for the accuracy of the information provided in this directory.

FIERY ACTION

... from this fast moving authentic drag racing simulation.



Jump to the smell of burning rubber as you "burn-in" your tyres. Revell from the heat of your turbo as you gun your engine. Feel the snap of the G Force as you release your clutch.

This is the world of drag racing as recreated by Shirley Muldowney, 3 times world champion in Professional Top Fuel Dragsters. Tensely wait for the Christmas tree lights, then gag your throttle and power your way down the 440 yards in head-to-head challenge with Shirley in one of her best championship races.

But be careful. Don't red light, smoke your tyres or blow your engine ... there's a long season ahead.



CBM 64/128
£9.99
CASSETTE



CBM 64/128
£11.99
DISK

U.S. Gold Ltd., Suite 202 Millwood Way, Bedford, Birmingham B6 7AA, Tel: 021 356 3388

NEXT MONTH

Next month C+VG launches a great new feature – Winner Stays On. This is your chance to prove that your joystick is the hottest around.

If your high scores are as long as your elbow and you realise you can clock anything that moves – now is your chance to prove it.

We want to hear from gamers who feel they are a bit testy. Write in and tell us your best scores.

Ten of the best entrants will then be invited down for a fun day out at Priory Court where we will establish just who is numero uno. The winner then stays on – to face a challenger every month until beaten.

The monthly challenges will be fought out on a range of new releases and the winner will receive a copy of each game for his /her system plus a bag of C+VG goodies – T-Shirt, binders and badges.

The Winner Stays on!

NEW HINTS AND TIPS COLUMN

We have taken a long hard look at hints and tips in C+VG and have decided to give it a real boost. If you thought it just came down to mops and pokes then you would be wrong – check us out next month for a few surprises.

ATARI ST AND AMIGO

We have just extended our computer news to make space for an extra ST and Amigo. We need two of each to bash out reviews of all the 16 bit games that are arriving at the moment. Check next month's C+VG for the most complete guide to the 16 bit games scene.

BETTER REVIEWS

We've got a brand new team and they are raring to go. Get us next month for some fresh opinions.

MEAN MACHINES

All the latest cartridges reviewed plus all that's hot in Sega/Nintendo land.

THE BIG COMPO

It's big, it's a secret, and you had better not miss it.

On sale March 15th. Bigger than any other mag and still the best value around at £1.10.

Dear Mr Newsgest, Avoid a visit from Shuck and Doodle and reserve me a copy of Computer + Video Games, April issue!

Name _____

Address _____

● Hurle into the future with April's C+VG out on March 26th. It's hotter than hell... in a cool sort of way.



LEADERBOARD



Famous Courses Of The World VOLUME 1

ALL THE FEATURES OF WORLDCLASS LEADERBOARD IN THIS GREAT NEW 4 COURSE COMPILATION

GLENMOOR
Length: 7135 yards
Par: 72



PEBBLE BEACH
Length: 6790 yards
Par: 72
Record: Tom Weir 62

COLONIAL
Length: 7100 yards
Par: 70
Record: Joey Stedman 62



MUIRFIELD
Length: 6494 yards
Par: 71
Record: Peter Dinko 65

Following the amazing success of the now legendary Leaderboard series of products, Famous Courses of the World presents four superb new challengers for the joystick golf fanatic.

From the infamous Pebble Beach Course on the California coastline to the historical course of Muirfield, Edinburgh, the oldest golf club in the world. From the beautiful Colonial

Country Club built by Texas oil baron Martin Leonard to the "designed for computer" challenge of Access's Glenmoor course, Great Courses of the World is a must for anyone hooked on computer golf.



LEADERBOARD PRODUCT INDEX

	SPECTRUM	AMSTRAD	IBM 64	ATARI	ATARI ST	IBM	AMIGA
LEADERBOARD	9.99c	9.99c 14.99d	9.99c 14.99d	9.99c 14.99d	24.99d		24.99d
EXECUTIVE LEADERBOARD			9.99c 14.99d				
LEADERBOARD TOURNAMENT	4.99c	4.99c 9.99d	4.99c 6.99d	4.99c 6.99d	9.99d		
WORLD CLASS LEADERBOARD	8.99c 12.99d*	9.99c 14.99d	9.99c 11.99d	9.99c		24.99d	
FAMOUS COURSES	4.99c	4.99c 9.99d	4.99c 6.99d				
FAMOUS COURSES 2			4.99c 6.99d				

Frightmare

Get it
now...
before it
gets you

NATIONAL COMPUTER LIBRARY

**Hire Software
Before You Buy It!**

- ◆ NOW UNDER new management
- ◆ OVER 2,000 software titles available for hire to the Western COAST, SPECTRUM ELECTRICAL INC. EASTBOLD in models, 4.1 MHz, and MSX computers, **ATTAS 61**, and now **IBM JANUS**.
- ◆ ARCADE, ADVENTURE, EDUCATIONAL, and BUSINESS software too.
- ◆ HIRE PRICES from only £1 (20 INC. P&P).
- ◆ 50% DISCOUNT on all purchase software.
- ◆ LIFE MEMBERSHIP £5.00. Hire your first title FREE.
- ◆ FREE CATALOGUES.
- ◆ FAST RETURN OF POST SERVICE on returns and loans.
- ◆ ALL GAMES manufactured ORIGINALLY with full documentation.
- ◆ LARGEST DISCOUNTS ON ALL PURCHASES for members.
- ◆ UP TO 80% OFF software, regular rates less cost to our members.
- ◆ Full computerized system keeps track of your order. We pride ourselves in being the most professional Hire Library in the United Kingdom, with experienced staff who know what the latest services require.
- ◆ NOW IBM SOFTWARE. FOR SALE ONLY.

Send large S.A.E. now for free catalogue.

NATIONAL COMPUTER LIBRARY

1 Walker Road, South Merton Road, Southall 192B (081 8327 4400)

NAME

ADDRESS

.....
COMPUTER MODEL

SHEKHANA COMPUTER SERVICES

SHEKHANA COMPUTER SERVICES		SHEKHANA COMPUTER SERVICES		SHEKHANA COMPUTER SERVICES		SHEKHANA COMPUTER SERVICES	
1. IBM 486	2. IBM 386	3. IBM 286	4. IBM 186	5. IBM 186	6. IBM 186	7. IBM 186	8. IBM 186
9. IBM 186	10. IBM 186	11. IBM 186	12. IBM 186	13. IBM 186	14. IBM 186	15. IBM 186	16. IBM 186
17. IBM 186	18. IBM 186	19. IBM 186	20. IBM 186	21. IBM 186	22. IBM 186	23. IBM 186	24. IBM 186
25. IBM 186	26. IBM 186	27. IBM 186	28. IBM 186	29. IBM 186	30. IBM 186	31. IBM 186	32. IBM 186
33. IBM 186	34. IBM 186	35. IBM 186	36. IBM 186	37. IBM 186	38. IBM 186	39. IBM 186	40. IBM 186
41. IBM 186	42. IBM 186	43. IBM 186	44. IBM 186	45. IBM 186	46. IBM 186	47. IBM 186	48. IBM 186
49. IBM 186	50. IBM 186	51. IBM 186	52. IBM 186	53. IBM 186	54. IBM 186	55. IBM 186	56. IBM 186
57. IBM 186	58. IBM 186	59. IBM 186	60. IBM 186	61. IBM 186	62. IBM 186	63. IBM 186	64. IBM 186
65. IBM 186	66. IBM 186	67. IBM 186	68. IBM 186	69. IBM 186	70. IBM 186	71. IBM 186	72. IBM 186
73. IBM 186	74. IBM 186	75. IBM 186	76. IBM 186	77. IBM 186	78. IBM 186	79. IBM 186	80. IBM 186
81. IBM 186	82. IBM 186	83. IBM 186	84. IBM 186	85. IBM 186	86. IBM 186	87. IBM 186	88. IBM 186
89. IBM 186	90. IBM 186	91. IBM 186	92. IBM 186	93. IBM 186	94. IBM 186	95. IBM 186	96. IBM 186
97. IBM 186	98. IBM 186	99. IBM 186	100. IBM 186	101. IBM 186	102. IBM 186	103. IBM 186	104. IBM 186
105. IBM 186	106. IBM 186	107. IBM 186	108. IBM 186	109. IBM 186	110. IBM 186	111. IBM 186	112. IBM 186
113. IBM 186	114. IBM 186	115. IBM 186	116. IBM 186	117. IBM 186	118. IBM 186	119. IBM 186	120. IBM 186
121. IBM 186	122. IBM 186	123. IBM 186	124. IBM 186	125. IBM 186	126. IBM 186	127. IBM 186	128. IBM 186
129. IBM 186	130. IBM 186	131. IBM 186	132. IBM 186	133. IBM 186	134. IBM 186	135. IBM 186	136. IBM 186
137. IBM 186	138. IBM 186	139. IBM 186	140. IBM 186	141. IBM 186	142. IBM 186	143. IBM 186	144. IBM 186
145. IBM 186	146. IBM 186	147. IBM 186	148. IBM 186	149. IBM 186	150. IBM 186	151. IBM 186	152. IBM 186
153. IBM 186	154. IBM 186	155. IBM 186	156. IBM 186	157. IBM 186	158. IBM 186	159. IBM 186	160. IBM 186
161. IBM 186	162. IBM 186	163. IBM 186	164. IBM 186	165. IBM 186	166. IBM 186	167. IBM 186	168. IBM 186
169. IBM 186	170. IBM 186	171. IBM 186	172. IBM 186	173. IBM 186	174. IBM 186	175. IBM 186	176. IBM 186
177. IBM 186	178. IBM 186	179. IBM 186	180. IBM 186	181. IBM 186	182. IBM 186	183. IBM 186	184. IBM 186
185. IBM 186	186. IBM 186	187. IBM 186	188. IBM 186	189. IBM 186	190. IBM 186	191. IBM 186	192. IBM 186
193. IBM 186	194. IBM 186	195. IBM 186	196. IBM 186	197. IBM 186	198. IBM 186	199. IBM 186	200. IBM 186

.....
COMPUTER MODEL

Get an **EYE** full

Draw closer to this page. Look into my eyes without blinking. You are falling under my spell. You feel compelled to enter this competition. When you have finished reading the page, you will wake up in a happy state of mind.

Eye was a huge selling board game at Christmas. Despite a simple concept, the game develops into a mind-boggling battle of wits, strategies and memory as you plot and counter-plot on the ever-changing spirals of colour. It's quite hard game to describe but easy one to start playing.

And now Eye is available on computer from Prism Leisure. And, as a reflection, the guys at Prism have come up with these great Eye products as prizes in this competition. So get an Eyeful of this.

First prize is the Eye computer game, the board game and the official handbook.

Here's what you have to do. The Eye game is based on a constantly changing



pattern of colours. What we want you to do is draw or paint an eye with a multitude of wonderful colours in the pupil. The best pattern will win.

Send your entry together with the printed coupon to Eye Competition, Computer + Video Games, Priory Court, 20-22 Farringdon Lane, London EC1R 3AU. The closing date is March 16th and the editor's decision is final. And don't forget to say which make of computer you own.

EYE COMPETITION

NAME _____

ADDRESS _____

MY COMPUTER IS A _____

AIR COMBAT YESTERDAY..

Spitfire

Amstrad CPC £9.95
Atari ST £9.95
Commodore 64 £9.95
MSX £9.95
Spectrum 48K/128K £9.95
BBC Electron £9.95

NEW FOR
THE ST

Rev up your engine and take to the skies to save your country. Hunt down the enemy and build up your log of kills as you race through the ranks to the elite of the RAF.

A Crash! Smash

Amstrad CPC £9.95 (disk from Amsoft)
Atari ST £9.95 tape, £12.95 disk
Atari ST £24.99
Commodore 64 £9.95 tape, £14.95 disk
MSX £9.95 tape
Spectrum 48K/128K £9.95
BBC Electron £9.95 tape, £12.95 disk

...and TODAY

STRIKE FORCE HARRIER

Pilot your course to the enemy HQ at the controls of your full-function V-STOL Harrier, protecting yourself and your ground crew with cannon, bombs, and Sidewinder missiles.

"A classy, polished, and highly addictive simulation"

—Computer & Video Games

Amstrad CPC £9.95 tape, £14.95 disk
Amstrad PCW £19.95
Atari ST £24.95
BBC Electron £9.95 tape, £12.95 BBC disk
Commodore 64/128 £9.95 tape, £12.95 disk
Spectrum £9.95
Amiga £24.99

NEW FOR
THE AMIGA

DOMINATE THE SKIES WITH

MIRRORSOFT

Mirrorsoft Ltd., Albion House, 16-17 Shaw Lane,
London EC4P 4BB Tel: 01-277 4845

BOSCONI A

Competitive

After wading through thousands of entries from the C&AGF Membership via a Bosconian.com on-line competition in November, we've picked out a winner — Tony Glover, from Hampstead, London. The 50 winners all get a copy of the computer conversion. They are: Giles Criverton, Richard Curry, James Denton, Christopher Eaves, Stephen Harwood, Wayne Jones, Kelvin Nash, Earl Ham, London; David Patterson, William Gordon-De, Harry Ross, via der Woods, The Netherlands; Jonathan Roy, South Shields, Tyne & Wear; Daniel White, Wokingham, Berks; Craig Richardson, Newcastle-upon-Tyne; Martin Pacey, Chester; Steven H Clapp, Stoke; Geoffrey Taylor, Hasting; Middlesex; Matthew Wood, Colchester; Kevin Aspinwall, Devon; Diego Gallo, Milton Ross; Wilbur Hamilton, Bristol; Colin Wood, Cardiff; Adriano Lodi, Via; Romagnolo, Middlesex; Stefano Eversmith, Holford; Geoff Hedges, Farnley, Sanday; Andrew Jason Kettle, Langney, Devon; Owen Kettle, Farnley, Devon; Michael Peckham, London; Craig Elliot, Manchester; G. Michael; Philip Grant, Devonport; Benjamins; Stephen Rutherford, Tottenham, Essex; Christopher Miles, Aldershot, Dorset; Bill, John; London; Washington, Columbia; Norman; Devon; Harwell.

Monty, Martin Parke, Plymouth, Birmingham; Jonathan Ramirez, Los Angeles, Stafford, London; Peter Heston, East Croydon, Surrey; Martin Budge, Haverhill, Hampshire; Henry Chris Taylor, Co Durham; David Hill, Essex; Paul Brown, London; Dylan Allen, Chester; Jonathan, N. Wiltshire; Andrew Potts, King's College, N. Hampshire; Philip; Graham; Hampshire; Wiltshire; Adam Wilson, Co. Clare, Ireland; Dale Johnson, Oxford, W. Hampshire; Paul McLeod, Devonshire; Penelope; Nicholas Brock, Sharnbrook in Essex; N. Penelope; Kenneth Holt, Weston-super-Mare, Avon; Robin Jarvis, West Bedford, Hampshire; Robert Walsh, Devonshire; Christopher, Co. Durham; David; Brenda; Bedfordshire; Charles; Killybeggs, Down; Park, London.



AN tion Results



Accolade

WHAT THEY SAID ABOUT...

HardBall!

Accolade

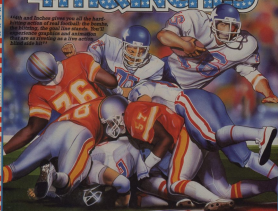
"An absolutely incredible sports simulation!"

"Sets new standards in gameplay, depth and animation!" *Zero 64*"The playability, design, variety and exceptional realism make this sports simulation to remember!" *Amiga ST User*

WHAT THEY WILL BE SAYING ABOUT

4TH & INCHES

"4th and Inches gives you all the hard-hitting action of real football: the bombs, the hitting, the goal line stands. You'll experience graphics and animation that are as riveting as a live action, blood-soaked game!"



"It's hard to imagine that there can be anything more exciting for the home-based football fan, even from the game's premier spectacle... the **SUPERDOWL!**"

"Winning at 4th and Inches demands all the norms of the League's premier quarterback plus the tactical genius of a veteran head coach!"

CRM 64/128

£9.99

casette

£14.99

disk



STRATEGY!



TACTICS!



ACTION!



U.S. Gold, P.O. Box 173,
Holland Way, Holland,
Michigan 48127,
Tel: 810 390 3388

SNK + doode

AN
BLACK HAZARD
WITH
BLACK HAZARD
THE GARDNER
LETTERS
HOW FREZZETT



BLAH BLAH
VORLAGENBLAH BLAH
BLAH... AMORABLE...
FUCKER... BLAH
BLAH ROBERTSON &
MORALE... BLAH
BLAH... BLAH...



SAD CRYATNESS!
THIS MORNING IS TOTALLY
SURRENDERING. I WANT
HAPPY BEING SOME PROXY
AND CHECK THAT THE CAR
BEST I DONORING THE
CORE WILL ARRIVE
ANY TIME NOW



THE BRICKS FALL,
THEY HIT THE CAR
AND THEN THEY
DRIVE AWAY!

I WANT
FIND THEM,
GRABBER THEM IF
THEY'RE NATIONAL.
THEY CAN'T COME
ADDER FOR LONG,
THEY WILL, I LEAVE
WANT TO BRACK...



WAA, IT'S OVER
AND THAT
CARRIOT.

GHORRAN
PAYMENT.

DRINKED GARDNETT
ON THE FORTH HELL.
IT WAS HIM...

WAA, NOT THE STOLE
FOR VOLUNTARY DAMAGE.

DRINKER OF THAT WAS A
GEOFFREY BLOOMFIELD, SA
SPOOKINESS. NOW GRAD AS
A DOORWAY. ONE THAT WANTED
TO GET IN THE SCHOOL
BECAUSE, SO SHE BE LOVE A
WARRIOR CAR. THE SUBJECTIVE
OBJECTS AND ONE OTHER
WASPE AT BACKING PAID-UP
SOME SA APPROVED AT THE
BOOK. WHAT THE HELL
HAPPENED HERE?

THEY AS WELL

WEIRD

FOOD (BLACK) WAS
INCORPORATED...
PUT IN A SPACE BOX

DAMAGED CAT BLOOD



ALLOW ME
TO ANTICIPATE
WITCHER AGENT
WORLD'S
STRATEGIC

WAS I ME? YES' CASUALTY, AS SET
THE GOAL, WE FOUND IT OF MY LAST
WHITENESS. JUST SELL MYSELF FOR
BILLS AND TALK GARDNER. AMAN...
ONE DANGER OF OF SO THAT WITH
WERE UNDERSTANDING ACT. TWO DANGER
COMES IN THE APPROXIMATE. THIRTY
UNEXPECTED. THIRTY
POLYMER AND
BRAND FIVE?

A BOMB AND
A SKILL?



THE BOOK IS VERY ANNOYING. IT'S WRITTEN IN LATIN. THE CONTENTS
GARDNER OPERATIONS AND IT IS WRITTEN THE BOOK OF
HARRISON. THE SKILL? ALL THE SKILL. NEW-TASKER'S
A WARRIOR. I CAN'T. I CAN'T. I CAN'T. I CAN'T.
BEYOND CARE. I CAN'T. I CAN'T. I CAN'T. I CAN'T.
AND THAT'S WHY... IT'S ALL
BUTTER. I CAN'T. I CAN'T.

SO ONE
STRATEGICALLY I CAN
WAS A BOMB. I CAN AND
HAD A WARRIOR. IT'S ALL
BUTTER. I CAN'T. I CAN'T.



NORTH STAR™

Here it stands, majestic and proud... the final hope to Earth's energy and overpopulation... North Star, a glorious space station orbiting serene tranquility, too much tranquility... preparations should be underway for the final evacuation. Communications are dead, scientists cannot be reached... a dreadful plague ravages the population... has their last hope gone?

Only one can find out, only one has the necessary powers. That one is you... a unique being on a mission to rescue a unique planet.

Spectrum 48K £7.99 Cassette
Amstrad £8.99 Cassette £14.99 Disk
Atari ST £19.99 Disk
CBM 64/128
£7.99 Cassette £14.99 Disk



"FROM OUT OF
THIS WORLD..."

... TO
THE FIGHT
FOR THIS WORLD!"

VENOM™

VENOM™ STRIKES BACK

Incoming message on MOX computer... "We have kidnapped SCOTT TRAXXON and are holding him on the moon. Unless you surrender the entire MOX force to VVVWOL you will never see him again." Signed Mike Mayhem.

Meet in face with a terrible dilemma. To agree to VENOM's demands would give them total control over the Peaceful Nations Alliance, but to ignore their demands would surely mean Scott's life.

Can you as Mike Traxxon rescue Scott and return him safely to Earth?

Spectrum 48K £7.99 Cassette
CBM 64/128
£7.99 Cassette £14.99 Disk
Amstrad £8.99 Cassette £14.99 Disk
MOX £7.99 Cassette

STRIKES BACK



READ THE ADVERTISING COPY CAREFULLY
AND THE PROMISES OF THE ADVERTISER.
THE ADVERTISER

WORLDS APART FROM OTHER SOFTWARE!

Graphic Graphics Software Limited, Alpha House, 38 Carver Road, Sheff S1 4PS, Telephone 0752 13333



SKREEEEES



WHAT DODDY
LICKIN' YOU ARE!
I KNOW SOMETHING
I KNOW A SECRET!

IT'S BEHIND
THE HOUSE! THE
SCREAMING! IT'S
GROPPED! LET'S
GO! BACK!



KEEP RUNNING -
I THINK WE'VE
KILLED IT!

THEY CAN'T
GROPPED
THROUGH!
ANOTHER
DODDY IT
ATTACK US!



I FELT AHH AHHHH
HE'Z AHH
BEHIND! IN FACT
DO YOU IN THE HOUSE
IT HE HE HE HE HE!



PERSONALLY, I BLAME YOU!
IF YOU HADN'T GOTTEN THE COM-
PLICATED MACHINERY AND THE
MACHINERY HADN'T GOTTEN RUINED,
WE'D STILL HAVE THE HEADS ON
YOUR BACKS! YOU THE HEAD!



WHAT YOU SAY?
THE HEAD OVER YOU
BEHIND! IT WAS OBSERVED
TO THE HEAD! WITHOUT THE HEAD,
WE CAN'T OBSERVE! IF THE
MACHINERY HADN'T GOTTEN
RUINED, THE HEAD WOULD
BE ANYWHERE, BUT THE
SEARCH COMES NOW!

ANY OBSERVATION
WAS OBSERVED. I WAS
OBSERVED BY THE MACHINERY!
I FELT ANYTHING! YOU
HEARD! I AM NOT
OBSERVED!

10
HIT
GAMES

**GREATEST
EVER
SPORTS PACK**

OVER
20
EXCITING
EVENTS

CAME SET AND MATCH



AVAILABLE FOR
**AMSTRAD
COMMODORE
SPECTRUM
SPECTRUM + 3**

**CASSETTE
£12.95**

**DISK
£17.95**

FROM YOUR LOCAL
SOFTWARE DEALER NOW!

FEATURING

ocean

AMSTRAD, COMMODORE, SPECTRUM, SPECTRUM + 3, CASSETTE, DISK, LOCAL, SOFTWARE DEALER, NOW! are trademarks of their respective owners. © 1988 Ocean Software. All rights reserved. Ocean Software is a registered trademark of Ocean Software. Ocean Software is a registered trademark of Ocean Software. Ocean Software is a registered trademark of Ocean Software.

UNLEASH THE



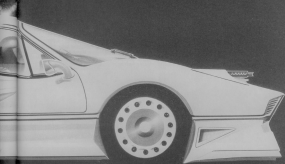
COMMODORUS

TOUGH GAME FOR

DON'T FORGET TO GET THE LATEST CRL FOX

MAIL ORDER: For a Broadsheet describing the complete
Electronic Arts, 11499 Station Road, Los Angeles, CA 90024
CRL Group P.O. Box 1000, 5 Kings Highway

ROAD WARRIOR



SCORE HDGE GAME

FOR A TOUGH WORLD

POST FROM YOUR FAVOURITE SOFTWARE SHOP

For complete details and information on your nearest stockist write to:

Lotus, Lotus Sales SL3 8YX, England
or Lotus, Lotus Road, London E15 2JQ

N-N-N-NINETEEN C-C-C-COMPETITION



N-N-N-N Now listen here. Get in! It's for a one-offy **N-N-N-N** Nineteen competition, the Cascade game based on the anti-Vietnam war single of the same name.

First prize is a stall for you and a pal to Combat Zone, the fun battle game involving paint guns. The Zone is based near Brentford in Essex and you will get £30 towards travelling expenses.

And that's not all. The winner also gets one pair of combat-style pocket binoculars (see picture), a copy of the hit single and a framed Nineteen poster, signed by the artist and game programmer.

The next three runners-up will get a pair of binoculars (see other picture), the record and signed poster.

So what do you have to do? It's simple, just answer the following questions and send your answer to **N-N-N-N** Nineteen Competition, Computer + Video Games, Priory Court, 30-32 Farrington Lane, London EC1R 3AB. The closing date is March 1985.



QUESTIONS

- 1) Who recorded the hit single Nineteen? Was it:
 A) George Michael
 B) Paul McCartney
 C) Elton John
 Answer

- 2) What was the title of the anti-Vietnam war game?
 A) The Zone
 B) Ringworld
 C) The War
 Answer

- 3) Who was President of the United States when the Vietnam War ended?
 A) Jimmy Carter
 B) Gerald R. Ford
 C) Richard Nixon
 Answer

N-N-N-NINETEEN C-C-C-COMPETITION

Special Edition

GAUNTLET And GAUNTLET II

MORE THAN 1,000 ... II ... DIFFERENT SCREENS



44 After one conventional role game you'll find the next 14... 100% better!



44 Gauntlet is definitely the most exciting role-playing experience ever for the PC. For sheer fun and hours of entertainment, you can't beat it.

COMPUTER GAMES - AUGUST 1988



44 It's a top equal to the most brutal dungeon board game ever. As much fun as the first, and about twice as addictive.

TRIP MARCH



44 A rocky, fun, action and expert game!

44 The game is brilliant!

RECREATION - NOVEMBER

© 1988 U.S. GOLD INC. ALL RIGHTS RESERVED.



Over a billion copies of U.S. Gold's software have been sold. Now the most exciting role-playing game ever is here! **\$19.99**

U.S. Gold Inc., Suite 23 Roland Way, Holford, Birmingham B6 7HX, England
Telephone: 021 336 3388

ARCADE

It's show time again as the arcade game makers display their mega products. C+VG arcade ace Clive Edgeley samples the delights of *Thunder Blade*, *Ninja Warriors* and the rest.

It seems only yesterday that I was reporting on all the new games at last January's International Trade Exhibition (ITE)—and now it's come round again. The depression in the coin-op industry was going through in 1984 seems wild and truly over and a host of new games are waiting for the major holidays in 1986. The show was slightly disappointing—there weren't masses of new innovative games around, rather a lot of good quality stuff set up and packed for sale, all of which will be seen before in one place or another.

Anyway, to cut it off, I'll start with the biggest—dedicated games which came in specially designed cabinets. These are always good games, generally cost more to play than your average blaster, but are addictive too.

● THUNDER BLADE

Sega had a strong presence at the show and was launching one game which had everyone raving—*Thunder Blade*. This is a helicopter simulation with several innovative features. It's instantly recognisable.

The cabinet is shaped like a mini-chopper.



relying on skills with a high-rocket seat and the control mechanisms down at feet level. You can almost imagine yourself pottering the blades, looking out of your window at the world below in the ground, rather than just your feet.

The quality of graphics and generally one superb, the controls/cockpit accurately simulates all the moves of a fast moving helicopter—pull back and to one side and you'll see while dipping to the left or right. Push forward and you'll generate a continuing stream of blades and control buttons are mounted on the joystick and on

your left is the great control gear with which to allow you to stop and slow down. At quarter, half, three-quarters and full speed. It's vital to get the timing of changing your speed because you're going to

● Ninja Warriors

The game starts with a choice run through a high rise building area—two floors which act your blades, tanks on the ground fire rockets at you attempt to stop your headlong flight and enemy choppers launch into the attack. All too soon, the choppers turn into the game program though I could say it makes a pleasant change to have a game run like this.

Changing your chopper from side to side gives the cabinet a more accordingly—It's great. The game perspective changes all the time throughout the last moving game. As the start you can bring your chopper down to ground level, allowing you to shoot or, alternatively, rise to several thousand feet and bomb from above. With your height, the view from your cockpit widens—so on the screen it your feet changes to take into account the distance view. Very clever.

The first level is fairly simple, though I suspect the only reason I was able to get on for so long was because I was playing for hours. Otherwise I'd have been shouting at my own machine like there was no tomorrow.

As you go you're asked through the cabinet get out of a dodged



round the tank and choppers you'll find yourself flying over the ground with huge strength similar to most. Bomb all the aircraft on its deck, part of which all mounted cannons—no easy task as there are masses of them and they can rotate in full circle to right on you. On the second level the perspective changes to a first eye view of a steep sided canyon. The idea of taking your chopper down to ground level is all too real— you're more likely to end up splattered against the walls of the cliff.

There are lots more scenes and levels in this brilliant game. What's more, it should be an hour or so long—four or five and because it is often necessary to use the strength electronics the price of the cabinet is much lower. Hopefully it'll be pretty widespread.

● NINJA WARRIORS

Take a Ninja Warrior in the several modes, coin simulation and updated in the same style cabinet as their previous game, Darius. It's a huge stand-up cabinet with three screens joined together to provide one very long playing screen. It works very well and has the advantage that you can see what's coming so long before you get to it.

The storyline differs slightly from Darius's. It's not as in the eye you see. I have to return home. However, you must hit the buttons of an and director who's attempting to run the state of 11 Cyber inside out. The Ninja—after some or two plays—has been called in to the head of the director and to restore it to its normal state.

Your first opponents are seldom in control gear and if it's a single matter to get them out of control. You don't even need to kill them as they run quite happily into the small digger you're holding. Watch out for gun-toting soldiers though, you'll have to do a bit of work to jump over their heads. Other particular while dodging the bullets to get close enough to stab them or throw a few shuriken. You only have a limited number of these so don't think there aren't. However, when you're in control, they take several hits to kill, these are steady and will cause you to blow a few holes if you catch up with you. The last level is impossible I could imagine my own. After all, whenever a board of a robot runs.

Several things are worth noting and these tend to stick in your mind. They are fairly easy to kill, though I wasn't sure about the wings and they give you a very good idea of what's coming. Play *Ninja Warriors* is fun to play and the entire long screen is in focus. The graphics are great and the game is a challenge. But I feel that it should be a more challenging game in its graphics.

● Thunder Blade



Attention

● FINAL LAP

Hannou's Final Lap is a terrific-looking new competition in which you can test your speed racing with other racers on their way 'round' the Suzuka Circuit racetrack in the same race. You're probably more likely to see two cars locked together so I should mention the ease of breaking apart these machines, and the space needed to accommodate them, would be generous.

The challenge when playing with only two people, when you both discover, is limited. The two racers are placed side by side. You need your opponent start the race the same time and then the fun begins. The cars slide beautifully and forwards or reverse to someone 'loose' of speed and direction is the best of a gentleman. Yelling to your



partner will help you both see the chances. Ideally you can see your opponent screen as you overtake and your colored car slides forwards overtake him.

All too quickly your opponent catches you so your rivals tend to come too close. Using your D-pad and buttons is really important - it's discovered to play cool

You just spin and rotate lots of vehicles like getting back onto the track and building up your speed again. By the time your opponent is now ahead, though with careful hand steering it's possible to make up lost ground fairly quickly. And as long as one of your rivals has been far ahead, you'll look for an overtaking opportunity to combine with the race. Unlike these two-wheel racers, you have the most used technique just down the wall. Instead of using a button in the accelerator you just spin.

The background graphics are pretty basic, they are not as detailed as in *Grid* - they're just not necessary, after all, the excitement is in the challenge of the race and not in the scenery. The race playing window takes up most of the screen and a narrow band at the top of the screen is divided into three smaller windows. The middle two show sections of the track and not unlike the wing mirrors, but it's the middle section which is most important. This shows the layout of the track, its chances and strengths and tells you where you are in relation to your opponent.

Final Lap is a fine class racing. Say, if it wasn't already available, and I'd love to play it when I have more time on my hands. It's definitely one of the best for racing drivers. I'd certainly favour for a really competitive game.

● TWIN COBRA

Teen Cobalt is a superbly exciting action game with your control of a chopper flying over enemy territory. Finding out what the enemy is up to through this is basically the game's strength as Thunderbirds. The game is a god so more gully feel to the game, making it fun more of a challenge.

Looks like the like you'd follow up on enemy planes knocked out of the sky and bodies must be slung. If you're like *Young Blood* in their respect. Collecting on 'B'

● SHENOBI

Master any game, you still be most of it, at all times, it's most noticeable than that.

Shenobi, the most popular one since Sega cancelled the request of Atari's *Raiden*. Shenobi is its classic cyber-futuristic and large and detailed. You play the hero Shunobu, a member of *Magnum*. Your object is to rescue hostages who've ended up at points throughout the game and to fight the big boss at the end of each level. Many of the rescued are games offer greatly on their plot. Shenobi, however, features a bonus level after each stage.

You're given a limited supply of Shunobu (usually short), which allows you to fight at night. These are four levels for situations which can't be dealt with by any of the other. The enemy comes to you with his gun and gun. Jumping to higher levels, a certain amount of control the enemy. But once you've the hostages in their hands you're more yourself into weapons. The more hostages saved the better your weapons. A single one will use the best ones on each stage and this results in your character turning into the thing equivalent of a small boat. It's obvious though highly effective. Your figure remains standing still, while enemies of your character shoot out from the body and while round the game, combining off the body like a ping-pong ball. When the goal is complete, you'll have a bunch of items on your hands. This includes any hostages if they happen to be still alive.

The bonus level is to prove your skill at throwing Shunobu and



control increases your firepower, it'll take one level to your supply and you can save your life, also points and a selection of four new weapons by collecting symbols.

The Cobalt I played the game on was a hi-tech of down to which was very consistent, especially on the screen, it was all of an image for you and not for the more traditional table top game found in the. First moving with your graphics, Teen Cobalt has one of the best player game which is a big more fun than Thunderbirds.



reminded me of playing *Clash of Titans*. The screen looks like three platforms with one very close to you and the other two further away. The enemy appear on

● continued



THE ROAD



SNK
Software & Games



SPECTRUM £27.95 COMODORE £8.95 AMIGAO £8.95
COMMODORE DOS £24.95 AMIBUILD DOS £24.95



*the name
of the game*

Original Software (1984) A Castle Level
Manufactured by SNK, Ltd. 601-604, 1-1-84, 1-1-84, 1-1-84, 1-1-84

ARCADE ACTION

further platform or ledge and jump to use platform to platform to get at you. You must throw the Machine of those fast-moving figures and get them out of action before they get too close. It's hard work and they reward careful play. If it's any less, the screen you'll get the video lives.

A step at the beginning of each level shows how far you've progressed by the look of things. It will take you a few moments to look at the view then the screen shows a sketch of the five missions assigned to you.

Fast moving and very challenging, Machine of War is a worthy, if particularly heavy, addition to the arcade action genre. It's complex, it's straightforward and it's packed with lots of action.

● HEAVYWEIGHT CHAMP

Heavyweight Champ uses a 3-D display resolution that resembles Punch-Out! in that you are seen to a semi-transparent figure with your back to the screen fighting a very tall opponent. However, while the controls are conventional, Heavyweight Champ is in a category of its own. For instead of punch buttons, you have two joysticks sliding out from the side of the machine which simulate seeing and evading incoming and evading your opponent's boxing and jabs.

This must be the most embarrassing game I've ever played. By the time I'd gotten far enough out, my arms were so tired I couldn't even have brought my left hand to the right let alone another round with a heavyweight.



Training the monitor lens side to side allows defence and blocks while punching and turning the lens lets you go in for the attack.



● BLASTEROIDS

Blasteroids comes in a bit of a variety. First, because it's so playable and so easy because it's a 3-D, highly coloured and enhanced version of their 1979 classic, Asteroids. Still retaining the old mechanical graphics and solid geometry, Blasteroids has been given a brand new image. It's different, and will revive the old title.

There are lots of new features, the most new, allowing you to pick up bonuses like extra firepower, energy and shields which are obtained by shooting the enemy and capturing up whatever they drop.

Energy crystals can be found by shooting red crystals. These explode into a chain of enemies leaving behind the crystals. Picking them up can be a problem as they float through the space ship.

Once you've got the hang of your own and third controls, the job should be much easier. Blasting away objects gives you a reward which obviously all credits in the score to your ship. This is a real bonus when playing with a partner as you'll come out a winner while the other comes to a violent death!

All the bonuses are designed and you'll need to learn which traps, stars or medals are worth eating energy bonuses, tanks of fuel or even the repair. You better learn to pick the most useful items and avoid those with a red warning wheel about, obscuring everything in range.

There are 14 sectors to be galaxy, each containing a new space arena and a unique special by various modes. The secret when I come across new game history which starts your ship with deadly stars. The only way to get rid of these monsters is for your partner to blast them off you.

The sectors are nicely cleared and a transparent window soon appears to work you into it. Within the landscape into the window gets some points and is allowed to choose the next sector.

You can change the size of your ship to large, medium or small help get through different sectors. Large means you lack the speed to fly quickly in odd jobs situations, but it's useful you're not your ship to get into a small corner. Small is useful because the enemy may round but it's easier to change quickly at the price of a button, you should be able to combat most situations.

Blasteroids is being marketed by a top out is that it can be! It's brilliant and, like learning to an old record, it's a great bit of fun.

● VIGILANTE

Vigilante is very fast, punchy and exciting. Double Dragon style.

You play the hero who gets to give (blatantly!) from a bunch of baddies who are building a big empire. The streets are full of thugs, low level order are made of the postcard single headed you must kick the thugs where they hurt.

Vigilante like Double Dragon can be beaten as you must still be rewarded by light blue scolding delinquents. This last game which takes you through the moment stress in the town. The type of play where you're not found dumped in the game, where everybody makes a gun or just a knife. The scenery is depicted in a more detailed and set the scene to itself.

The baddies wear different colours, and the colour of their clothes will give you an approach that. Some will need to be hit several times before they

people, others will fall at the slightest hit of resistance. At the end of each level you'll need a monitor that — don't you believe — and it must be hit again and again before the end. It's a bit of the case if you've picked up on extra weapons.

And to the final killing game, getting the level after level. The fifth stage is Double Dragon's mission on the ground of the bridge above ground level. The bridge and things scorable up the side of the bridge to cut you off, and the only way to pass through is to punch them off buildings and throw them into the water. Once in the game don't help matter, especially when it comes to lighting the monster at the end of the level. It's a bit of a trick as the next and ground you'll be guilty before forcing you on the ground it's a long drive, though if you've got your own idea of you, you can grab onto the side of the globe and hold yourself back up for more just ahead. I thought that was a really nice touch.

Vigilante is great — lots of Double Dragon will be a lot.

● THUNDERCADE

Thundercade from Coleco isn't really something about you as you're not particularly brilliant. The only thing really different about this one, is you know up to the screen blasting away at tanks, planes, rockets and vehicles — that you're riding a motorcycle.

The graphics are nice and a bit flashy. The aim of the game is to collect extra weapons and a side car with mounted cannon for your bike. The further you travel up the screen, the harder the going with more enemy tanks and guns. First a game that's going to shake the world. Unless you're better it's much more likely to stick in your memory.



Wayne's PLAY BY MAIL.

The big news this month must be that Legend Incorporated Ltd, the company that runs AE's, has ceased to be a full time professional company. Due to the vast success the company has achieved in its short lifetime, both the founding gamesters have been offered positions in other areas of employment, so they have decided to run the land of AE's solely on a part time basis and this means taking on only a total of between thirty to fifty players between them.

Of course this is going to come as a great shock to the many players that are not going to be allowed to play any longer, as in some cases it was stated as one of, if not the, best Fantasy Role Playing P.B.M. in the U.K. In fact one of their G.M.s, Jon Toole, won the best G.M. award at the 1987 P.B.M. conference, an honour not easily won. The question is everybody's life is "What do the ex-players do now?"

An answer Legend are offering other P.B.M. companies of a similar nature to put flyers into their existing package (at a price) that will notify the unfortunate players that Legend has rejoined, what other fantasy P.B.M. games are available on the market at present. The choice is quite a wide one, so I won't go into it. All I can say is pick one that you think may suit you and look back to previous C+ PG issues to see if I have reviewed it.

It would like to take this opportunity to wish both gamesters, Jon Toole and Bob Mace all the best in their future employment, as although we had our differences of opinion, they were undoubtedly 100% dedicated to the game, which is the reason behind why they did not sell it. Quite simply, they did not wish to see their labour of love in another company's hands.

Anyway, by the time, this



Bury, 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 amounts of S.S.A.E. required or you will only receive the first offer you ask for!

Volume has hit the streets, the third P.B.M. convention will be well and truly over. In the next issue, I will be bringing you a full report on what happened, who won the awards and any other events of importance. There should also be a few pieces to give you an idea of what you missed. I would be only too glad to hear the comments and criticism on the event from any C+ PG readers who attended. You can only improve future conventions by feed back, so please get writing. I really would like to know what you thought of it. To thank you to put you to paper, I will fire up fire start

of the game and to leave your possessions available for collection by other players. If this cheating tactic happens to you, you would do best to ignore everything that is said and report it to the G.M.s in your next turn. The people at Starlight have instructed me to tell all Starlight players that you should NEVER EVER give out your ship or account number to other players for any reason at all!

Moving on to the C+ PG game of It's A Crime, the curse of Wayne has struck again!! As I write you only have the gangs mentioned in the Feb issue of C+ PG still down the table quite dramatically, but we have new leaders in the Memento table for the moment and the *Murderboard* (temporarily, with 687 points, closely followed by the *James*, with 656 and *The Street Friends* with 644.

Other notable are *The Street Angels*, who are 15th with 630 points, *Nataland*, who slip down to tenth with 581 points and the *Lumps of Green Paste* who screech down the table with only 494 points. The *Fighting Falcons* obtains the most necessary in a week, with a tremendous few leading 189 points, while the *Toughies* and the *Don Angels*, the middlemen at *The Merryhale Bannets* (well named that man!) and the gang with the highest income is *The Jolly Assassins*.

• There is a new P.B.M. originated based Fantasy set called *Tomb's Tomb*. It is produced and edited by Mrs Linda Little and is well worth a read. Issue 8 contains a couple of short stories — one by the famous author Andrew Prentiss — a P.B.M. which all purchasers of the mag can play for free and is loosely based on certain well known political figures, P.B.M. coverage, a serious discussion page that is very interesting indeed and a regular P.B.M. feature



among other things. Issue 1 is the better of the two in my opinion and contains a Subarna review by yours truly, as well as hot eye on the same game from an ex G.M., another excellent Andrew Frantz may there does the effort to get him to write for Fantasy? mini reviews of two other P.B.M.s plus four other P.B.M.s plus party, more movies, F.R.P. coverage and a lot, lot more. Each copy of *Twilight Zone* costs just \$10 plus a \$4 s.s.a. and is well worth the money. Just write into me

and make cheques payable to Mrs L. Little and I will give them on.

By the way, I have ten free copies of *Twilight Zone* if to give away, and they will be given to the best ten artistic interpretations of Mrs Little, to get drawing!

Epic and Eclipse

Competition

Results

There are too many winners of the competition for me to be able to print a list of the

winners. However, if you have not heard by now you can be fairly confident that you haven't won. Sorry about that.

CRISIS

Crisis was created by an American called Rick Mann. Apparently he was fed up with all the complex and technical global war fare games about, so not being able to find a simple one to play, he decided to invent his own. Mystery and Adventure Games snatched up the British rights to it and have been running it for just under two years.

Crisis is a computerized world domination P.B.M. which consists of twelve people per game. You play the leader of one of the leading countries on the earth and by the use of your Continental Balance Modules (CMBs), factories and diplomacy you attempt to become the most dominant world power.

You'll find that 21st century earth has been divided in to many countries, some of which do not really exist today, and they are considered adjacent to each other if they are connected to each other on the game map by a dotted line.

You start off with 10 tax revenues, 30 factories, 3 forts and a population of 200 and with this little lot you are expected to achieve world domination. The game is winnable and you achieve this as follows: Either you are the last player country to be left alive after the demise of all the other player countries of you and A.L.E. the players in an alliance declare a tie in the same round. However, not only can you win the game, but you can be eliminated as well. Elimination is achieved by having your home country conquered or, alternatively, having all your population wiped out.

Playing the game

The game has a strict 10 or 12 day fixed deadline turn around. Each turn you receive a decision sheet. On this sheet you write your orders and send them back to the G.M. The orders you have to choose from are:

Send Spies

This enables you to send professional scout service agents to spy on foreign countries. You may send up to three spies to three different countries and you are informed of what each country contains as well as the names of the other countries that the infiltrated country may well be at war with.

Divisional

Movement

Divisions are conventional ground forces that are used to attack adjacent countries or defend against their attacks. A division may only move one country per turn. Each turn a player may give one and only one divisional movement order to the divisions in his own country and the countries which his home country controls. Basically, a division in a given country can receive only one movement order per turn.

Launch I.C.B.M.

This is self-explanatory really, you launch a missile at another country which, if successful, destroys one population and one factory in a target country.

Factories

A factory produces money! As we know, money is the key weapon to winning this game, so they are really important. If your population is destroyed then all your factories are automatically destroyed as well.

Forts

Forts cost 5 I.C.B.M.s to build and may be built in any country a player controls. Forts give a combat bonus to defending divisions only, which can be quite substantial. It really depends on how many divisions are in that country, the more divisions the greater the bonus.

New Player

Countries

There are countries that are not controlled by any of the twelve players, but by the computer. You may wish to

Major Career Programming Opportunities

In-House Opportunities

Designer/Programmer

To £15,000 OTE

This is an exciting new role for high achievers, joining with Graphics/Media and design support functions to develop original CD ROM products for subsequent conversion to other formats for world wide sale.

Senior Programmers, Programmers

To £14,000 OTE

We have opportunities at various levels for experienced professionals to work on the development of single format conversions for the world wide sale, joining with graphics/media and design. You will be able to convert into a high degree of technical ability in CD ROM assembler. Serial rates must be high achievers.

Senior Designers, Designers, Senior Graphics Artists, Graphic Artists, Senior Musicians, Musicians

To £12,000 OTE

The commitment to producing software of the highest possible standards is the key to our success. We need people who can work closely with in-house software program developers in the development of multi-format installation software products for worldwide sale. You will be either currently involved in this capacity or will have formal qualifications to equip you for these roles.

Trainee Programmers, Designers, Graphics Artists, Musicians

Opportunities exist for the right people to train with in-house development staff to develop your skills and techniques prior to appointment in one of the above disciplines. You will combine academic excellence with a creative and efficient outlook, some previous experience in your selected discipline would be beneficial or alternatively an ability to demonstrate your work as potential.

Format Supervisors

This role requires highly developed and proven skills in planning, monitoring and managing in-house and sub-contract program developers in the development of specific format software products for world wide sale. Leading quality standards and ability to meet commercial objectives will be more important than specific technical knowledge.

The development of new products combined with our success in the market place will provide excellent opportunities for challenging work and further career development. In consideration with this campaign we have produced a Company Opportunity Brochure. If you would like to be a part of one of the most exciting software developments of the future and also you match up, we'll be pleased for the first three hours. If the nation's press or phone with details of your experience to date and ambitions and we will do a time for a visit.

Contact George Tapp, Software Development Manager,
Software Development Centre, Anchor House,
Anchor Road, Aldridge, West Midlands B50 9PE,
Tel: 0922 50401 Telex: 52828 ELITE G Fax: 0922 51442.

Elite Systems Limited

Sub-Contract Opportunities

Development Teams

OTE £10,000

Working with in-house experience and support functions on original multi-format installation software product development for world wide sale.

Designer Programmers

£10,000 OTE

Working with in-house experience and support functions on original single format CD ROM conversions with some product development, for subsequent conversion to other formats for world wide sale.

EXTENSIVE DEVELOPMENT OPPORTUNITIES AVAILABLE (FULL SUPPORT GIVEN)



ARCADE SMASH

CHAMPIONSHIP SPRINT

Licensed from Atari Games

your driving skills are put to the ultimate test. Ramps to jump, random obstacles to avoid, - driving blind through oil streaked underpasses!! There's no limit to excitement - because you can make up the circuits!!!



Championship Sprint TM

TM & © 1989 Atari Games Corporation. All rights reserved.

Electronic Arts Software, Authorised Dealer

Paul Ocker, Newcastle, UK Ltd

Room 218, Victoria Circus

Franklin Road, Industrial Estate

Northbourne, MK20 2JL

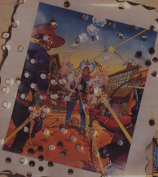
Tel: 0753 70188

Commission 04 720 00000 (09 99)
099/000 (0 11 99) 20 Spectra (08 1100) 1
(0 1 99) Annual CRC Catalogue (0 1 99)
and Disk (0 1 99)

Commodore Screens



ROOTIN' TOOTIN' CONSTANT LOOTIN' ALWAYS SHOOTIN' SHOWDOWN!



CAL'S SMOKE

GO!
COMPUTERS & SOFTWARE

CAPCOM

A role-up conversion

IBM 64126 Coins £9.99 Disk £14.99

Spectrum 486 Coins £8.99

Amstrad Coins £9.99 Disk £14.99

Waynes PLAY BY MAIL.

note that these countries build losses each turn just as a player's country does, but they tend to create divisions in preference to mistakes. N.P.C.'s will only attack if provoked and have been known to eliminate player characters from the game!! However, these countries never build forts.

Restriction Of

Orders

To balance the game out, there are certain restrictions placed on the orders that you can issue. For example:

You may only write a maximum of ten divisional movements and only one I.C.B.M. order per turn.

Each country you control may make only one divisional movement per turn.

You may not move more divisions out of a country than the number that started there.

Hints and Tips

If you intend playing this game here are a few things you should know:

Cover your world map with the clear cellulose that is used to cover books in libraries. Then buy some chromatograph pencils and use them to mark off where your troops have moved, what units you control etc. The great thing about these is that they can be wiped off with a damp cloth.

You should expand your use of control rapidly, talking over your N.P.C. neighbors wisely and clinically.

Write to every other player country as soon as possible. Establish a basis of negotiations with a peace pact, then when it suits you, stab your weakest ally in the back. He needs!!

Most games last around thirty turns and people start getting knocked out on average around turn five or six, so be extra alert when this period arrives.

Use the newbies to create lots of wounds and remove. Kill your opponents' allies,

squand lots of propaganda and create chaos. It is to your advantage. Your spies should be able to provide you with a good source of information to use as you please.

Wayne's Verdict

Crisis is a very, very nice game to play. It is ideal for a P.B.M'er who has thought of moving from the fantasy games to strategy/military games, but has been frightened off by complex rules. The "Crisis" rulebook is only 13 pages long and written in straight forward, simple English. I found the rules easily understandable and a joy to read.

Furthermore, the examples

are well thought out, clear and precise in detail. There is great scope for diplomacy within the game and contacting other players is a must. I find that this part of the game may well attract the more experienced players, as although they will whinge through the rulebook with ease, the diplomatic side needs to be handled with great care.

The reviewer/newsheet that is issued every turn is full of info. However it is up to you to sort out the truth from the lies. It is an entertaining read.

The game has been covered in order for the player to get a very fast turn around period and, to draw a comparison, it is somewhat similar to the

board game called "Risk".

On the negative side however, I found the rulebook's actual presentation very basic, with the only attempt being on the rulebook's cover. The artwork itself is not that amazing, but I must admit to being quite amused by the C.N.D. symbol on the back cover.

The G.M. informs me that the original basic A4 map that is in my possession has recently been damaged to a lesser and not to my liking. This is a blessing because I found the old map somewhat limited. Furthermore, the price of 1.25 per turn was a bit pricey, but I have checked this out with the company directors and negotiation is where Wayne comes in to the fore!!

Wayne's

Wonderful Offer

Yes, once again I have provided my body via the terrible output of physically dragging the G.M.'s of Crisis down the pub and spending money, many pints of lager, so that I, Wayne the benevolent, can get you the loyal reader an offer you can't refuse. So here it is:

Any reader who writes in with the logic above and a s.o.s.g. will get a FREE set up, FREE rule book AND three FREE turns in "Crisis". This offer will save you the standard rate of £8.50. Also, if you pay for ten turns, you get a turn free.

Furthermore, I have arranged with them if enough C + PG readers stay with the game after their first rounds have expired, the people at Mystery and Adventure Games promised me that they will drop the price of their newsgazettes according to a maximum of 50p, so the future price of the news is in your hands. I believe that most of the people who take up this offer will stay with the game anyway, as it is worth playing. Enjoy!

Finally, I would remind you that I am here to sort your P.B.M. problems out at all times. If you have any sort of P.B.M. problem whatsoever, just drop me a line with an s.o.s.g. and I will do my best to sort it out. See ya in thirty!!

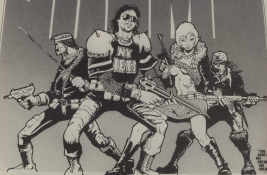


GET INTO CRIME!

In the late 1990's the streets of New York are a jungle. You are the ice cool leader of a gang of drug crazed terrorists. Your main goal is to become the richest, toughest and most notorious gang in the city.

DARE YOU
PLAY.....

FREE
OFFER



FREE!

SEND YOUR NAME AND ADDRESS TODAY FOR YOUR FREE TRIAL OF
IT'S A CRIME THE WORLDS MOST POPULAR PLAY-BY-MAIL GAME

Write to: -

KJC GAMES, PO BOX 11, CLEVELEYS, BLACKPOOL, LANCs FY5 ZUL.

THE HEAT'S ON IN SKATE CITY

THE ULTIMATE SKATE BOARD SIMULATION
THE ULTIMATE MANOEUVRE!

P.O. Box 100 Ltd., Suite 212, Parkway Way, Parkway, Birmingham, B37 7YB, Tel: 021 708 3388



- "Rolls into the heat when the hot surface starts to glow" **GOAL** (2000)
- "A simple and enjoyable conversion" **GOAL** (2000)
- "The 2000's best conversion is not" **CONVERSION** (2000)
- "The way things are is not just as playful as the original, but it's more more playable" **CONVERSION** (2000)
- "The whole world might not notice who about the the player and addition game ... one of the most enjoyed to change the way" **GOALS** (2000)
- "It's 2000's best of a superb standard" **GOALS**
- "2000's best of the class ... it's just only a bit of a great game" **GOALS** (2000)
- "The way to go" **GOALS** (2000)
- "Simply, the way to go" **GOALS** (2000)
- "Simply, the way to go" **GOALS** (2000)
- "Simply, the way to go" **GOALS** (2000)
- "Simply, the way to go" **GOALS** (2000)

AMSTRAD
£9.99 - £14.99
CDM 64-128
£9.99 - £11.99
SPECTRUM
£9.99

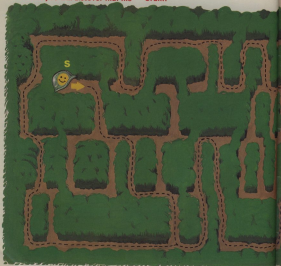
720°




PLATOON

The first casualty of war may well be innocence as the film *Platoon* suggests very strongly. But if you play Ocean's excellent game of the film you will discover that the

first casualty here is likely to be your nerves, especially when you get stuck into its combat and puzzles. To get you out of trouble here is a map of Level one and hints and tips courtesy of Ocean's Zack Townsend and illustrator Nick Grant.



S-start E-explosives B-bridge T-torch M-map -hut

Level 1: The Jungle

The map shows the correct route to follow to the Viet Kong village. Whilst travelling you must keep moving all the time otherwise a Viet Kong soldier may jump on you from above. Traps have been set on the brown pathway — it is best to blast these before jumping to clear your way. When your morale is low, shoot at regular intervals to lessen your chances of being hit. If a member of your platoon should be

hit, swap to another. When you destroy the bridge, hang around to pick up medical supplies which the VC will drop when you blast them.

Level 2: The Village

The key to this level is to search the huts carefully and not the position of the booby traps. It's trial and error — be prepared for casualties but learn from them. Don't lose your head and let the villagers have it as this will seriously sap your morale.



MOCK GRANT

ut + exit(trapdoor)

LOOK HERE

THE NEW VIDEOVAULT COMPUTER COMPANION

Anybody who has a computer must get their hands on the new computer companion, over 2,500 up to date items from all the leading manufacturers.

Whether you have a Spectrum, Commodore, Atari ST, we can cater for you. We have disk drives, joysticks, interfaces, in fact everything you could require for your computer, from games to business software.

No need to shop around we offer a 1st class delivery service straight to your door on all major items.

HOW TO ORDER YOUR FREE CATALOGUE

Just send us 3 x 18p stamps to cover the cost of p&p and we will rush you our new edition straight off the press.

VIDEOVAULT - the market leaders in computer repairs & software. A company you can rely on.



PERIPHERALS

RAM ELECTRONICS • TV TRENDS
 REMINGTON • EVERETT MEGAS
 CHESTAN • AMSTRAD
 TELECOM • POWERPLAY
 RAM ELECTRONICS • PAIR
 ELECTRIC STUDIO • SGA
 - MANY MORE!

SOFTWARE

ELITE EXTREME LTD • INTERCEPT
 BARMS • ELECTRIC DESIGN
 ACTION • MACHINE
 G.E. GOLD • CENTRAL
 OCEAN • MICROSOFT
 KODAK • PUBLISH
 SAGE • SAGE
 TANNAN • MICROWOOD
 - MANY MORE!

ITEMS

DOLPHIN DISK • FREES MACHINE
 LIGHT PEN • CENTRONICS INTERFACE
 EXCALIBUR-DISK DRIVE • MOUSE
 MUSIC MACHINE • NEW OFFICE
 SOUND SAMPLER • TAWOOD
 - MORE!

ATARI ST

VIDEOVAULT TEN ★ STAR SERVICE

- ★ All major titles
- ★ All leading machines
- ★ Immediate delivery
- ★ Telephone orders by ACCESS or VISA
- ★ Orders taken by telephone
- ★ Blank media
- ★ Budget software
- ★ Peripherals
- ★ Up-to-date information
- ★ Regular mailings

SPECTRUM

A NEW EXCITING OFFER FROM VIDEOVAULT - JOIN OUR CLUB **FREE**

AMSTRAD

COMMODORE

VideoVault LTD

140 High Street West, Glossop,
 Derbyshire SK15 8HQ, England
 Tel: 04274 86555-57761
 Fax: 04274 86555 & 86556 (ext. 3000)

WE NOW HAVE FAX: 01 4274 86556

© COPYRIGHT VIDEOVAULT No. 881022

PLEASE RUSH ME YOUR EXCITING NEW CATALOGUE AS SOON AS IT IS AVAILABLE HOT OFF THE PRESS. I ENCLOSE 3x18p STAMPS TO COVER POSTAGE COSTS

MR/MRS/MISS _____
 ADDRESS _____

POST CODE _____
 CUT OUT THIS COUPON AND POST IT TO:
 VIDEOVAULT LTD, CATALOGUE DEPT, 140 HIGH STREET WEST,
 GLOSSOP, DERBYSHIRE, SK15 8HQ ENGLAND

24 HOUR

COMPUTER REPAIRS

SINCLAIR

QUALITY APPROVED REPAIR CENTRE
HOW TO GET YOUR 48K SPECTRUM REPAIRED FOR ONLY £19.95

SPECIAL OFFER!

COMPUTER
SPARES



CALL NOW FOR
REPAIRS TO YOUR
SPECTRUM PC
WHILE YOU WAIT
SERVICES AND SPARES

COMPLIMENTARY
QUOTATIONS
ON ALL REPAIRS
AND SPARES

COMPLIMENTARY
QUOTATIONS
ON ALL REPAIRS
AND SPARES

SPECIAL OFFER!

...FOR THE 1984-1985 SPECTRUM PC...
...FOR THE 1984-1985 SPECTRUM PC...
...FOR THE 1984-1985 SPECTRUM PC...

SPECIAL OFFER!

...FOR THE 1984-1985 SPECTRUM PC...
...FOR THE 1984-1985 SPECTRUM PC...
...FOR THE 1984-1985 SPECTRUM PC...

WHILE YOU WAIT SERVICE

**WHILE YOU WAIT SERVICE
CALL FOR APPOINTMENT**

**SPECTRUM +
D.I.Y. Upgrade
kit for only
£24.95 + £1.750+p**

OR call to order for info 011 60+1 151
transfer & packing
LIMITED QUANTITY



TEN ★ REPAIR SERVICE

- While you wait Spectrum repairs are available while you wait
- All repairs fully guaranteed and fully comprehensive
- Subsidised for the repair services
- Free call for advice and information
- Specialist computer repair centre
- Specialist computer repair centre
- Specialist computer repair centre
- Specialist computer repair centre
- Specialist computer repair centre
- Specialist computer repair centre

BEST SERVICE - BEST PRICE!

ARE YOU ANOTHER CUSTOMER - fed up waiting weeks for your estimate?

Now you can be the customer that gets the most accurate repair estimate...
...FOR THE 1984-1985 SPECTRUM PC...
...FOR THE 1984-1985 SPECTRUM PC...

FREE

OVERHAUL WITH EVERY REPAIR WE DO -

...FOR THE 1984-1985 SPECTRUM PC...
...FOR THE 1984-1985 SPECTRUM PC...
...FOR THE 1984-1985 SPECTRUM PC...

URGENT NOTICE NOT TO BE MISSED BY ANYONE...
...FOR THE 1984-1985 SPECTRUM PC...
...FOR THE 1984-1985 SPECTRUM PC...

THE VIDEOVAULT COMPUTER COMPANION EDITION NOW HOT OFF THE PRESS

Now bigger catalogue now available containing over 2,500 items including software for all Computers, printers, spare parts, business software, books, electronic items... just send £10...
...FOR THE 1984-1985 SPECTRUM PC...
...FOR THE 1984-1985 SPECTRUM PC...

VideoVault

140 High Street Bury, Cumbria, Lancashire SK15 5HX
Tel: 0474 689537/6

Head Office & Accounts in 5th Floor, 151 Queen St, Manchester M2 7BY

- P.A.C.K. PACKING COMPOSTS (UK ONLY)
- P.A.C.K. PACKING COMPOSTS (UK ONLY)
- P.A.C.K. PACKING COMPOSTS (UK ONLY)
- P.A.C.K. PACKING COMPOSTS (UK ONLY)

6 GREAT FREE GAMES PLUS BONUS KEYBOARD & JOYSTICK
...FOR THE 1984-1985 SPECTRUM PC...
...FOR THE 1984-1985 SPECTRUM PC...

£39.00

PLATOON

Level 3: The Village

This is mapped for you, so make sure you use it. Your objective on this level is to find the compass and two packs of flares. It is important to locate all of these items as you will need them later. Use ammo sparingly as it is in short supply. Search everything in every room and use the rooms for rest when necessary.



Level 4: The Bunker

Again use ammo sparingly — a short burst should be enough to dispose of any attacker. Take out each attacker as speedily as possible. This is important as towards the end they speed up and will kill you if you give them any leeway. Send up a flare as soon as you have killed one VC as this will enable you to locate the next attacker. Turning off the music enables you to hear their gunfire.

Level 5: The Jungle

A short burst of gunfire as you enter each new screen will take out at least one of the enemy. On screens with lots of obstacles, stay at the bottom until no more VC run on. On less crowded screens dash to the top as quickly as you can to make up the time lost on more difficult screens.

The quickest route to follow is as follows: at the junctions go left, then right and at the last one go right again.



Level 6: Barnes

The game pauses slightly at the beginning of this level to give you time to compose yourself for the final and toughest challenge — the fight with the deranged Sergeant Barnes.

Go straight for the grenades when the action resumes. Move from left to right constantly. Barnes always fires straight at your position. You will need five direct grenade hits on Barnes' bunker to complete the game — hop aboard the rescue chopper and see the congratulatory screen come up which informs you you are on your way home.



GET TO GRIPS WITH UNSPEAKABLE POWER



SPEEDKING WITH FREE GAME



£11.99

For use with the Spectrum and Spectrum Plus, Spectrum Plus 2 and 3, Commodore 64 and 128, Amstrad CPC, MSX.

- The only joystick that actually fits your hand.
- Fire button positioned right under your trigger finger.
- Solid steel shaft and robust construction.
- 12 month guarantee.

SPEEDKING WITH AUTOFIRE



£12.99

For use with the Spectrum and Spectrum Plus, Spectrum Plus 2 and 3, Commodore 64, 128 and VIC20, All Atari Computers (via AT) Amiga, MSX.

- Auto-fire to give instant and rapid firepower (Autofire only).
- Micro-switches allow you to hold only fire, but have both sides move of the stick.

SEGA[®] MASTER SYSTEM



£12.99

- The only joystick that actually fits your hand.
- Fire buttons positioned right under your trigger fingers.
- Solid steel shaft and robust construction.
- 12 month guarantee.

NINTENDO[®] ENTERTAINMENT SYSTEM



£12.99

- Auto-fire to give instant and rapid firepower (Autofire only).
- Back and select buttons (Autofire only).
- Micro-switches allow you to hold only fire, but have both sides move of the stick.

Only the Konix Speedking joysticks can give you the power you need to take on the unknown - and win.

Ultra fast responses to every command, unbeatable autofire power and complete control. Right where you need it - in the palm of your hand.

Trade or export enquiries welcome on 049325 5913.

KONIX
COMPUTER PRODUCTS

the fastest reactions in the business

To: Konix Computer Products, Unit 13/14 Parkway Hill Industrial Estate, Twickenham, Surrey TW2 6JZ, U.K.

Please send me _____ Speedkings with Game at £11.99 ea.
_____ Speedkings with Autofire at £12.99 ea.
_____ Sega at £12.99 ea.
_____ Nintendo at £12.99 ea.

Including Postage and Packing:
I enclose Cheque/Postal Order for
(Please pay to: KONIX). Or charge my Access/Visa
No. _____ Signature _____

Name and address _____
Address _____

Please allow 4 days for delivery. Free continental Europe (DHL) £10.00.

M I C R O S E L L

MICROSELLS — It costs only 35 to advertise in Microsell!

If you would like to place and advertisement in this section it must be:

- For the sale of **HARDWARE ONLY**
- No more than 25 words long

Send your ad, together with a cheque/PO for £5 to: C&W (Microsell), Priory Court, 35-37 Farringdon Lane, London EC1R 3AU.

BBC Model B for sale: Cassette recorder, Games, joystick. All for £270 plus. Telephone: 01-807 4964.

COMMODORE 64 + 2 disk recorder, quick shot 8 joystick, Music maker, original software. Worth over £850, sell for £215. Ring Shaun after 6, Southend 0702 79038.

BBC B, Disk drive 80/80, CPU, 32K slowways ram, Mouse, Joysticks, £45 worth of Software, Utilities, C++ Box, Games, Book + Manuals. Worth over £800. Sell for £450. Ring Lester 02092 78922 ext.1.

FOR SALE: Amstrad CPC 484 with green monitor, modulator, joystick, disk drive, built in tape deck. Plenty of software. Worth £900. Any offers? 01-254 2097.

ATARI 1000L, 1050 disk drive, joystick, books, magazines and lots of software. All boxed, quick sale please, only £1500. Telephone: 02882 748244.

ATARI 800XL computer, 1010 Gamecenter, 2 joysticks, over 1300 software, Mags, £880 sell for £275 plus. Tel. David on 01-465 4718 after 6 pm.

IBM 84, C2H Cassette unit, Modem, action replay M&M, BRUCE, GameMaker, Mass Mouse, 2 Joysticks, Software and Mags, 8000000000 condition, £280. Telephone: Don 087385 493.

486 SPECTRUM+, Interface II, Joystick, Y1K 5000 Modem, cassette recorder, Mags, Software libraries, Books, etc. Over 300 games. £335. Telephone: Temple Cloud 62184.

IBM B, Excellent condition, 80 track drive, £200+ software, books, mags, leads, excellent data recorder worth £730. Sell for £210 plus. Sell 01-861 2648.

IBM 128 for sale along with IBM 1870 Disk Drive, C2H Cassette unit, IBM Communications Modem. All boxed, immediate condition. Offers please. Contact 0468 26238.

COMMODORE 64, Tape deck, joystick, over £200 worth of games. All in perfect condition. Will sell for only £170 plus. Telephone 07-482 8331 after 5.30 pm. Lofed.

COMMODORE 64, Disk Drive, 80/8001 printer, joystick, C2H cassette deck, action replay back up cartridge. Over £400 software (classics + new releases). Worth £1,200, sell for £500. Tel. 0252 842588.

SPECTRUM+, Tape recorder, joystick, interface, Printer + Paper, Currah speech software, books, mags, Books £750. Will sell for £135.

IBM, 1541 disk drive, 20 000s of software, any offers or swap for an Amiga? Telephone: 0244 518122 after 6 pm.



C&W ARCADE ACTION

C&W ADVENTURE

TOUGH GAMES FOR A TOUGH

DON'T FORGET TO GET THE LATEST CRL POSTER FROM YOUR FAVOURITE STORE

ADVENTURE ZONE

news

Pretty neatly every early BBC micro owner will have heard of **Philosopher's Quest**. It was the first adventure written for the computer, and headed a series of adventures published by Acornsoft, most of which were written by Peter Kilworth.

Unlike most successful adventures, these were never converted to other formats. But now, Topologika announce the release of **Philosopher's Quest**, and an extended **Countdown to Doom**, both by Peter Kilworth, plus **Achates**, and **Kingdom Of Isis**. On disc only, versions available are: Amstrad CPC (£19.95), Amstrad PCW £14.95, IBM PC £17.95. The BBC version is available on disc (£22.95) or £9.95.

Return To Doom, a follow up to **Countdown** written by Peter Kilworth, is planned for release early in 1988.

Another format from the same stable as Adventure Probe, is **Soothsayer**. Edited by Sandra Sharkey, and costing £1 per issue (UK), with rules for Europe (and the rest of the world), it concentrates on complete solutions, often including maps. Most solutions consist of a straightforward list of commands.

By way of example of the contents, issue No. 2 included solutions to **Sageby Part 3**, **Castle Trade**, **Star Wars**, Level 71, **Classical Adventure**, **Dragon's Hoath**, **Karysis**, **The Lost Crystal**, **The Mural**, **Rigel's Revenge**, **Top Secret**, **Jack 2** and **Volynia 17**.

Island's Dale 4 has recently been released by Electronic Arts for the Atari ST at £24.95. Parts of this game

will be pleased to hear that updates are on the way... watch C+VG for exclusive details and competition!

The first adventure from Fergus McNeill's **Abstract Concepts**, **Mindflights**, is due to be released by Activision during March. Based on a novel by Anna Popescu, the game will feature the new **Abstract Concepts/Delta 4** adventure system, with heavy emphasis on character interplay.

Do you like the new infotainment games **Bender Zone** and **Beyond Jack**? I play **Beyond Jack** on an Atari ST — it's fantastic! I found two bugs: when you go in the cellar, CLOSE the door and go up, you get the closed door "thrown in your face". Stephen England.

West Germany: Keith's reply: Thanks for the advance warning! Neither of the '83 adventures are out on any format in the UK at the time of writing. Despite assurances from Infocom that releases would be simultaneous worldwide.

helpline

What do you look for in an adventure review? **Christopher**

Watts of **Sonsham Wood** thinks there should be more screen shots, even if they show text only. For example, say I Christopher, for a game like **Guild of Thieves**, a text shot would be more important in the long run in helping to decide whether to buy the game. Any comments? And in that game, who can help me see in the dark after he has passed over the hot coals?

Paul Richardson has been reading the **C+VG** adventure column since

the very first issue. Anyone who has stayed with it that long surely deserves an answer to his problems. Who can tell Paul how to open the sliding door in the reception area in **The Big Scares**, and who knows how to answer the **Rigelian** questions in **Rigel's Revenge**?

Volynia 17 seems to be making a comeback! After months of silence, suddenly two mentions in this month's mail to help you with the endgame. Look in the clues section.

Paul Hardy wrote to say he had become a 'Clever Confuser' in **Zoop World**. The way though is enough to blow the mind, is it not? The rest of Paul's letter was full of venom! He cannot get past **Naag**, hasn't found a use for the berries, and is having trouble with the snakes. Does the river have to be crossed, and how? Where is the door? What use is the thing? What should one do in **Ision's** room? How are the stone workers passed? Other than that, Paul's doing fine!

Who other than **Richard Hands** of **Unfield**, has heard of **Moggy's Great Adventure Pack**? Or **Four Gates To Freedom** by **Proxima**? Not me! I'm afraid.

These are adventures for the '80s (there are still some around???) and Richard is trying to sign on gasoline in the first, and to complete the second.

Who can help **Andrew Baranowski** get past the **Doornest** in **Dodgy Gooey**?

And finally a hint from **Anita Sincro**. "You don't need to play **Jester** to enter the beer mat competition," she explains. "You do need to have proof of purchase, but there's no hidden clues in the game, so don't waste time, get your entries in now. You stand a chance to win all **Magnetic Sorcery** games for the Youngfellas be on to

a good woman's name?"

Each month I award one year's free subscription to the **Adventure Club Ltd**, worth £12, to the most deserving **Helpline** correspondent. This month's award goes to **Gregory Nairn**, of **Peradown**, **Northen**, **Ireland**.

Gregory has been writing regularly for over two years now, so regularly that I have learned to read his writing! (Just joking, Greg! Your thought of getting a printer...!) Gregory is a dedicated adventure player, who has solved many games, ranging from humble cassette adventures to mega-adventures on disc. And he has sent many solutions in, to help other readers.

You too could win a subscription! But even if you don't, you'll certainly get a reply, if you write to it! If you are having any difficulties with an adventure, can help someone else with their stuck, then write to me, **Keith Campbell**, of **Adventure Helpline**, **Computer + Video Games**, **Priny Court**, **3033 Farnborough Lane**, **London EC16 3AU**.

Wanted: 1000 copies of **Dragon's Hoath** for sale. Contact: **Proxima**, **London EC16 3AU**.

ROBERT GREEN has a copy of **Dragon's Hoath** for sale. Contact: **Proxima**, **London EC16 3AU**.

ROBERT GREEN has a copy of **Dragon's Hoath** for sale. Contact: **Proxima**, **London EC16 3AU**.

ROBERT GREEN has a copy of **Dragon's Hoath** for sale. Contact: **Proxima**, **London EC16 3AU**.

ROBERT GREEN has a copy of **Dragon's Hoath** for sale. Contact: **Proxima**, **London EC16 3AU**.

ROBERT GREEN has a copy of **Dragon's Hoath** for sale. Contact: **Proxima**, **London EC16 3AU**.

ROBERT GREEN has a copy of **Dragon's Hoath** for sale. Contact: **Proxima**, **London EC16 3AU**.

ROBERT GREEN has a copy of **Dragon's Hoath** for sale. Contact: **Proxima**, **London EC16 3AU**.

CLASSIFIED ADVERTISEMENTS

COMPUTER SOFTWARE EXCHANGE
 We are now seeking for all types of software for sale. We accept all types of software, including educational, business, and entertainment software. We are now seeking for all types of software for sale. We accept all types of software, including educational, business, and entertainment software. We are now seeking for all types of software for sale. We accept all types of software, including educational, business, and entertainment software.

MAKE MONEY WITH YOUR MICRO
 MAKE MONEY WITH YOUR MICRO
 WHY NOT TRY THE HOME BUSINESS PLAN?
 FOR DETAILS CALL TO
 NEW YORK TEL: 800 888 8888
 MICROTEL, NEWTON, MASS. 02459

DISCOUNT SOFTWARE
 We are now seeking for all types of software for sale. We accept all types of software, including educational, business, and entertainment software. We are now seeking for all types of software for sale. We accept all types of software, including educational, business, and entertainment software. We are now seeking for all types of software for sale. We accept all types of software, including educational, business, and entertainment software.

DATA FROM DISK
 We are now seeking for all types of software for sale. We accept all types of software, including educational, business, and entertainment software. We are now seeking for all types of software for sale. We accept all types of software, including educational, business, and entertainment software. We are now seeking for all types of software for sale. We accept all types of software, including educational, business, and entertainment software.

ATARI 400/800/800XL/ST AMIGA SOFTWARE
 We have a large selection of disks, tapes, and cartridges. We are now seeking for all types of software for sale. We accept all types of software, including educational, business, and entertainment software. We are now seeking for all types of software for sale. We accept all types of software, including educational, business, and entertainment software.

IF YOU WISH TO ADVERTISE IN OUR CLASSIFIED SECTION
 THE COST IS \$15.00 + P.A.T.
 PER SINGLE COLUMN CONTINUOUS
 FOR FURTHER DETAILS CALL
LORA RAK
 01-251 8222
 Ext. 2478

COMPUTER GAMES 1988
 Our latest compilation is now available!
 • LATEST DISK AND SOFTWARE
 • COMPROMISED PRICE GUARANTEE
 • SPECIAL BONUS
 • OVER 50 POPULAR COMPANIES
 • SPECIAL 1 DAY FREE
 • FREE DELIVERY TO ANYWHERE IN THE USA BY MAIL
 Order your copy now!
 Save a considerable amount on the software that you want!
 1200 Montgomery Avenue, Suite 100
 San Jose, CA 95128
 A Computer Software World Co. Product

SPECTRUM SOFTWARE LIBRARY
 OVER 100 TITLES
 ALL INFORMATION FREE
 Free Trial from 99p for 30 Days!
 Titles include many popular titles such as
 Spectrovision, Software Library,
 Information 2 x 100, 200, 300, 400, 500, 600, 700, 800, 900, 1000

UK SOFTWARE EXCHANGE
 We are now seeking for all types of software for sale. We accept all types of software, including educational, business, and entertainment software. We are now seeking for all types of software for sale. We accept all types of software, including educational, business, and entertainment software. We are now seeking for all types of software for sale. We accept all types of software, including educational, business, and entertainment software.



MAIL-SOFT



***** SIMPLY THE CHEAPEST MAIL ORDER COMPANY *****

101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120
121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140
141	142	143	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160
161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179	180
181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200
201	202	203	204	205	206	207	208	209	210	211	212	213	214	215	216	217	218	219	220
221	222	223	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239	240
241	242	243	244	245	246	247	248	249	250	251	252	253	254	255	256	257	258	259	260
261	262	263	264	265	266	267	268	269	270	271	272	273	274	275	276	277	278	279	280
281	282	283	284	285	286	287	288	289	290	291	292	293	294	295	296	297	298	299	300

MAIL-SOFT is a service which provides a complete and up-to-date listing of all software titles available for sale by mail order. The listing includes the title, author, price, and a brief description of the software. The listing is updated regularly to reflect the latest software titles available for sale by mail order. The listing is available to all members of the service for a fee. The service is available to all members of the service for a fee.

ADVENTURE

reviews

Many home-grown mail-order-only adventures have dropped through our letter box since the *Quest*, the *Graphic Adventure Creator* and the *Professional Adventure Writer* were released.

This month Keith Campbell takes a look at three such adventures, and finds out about the people behind the games.

BENEATH FOLLY

AUTHOR PROFILE
The Faringdon
Flood

Born of an insatiable desire to complete the *Sword of Clamorous Castle*, *The Folly Flood* rose from his study cave in the village of Faringdon in Cheshire, to play the C-19 Adventure mailing with insight and initiative during 1985, when he discovered his first kitchen cabinet.

Contrary to popular belief, *The Folly* still remains anonymous even to us here at C-19. He doesn't tolerate adventure books gladly, he says, because, as readers of his regular ego-trip columns will know, but do they realise that the cheque for the series of chapters has to be made payable to 'The Folly' - and not 'Keith'?

■ **SUPPLIER:** THE FOLLY
■ **ADDRESS:** 505 NEW
CONVENTON LN
■ **PRICE:** £3.75 (H&S, ORDER)
■ **AVAILABLE FROM:** THE
FARINGDON, 154 ROAD,
LANSINGDALE, CHESHIRE
■ **REVIEWER:** KEITH

The Folly stands also Folly Hill in the village of Faringdon in Cheshire. The rock beneath, legend has it, is riddled with caves, and therein dwells - *The Folly*.

Many an adventure author and writer lives in fear of the self-styled *Greaser* and *Public House*, bane of the local populace, and bene-voice of C-19. Based simply beneath the Folly, in his time off from his demanding occupation of maintaining and groping, *The Folly* has been painstakingly working on his Master Plan - the enslavement of all adventure players in the land.

Beneath Folly is the result, an adventure game so awesome in its concept as to make the faint-hearted quake as it reads. Here you will find not a feeble quest, but Follyish problems to elaborate, as to verify the strangest of minds.

Finding yourself standing in a poemgram in a cave of solid rock, your objective is to subvert and escape *The Folly*. An obvious door in the east wall proves nothing more than the simplest of traps. The poemgram itself may well destroy you should you try to step outside of it.

There is a way out, of course, and to help you find it, a full text-down comes with the game. He asks the first I had a copy, too! What sort of solution would you expect from a Folly? Even with its help, it took me three or four hours before I was out of that cave, only to find myself facing a semi-wide crack that seemed to bar any further progress.

And at every attempt to cross it I was greeted with a barrage of Follyish abuse. "Imbecile!" "Idiot!"

To get anywhere, it is essential to *COMBINE* everything possible, and, above all, to read what you see very carefully. It is all too easy to think you understand



what is written on the screen, without truly understanding it.

This is a graphic adventure written using *The GAC*. The graphics are simple, but only the single model would ignore them or dismiss them.

Presented in a flexible plastic cassette case, the tape pictures the amazing silhouette of *The Folly*, the tower of the Folly standing out behind him against a moonlit sky. On the reverse side of the tape, names *Folly* stand.

DOH! play it through your computer cassette player, or you will be disappointed! Put it on a proper stereo system with a bit of *rough* in it, turn

THE CASE OF THE MIXED UP SHYMN

AUTHOR PROFILE
Sandra Sharkey

The *Mix-Up* is the game which got Sandra Sharkey hooked on adventures. But since those days, Sandra has launched a monthly *Adventure* magazine, *Adventure Probe*, and kept it going for nearly two years.

Adventure Probe came about through Sandra's dissatisfaction with other features of the time, which concentrated the too-much-for-her filing, on solutions, and not enough on reviews and articles of a more general nature.

Probe, which costs £1 per

issue, currently has about 300 subscribers, gleaned mainly through mentions in adventure columns in a number of national monthlies.

■ **SUPPLIER:** SHARKEY
■ **ADDRESS:** 405/410-5TH
FL - COLUMBIA ST - NY 10014
■ **PRICE:** £1.00 (ISSUE)
■ **AVAILABLE FROM:** ADVENTURE
PROBE, 78 W 100 STREET,
NEW YORK, NY 10014
■ **REVIEWER:** KEITH

What exactly a *Shymn* is, I'm not sure. According to my dictionary it is cited as 'an unrecognisable combination of a *Wynock* and a *Shiner*'. So you'll get no clue as to what the

game is all about from the title.

A quick look at the intro informs you that you play the part of *Shirley Costello*, Sherlock Holmes' private secretary. *Sherlock* is away on a case, when you get a telephone call. There have been hints by nursery school children on the line of *Hunter*, because all the *shymns* are wrong. They must be put right by being passed back to the schools.

Forget the *Sherlock* background! Why do so many adventure publishers go for such great lengths to build an impressive background that has nothing to do with the real plot? And to do it from me that

the game is based on nursery rhymes.

In *Shymn* you will meet such characters as *Lucy Locket*, *Kitty Fisher*, *Tom Tom*, and *Mary*

Mary. To score points you have to make the nursery rhymes come true. For example, you'll come a cropper *Hunter*. Dumping him on a well, *Shirley* how he can fall off and bounce back again in one piece.

Personally, the plot is not the cup of tea, but if you



RONNIE GOES TO HOLLYWOOD

AUTHOR PROFILE

Michael White

Michael White got hooked on adventures when he bought a copy of Holton's last, contained in mail-order years ago from Derek Amador's software company. But what got him into writing adventures was what he still regards as his favorite adventure—Lavelle's Adventure Quest.

Some four years ago Michael formed 8th Day Software, now with some 11 titles behind it. 8th Day first became known to the adventuring public with some of the very first Gilded Adventures, in a series called *Game Without Frontiers*.

All 8th Day adventures are sold by mail-order from his home. His road record before *Ronnie Goes to Hollywood* was *HERO*, with which he was billed as "go-commercial" and mailed the game through distributor. "It was the scotchman in me, I suppose," said Michael.

- ▶ **SUPPLIED WITH DAY SOFTWARE**
- ▶ **SUPPLIED WITH DAY SOFTWARE**
- ▶ **SUPPLIED WITH DAY SOFTWARE**
- ▶ **AVAILABLE FROM 8TH DAY SOFTWARE, 213-346-1111, GARDEN, MINN. 55128-1001, 44 PM**
- ▶ **REVIEWS: none**

"You are lying in bed under this covers in the master bedroom of the White House. The blankets are decorated with five motifs showing birds and airplanes . . ."

Getting up, Ronnie notices that there is a paper mine attached to his bed—better get out of here in a hurry but where are his trousers?

Dressing has its hazards, since the trousers turn out to be down the corridor in Nancy's powder room—a naked security guard in a wardrobe pants there over. Stopping briefly to bath (not



get rid of the rotten egg thrown when he ventured onto the balcony.) Ronnie retrieves his toy submarine, pulls on your jumpy trousers (which are in very poor shape) and heads downstairs for the press conference in the foyer.

Upset by the explosion updates that blows the top floor of the White House away, he reads his speech, and leaves to get on with the job of running the USA. What's your next move, Ron?

Ronnie Goes to Hollywood is an adventure in which you, as Ronnie, act very much along the lines of your spinning image. The opening sequence

is a little confusing to play, since only when Ronnie is fully dressed will Nancy present you with the speech. This involves having to bath after you have been out onto the balcony with your trousers.

This is a graphics adventure, although there are only relatively few pictures. In addition to the pictures, a novel presentation system is used to operate the White House computer terminal.

Overall, here is a highly amusing adventure, well worth the £3.99 mail order asking price.

- ▶ **VOCABULARY** 7
- ▶ **ADVENTURE** 8
- ▶ **PERSONAL** 8
- ▶ **VALUE** 8



RENEATH FOLLY



the volume up, and I think I'll write you try to control the most feared resident of Langdon—Beneath the Folly!

- ▶ **VOCABULARY** 8 (Excellent)
- ▶ **ADVENTURE** 7 (Excellent)
- ▶ **PERSONAL** 8 (Excellent)
- ▶ **VALUE** 8 (Cheaper than most)

like the idea, then you should enjoy the game, for it's completely written, and performs well.

- ▶ **VOCABULARY** 7
- ▶ **ADVENTURE** 8
- ▶ **PERSONAL** 8
- ▶ **VALUE** 8



Illustration by [unreadable], cover art by [unreadable].

TOP TEN GRAFFITI COMPETITION



Here's what you've all been waiting months for — the three finalists of our C+VG Top Ten graffiti competition.

First up was Nick Adams of Plymouth (who's been taking his marks in anticipation for the last three months). The second finalist to win his way through is Chris Green of Kent with his graffiti wall — all 7'10" feet of it. Anyone living in the Buxleyheath area has probably noticed this one already. The third and last finalist is Stephen Bain of Cheshire on 12m — pretty impressive entry this one, and hand delivered to the office.

So, what happens next? Well, Martin Maynard of Top Ten Software has the unenviable task of choosing the overall winner — who wins a trip to New York!

Watch out for next month's C+VG when we will bring you his decision.

▼ Chris Green



▼ Nick Adams



▼ Stephen Bain



INTER GALACTIC HAVOC & METEORIC MAD HOUSE! IT'S SPACE AGE.....

BEDLAM



CD-ROM 6801024

£29.99 Cassette

£11.99 Disk

PICTURE M 028

£8.99 VHS 4106

Compat 80c

INSTANT

£8.99 Cassette

£11.99 Disk

PC £19.99



Will you pilot the 312 Fighter-Interceptor and control an air raid space fighter in the planets of the galaxy or the many more will you be ordered to a mission, gathering work for the universe than intergalactic space trading alien. Only the greatest pilots of the 312th Interceptor's pilot academy will rise that and the space for intergalactic adventures to ensure that only the elite survive.

It's space-age thrills... It's intergalactic battles... It's Bedlam!

RECOMMENDED SOFTWARE TITLES

©1991 Acorn Holdings Ltd. Unit 7, 7, Northway, Northampton NN1 6BT. Tel: 045 555 2000

THE GOLDEN

**GOLDEN
JOYSTICK
AWARDS**

JOYSTICK

Time is running out for you to cast your vote for the 1987 Computer & Video Games Golden Joystick Awards.

The awards are now in their fifth year now — and are beyond question the best established and most widely respected computer awards in the world. There simply is nothing that comes near in America, or the rest of Europe.

What makes Joysticks special is that you — the



Chris Tarrant, C&V's readers and games buying publicists for

them. There is no reviewers influence — no arbitrary panel of judges — it's just the games you vote for and nothing else that will decide the winners.

This year the awards will be presented at the Kensington Roof Gardens in London. Celebrity presenter will be Chris Tarrant — former *Top Gear* host, general leery, and now presenter of Capital Radio's weekly morning radio show.

Everyone who is anyone in the games business will be at the awards. And so might you. One lucky voter and a friend will be

invited to the awards presentation. You will meet the C&V team, have your photograph taken with Chris Tarrant, enjoy the day up next to the awards, and we will also cover all your expenses for travelling to Joysticks. It is a day out of a lifetime.

There are also 70 runner-up prizes of go-review software. So Don't Delay, Vote Today.

C&V's Golden Joystick Awards is celebrating its fifth anniversary. For those of you still playing with *Herbert*, here is a complete history of the games business top awards ceremonies.

THE CATEGORIES

Software House of the Year.....

Runner-up.....

Game of the Year.....

Runner-up.....

Adventure of the Year.....

Runner-up.....

Action Game of the Year.....

Runner-up.....

Strategy Game of the Year.....

Runner-up.....

Best Original Game.....

Runner-up.....

Programmer of the Year.....

Runner-up.....

Name..... Age.....

Address.....

.....

.....

Computer Owned.....

The Computer + Video Games Golden Joystick Awards celebrate their Fifth Anniversary this year. Eugene Lacey looks back at five years of awards and offers you a chance to attend the event of the year in the computer gaming calendar.

AWARDS '87

1982: The awards were presented by Dave Lee Travis at Montrose Club in London's Berkeley Square. Software House of the Year — **Ultimate**

Game of the Year — **Jet Pac** by Ultimate. Best Arcade Style Game — **Manic Miner** by Log

Soft. Best Strategy Game — **The Hobbit** — Melbourne House. Best Original Game — **Shogun** — Imagine.

1983 awarded the beginning of the 16-bit era. The Lakes' very own Mr Holland was in on congratulating the winners for the next three years.

Software House of the Year was, once again **Ultimate**. Game of the Year was another double for Ultimate with —

Knightmare, Best Original Game — **Elite** — by Avastak. Best Adventure Game —

Cybermage Castle by Adventure International. Best Arcade Style Game — **Daley Thompson's Doublet** — by

Ocean. Best Strategy Game — **Sands of Midnight** — by Beyond.

1984 saw Arcadia take on a critical review as software buyers and programmers

boasted the Elizabethan for a moment on the Thames. Game of the Year — **Way of the Exploding Fist** — by

Melbourne House. Software House of the Year — **Melbourne House**.

1985 saw the dawn of the 32-bit era. Game of the Year — **Elite** — by Avastak.



Left: Steve and Gail PLS gold

5th Birthday



Games back by joystick in...



All smiles as Melbourne's Exploding Fist stars up in '85



Elite On Gold in '87

Computer People, Best Adventure Game, **Red Moon** by Level 9. Best Strategy Game —

Theatre Europe by M5. Best Arcade Style Game —

Commando by Elite. Programmer of the Year **Steve**

Crew.

1987 saw Joysticks return to dry land with the award switching to Colwyn Hall at the Duke of Yorks Sports, London. US

Gold picked up Game of the Year for **Outcast**, Software House of the Year — **Elite**.

Programmer of the Year — **Andrew Brodybrook**.

Adventure of the Year **The Pyrex** by Fairbird/Imagine.

Software House of the Year **Westman** by U.S. Gold.

Arcade Game of the Year **Wizards** by Heman. Best Original Game **Centinal** by

Firebird. Best Soundtrack **Sanctus** by Rob Hubbard for Thomson.

DON'T MISS!



5

ALL-ACTION COMPUTER HITS *LIVE AMMO*

RAMBO

RAMBO: FIRST BLOOD PART 2 is a fast-paced, action-packed sequel to the first game. You'll be playing as the iconic character Rambo, who is on a mission to rescue a group of hostages. The game features a variety of weapons and a challenging level design.

GREEN BERET

GREEN BERET is a classic first-person shooter. You'll be playing as a Green Beret, who is on a mission to rescue a group of hostages. The game features a variety of weapons and a challenging level design.

TOP GUN

TOP GUN is a classic first-person shooter. You'll be playing as a pilot, who is on a mission to rescue a group of hostages. The game features a variety of weapons and a challenging level design.

TOP GUN

TOP GUN is a classic first-person shooter. You'll be playing as a pilot, who is on a mission to rescue a group of hostages. The game features a variety of weapons and a challenging level design.

THE GREAT ESCAPE

THE GREAT ESCAPE is a classic first-person shooter. You'll be playing as a pilot, who is on a mission to rescue a group of hostages. The game features a variety of weapons and a challenging level design.

LIVE AMMO



AMSTRAD
COMMODORE
SPECTRUM
9.95
CASSETTE

AMSTRAD
COMMODORE
SPECTRUM
14.95
DISK



5 ALL-ACTION COMPUTER HITS

MICRO PROSE

SIMULATION • SOFTWARE



**THE ACTION IS SIMULATED
THE EXCITEMENT IS REAL!**

MicroProse Ltd, 2 Market Place, Tetbury, Gloucestershire GL8 5DA, UK, Tel: (0666) 54326, Tlx: 43422 MP3/UNG.

MEAN MACHINES

The Games Console are finally getting the software they deserve!

This month Tony Taboashi takes a look on the hot new releases on the Sega and Nintendo and brings you an exclusive review of the incredible coin-up conversion of *Asterix*.

● COMMANDO

As I promised you last month, here is a review of *Commando* on the Nintendo system. The game packaging says it is a 1 megabyte cartridge, well I have played it all the way through (a little over seven hours on and off) and I am certain it is not a megabyte, it should read one megabit (128K) as the graphics and sound are good BUT they are not THAT GOOD.

Commando closely follows its arcade ancestor with similar screens, play and sound rendering action. There are 18 sections to complete, split into four sections (with four messages to be read) each with four sub-sections. There is a two-player option and a continue to let you carry on play where you were killed. It has a full screen mode that demonstrates the play and a test file screen.

Your character, Super Joe, has two basic weapons — a rifle (button A) and a limited supply of grenades (button B) but you can pick up extra grenades along the way. The game starts with you being blown into enemy territory by a helicopter (this is a real bugger and takes up about a third of the screen) you leap out and the battle commences. You have to run up a vertically scrolling screen shooting and bombing just about everything

in sight. The enemy soldiers attack from all sides, they filter in from the sides, they can be hiding in trenches, be lodged in gun towers high above you, come streaming out of barracks, zoom in on motorbikes or tanks.

There are bullets flying all over the place and you HAVE TO keep moving to stay alive (any kind of game...), bullets disappear after travelling a set range, so no trailing bullets to follow you all the way up the screen.

The terrain is pretty much the same with simple colour changes as you progress through the levels. There are trees, rivers, bridges — these can be real dodgy to negotiate, so do not be nervous — and obstacles to name a few. Hostages give extra points and can be found either above or below ground. To get below you have to lob a few grenades around to expose ladders you have to climb down, once down there are all sorts of goodies and trapping to be picked up, but watch out for sentries and a deadly snake.

If you are feeling brave you can earn Colonel's Stripes for killing an enemy Colonel (an underground bunker or Lieutenant Stripes for doing the same to a Lieutenant).

This is a very fast game and not for those with a delicate disposition.

● Capcom's *Commando* makes a successful move to the Nintendo.



REVIEWS

● TRANSBOT

Transbot is a version of the classic *Defender* by Williams. You play on a left to right scrolling background and have to shoot along which attack in various inertial patterns. The scenario has you battling through a city to finally reach an underground fortress where THE BIG BOSS happens and you get to fight it out with *Aggravax*.

There are two gauges that need to be watched, a power gauge which decreases every time you are hit by an alien (you lose a life if it falls zero) and an arm gauge which counts down every time you fire. You can only power ship from a choice of six weapons by first shooting an area icon that translates in every 30 frames on the bottom of the screen. If you fire outside the goal as it leaves you can choose a weapon from the display. The six weapons are: Normal Beam (2-way fire), Cannon (5-way Beam) and Two-way fire.

Graphics are very sharp and there are some fairly heavy attack patterns hidden away in the higher levels.

● GRAPHICS	3
● SOUND	3
● PLAYABILITY	3
● OVERALL	3



● WORLD GRAND PRIX

Along with *Hang On*, this is the business when it comes to racing games. There is plenty of challenge with 13 courses to choose from, three difficulty levels and an edit mode that allows you to design your own tracks.

Presentation is similar to *Pole Position* with changes that include road signs and other drivers. Super-detail on the cars and backgrounds makes it a joy to watch.

● GRAPHICS	4
● SOUND	4
● PLAYABILITY	4
● OVERALL	4

HANG ON

The other motorcycle offering this month is the often-overlooked classic Hang On. This is absolute dynamite. As a consequence it is silky smooth and very polished.

You have three gears and switch between them by using the up-and-down arrows that pad — this can be frustratingly tricky to start with as you can change gear while taking bends unintentionally. There are five stages to cover: circuit, obstacle, mountain valley, city night and circuit again. Each stage is four kilometres long and has to be completed in the time specified.

If you hit any road signs or

Hang On



► **Features**

means, you lose a life. Any spare time is carried forward to the next stage and you score for laps completed.

This is a must for anybody into racing games. Check it out

- GRAPHICS
- SOUND
- PLAYABILITY
- OVERALL

Enduro Racer



ENDURO RACER

Enduro Racer is a conversion of the arcade game in the true sense of the word. It is not a fix on the table view, instead Sega has opted for a diagonally viewing isometric type approach. Initially I was disappointed after seeing the conversion of Enduro Racer. I figured they would at least come closer in play and presentation.

Enduro Racer is a ten stage game with five bonus stages. Country tracks (rural 'red forest' mountain and mountain roads), which are repeated with a shorter time again to make up the ten — 80 sec first time round with 50 sec on tracks 6-10.

You can enhance your bike by passing a money coin and bikes as you can along the course, these are topped up at the end of each stage and you are played in the time up screen. Here you can choose from accelerator, handling, tires, engine, suspension and items which decreases your damage rating.

The play is fast and challenging and the only real problem, and it is a bigger, is that your ability to turn left and right is very sluggish. There is the ability to pull up better handling off the time up screen.

- GRAPHICS
- SOUND
- PLAYABILITY
- OVERALL

NEWS TIPS

► **Afterburner is due out for the Sega and even learners are set to be broken as it should feature a four MEGABIT CARTRIDGE (that is 500,000 bytes to you!). Graphically it should be pretty amazing, (see the preview pic of the Sega cart below).**

► **Maniac Zone 2 is a two megabit version for the Sega and should be heading in your direction next month. Other Sega games include King Fu, Zillion 2, SDI and Rescue Mission, these are scheduled for release in early 1988.**



SDI

► **You have played the arcade game, bought the Sega cartridge, listened to the album, tape or compact disc, tinkered with the plastic toy AND NOW! you can watch THE VIDEO! Yes folks you can now buy videos of your favourite arcade games, the first titles covered are After Burner, Hang On, Super Hang On and Enduro Racer (see pic).**

► **Next month I'll be reviewing Zaxxon 3-D as due for release quite soon and I have seen a prototype version. You had better start polishing those 3-D glasses as the game rates as the best 3-D game to date.**

I have also got finished Fantasy Zone 2 (two megabit) and King Fu Kid (one megabit) early, reviews to follow soon.

The other prototype carts to arrive in the UK are Zillion 2, SDI, Combat and Rescue and Alien Syndrome.

SDI Zones



My mind you lot are keeping me busy!

My position is about to go on strike because of the amount of mail you are sending me (keep sending it, I never really read from anyone!) there seems to be a heavy loss at the moment to Sega, and despite little coverage in recent months it will change! I have had a few problems getting carts for it but that has been sorted.

The most popular cart of the moment seems to be Gutsy II (it is HOT), the top score of over 45 million is going to take some beating.

Mike Donnelly is confused as to which system to get for, sorry Mike it really is a case of horses for courses, there is no clear preference especially as the new Nintendo stuff is about to start entering the UK.

Special thanks must go to Robin for sending me some JUCY tips, not forgetting the Wonderful World of Glenn Block and MY King Fu Master George Wick.

If you should be having problems finding Sega carts then pay your local 'bloody' Smiths/Messers 'Ips M' and Maggie stores a visit.

OK! now for the tip and there are some real beauts this month.

► **SPACE HARRIER — there is a secret screen hidden in the second part of the game (see the manual for entry) first select the US 3-4-3-7-4-8-1 and this puts you in the secret screen.**

You can also get unlimited lives on Space Harrier by pressing ~~XXXXXXXXXX~~ on the game-over screen.

► **GLADIATOR — to access the second test arena, pause four times and press player 1 on the second player pad while the title screen comes up (on pause up). You can select speed through pad 1. To get wide beam on game start press the pause to stop 14 times and then press #1 on the control pad for the title screen.**

► **CHOPFUTIS — On the title screen press up/down/left/right and press #1 on the control pad, repeat the process for the next screen.**

MEAN MACHINES

Something wonderful is happening in computer games. The home versions are appearing. Suddenly everyone is talking about Sega and Nintendo and it is not surprising with such top notch games as *Afterburner* appearing . . .

This is it

This is the big one.

Sega's *Afterburner* is here for the Sega Master System and it is driving me MAD!

Do not, I repeat, do not reveal the following review or your life will not be worth living if your local shop/has sold out of this game. *Afterburner* is absolutely brilliant. Sega has caught the essence, THE *JET SET* GUY!, of the arcade version in a magnificent cartridge.

Afterburner, as you probably know, is the latest mind-blowing arcade flight simulator to emerge from those Japanese arcade masters Sega. You have to take your enemy fighter through 18 battle zones and land on an aircraft carrier on completion of the mission.

The prototype cartridge I reviewed has a full screen with the legs in big lettering shifting all the screens to show a complete view of a fighter in mid air and a technician giving the OK for launch. You are then treated to a full scene of level one.

On pressing the fire button, the launch sequence is shown.

The game plays your fighter on the deck of an aircraft carrier then it slowly accelerates upwards into the sky as a voice commands you to "Get Ready", as the ship rolls away under you.

The screen changes to a new scenario and you are shown the stage number (1-18), lives left and score. Control is fairly simple with up/down/left/right and diagonals. The key to good *Afterburner* is knowing when to pull up to avoid missiles, and how to use the 180 degree roll.

You have two weapons to take out enemy - machine gun and missiles. Machine gun is unlimited in supply but missiles are limited and you can top up your supply of various points throughout the game. To fire the machine gun, you simply press button fire, missiles have to lock-on to a target in their display zone on screen before launch can occur - timing is vital.

To complete a level you have to survive a set time period and making it does not necessarily see the enemy fighters which stream in from all around the screen.

You can look these games in your eyes and blow 'em away with some really cool moves BUT it does take time to master the key moves.

There are different fighters and patterns of attack, some come at you launching bombing

missiles which are hard to shake off, others come in from the left and right. There is also a fighter which almost surrounds at you while firing and quickly flying up off the top of the screen.

You lose one of your three

AFTERB



■ A right fighter is in your sights - and *Afterburner* lets you have it.



■ Diving, soaring, *Afterburner* - it takes your breath away.



■ Your fighter takes off from the good ship Sega.

GINES SPECIAL

lose if you're hit by a fighter or its missile. The destruction scene for death by missile is impressive. It's an exact copy of the arcade scene where you plummet down toward the ground with a plane of smoke piling out behind before hitting

the ground with an explosion. The terrain before you morphs between sea, forest, arctic tundra and desert.

You can make your fighter do a 360 degree roll with the whole screen rolling around you—it is a mind-blowing

horizon tilt. It is like parking up your brain and rolling it thru 360 degrees.

I did find a rather large hole in the plot as you could play through level one to level three simply by holding the joystick in any of the four directions and missiles and fighters simply missed you. I assume this will not be possible in the finished version.

If you survive the first three scores you get to refuel your fighter and load up with more missiles. This can be a tricky maneuver as you have to position the fuel cockle from a tanker plane into your missile sight and then trigger it. You also get a hit count and points summary every three stages, so the more fighters you take out the higher your points tally.

At the end of stage six you get to battle a huge look-alike bomber which takes missiles or your plane. You have to dodge and remove energy while trying to take it out. If you succeed, you are given a leveling sequence where a tanker refuels the fighter and you again roll back into the sky again.

It is very fast to play and more, of that, comes a little confusing because of its speed. The graphics are generally sharp and smooth although I must say I was surprised with the general standard as it is a

500,000 byte cartridge and I did expect a lot more of the graphics.

The trouble with producing home versions of such graphically stunning arcade games is that it's almost impossible to reproduce on most copy of the arcade machine. In many respects comparisons are worthless.

Nevertheless Sega has done an excellent job on *Afterburner*, it is the first in a new generation of arcade games.

Afterburner couldn't have hit at a better time for Sega. With Nintendo blowing their company trumpet about having shaked millions more systems than Sega—the quick conversion of what is definitely the coin-op of the moment is bound to give Sega a boost.

Nintendo are so boastful about their dimensions right now that they staged a much loving march of a Irish press. So in the States recently.... Kid Nintendo versus the Sega City. No prizes for guessing who won—but our guess is that *Afterburner* represents a fair old punch back by Sega. Don't miss it!

- GRAPHICS 4
- SOUND 4
- PLAYABILITY 4
- OVERALL 4

TONY TACKLENS

BURNER



■ Afterburner—one cartridge to give Sega a much needed boost.



■ Missile force—in Takahashi's 'best photos shoot'



SSI STANDS OUT FROM THE CROWD

For the player who's tried everything but demands something more - action, excitement, strategy and mind-blowing situations - there's a brand of computer entertainment that stands out from the rest.

Why? Because the brand and the full-featured, role-playing fantasy and all-action simulation provide a unique inspiration and challenge?

Why accept second best when SSI offers quality and entertainment unrivaled in its field?

SSI



THE WRATH OF MIKAGOSAURUS
 Mikagosaurus, the King of the Beasts! "The Wrath of Mikagosaurus" is a fast-paced, action-packed simulation that puts you back in the saddle and on the hunt for Mikagosaurus and his army of the beasts and monsters.
 DOS 3.11 \$19.95
 IBM PC \$19.95
 APPLE II \$19.95
 ATARI \$19.95



ROADMAN EUROPE - an exciting strategy game of Europe. A rich world of strategy, action and suspense is yours. From the lands of medieval romance.
 IBM PC \$19.95
 DOS 3.11 \$19.95
 ATARI \$19.95
 APPLE II \$19.95



SHILOH The Battle of Shiloh was a turning point that made many believe the Union would win. Now, you determine the outcome of General Sherman's bid - and the battle.
 DOS 3.11 \$19.95
 IBM PC \$19.95
 ATARI \$19.95
 APPLE II \$19.95



B-24 Experience the excitement and challenge of the B-24 bomber. Featuring multi-view strategy, a realistic 3-D world, scenarios of your choice and the real war-time gun audio and sound effects.
 DOS 3.11 \$19.95
 IBM PC \$19.95
 ATARI \$19.95
 APPLE II \$19.95



VIKING CONSTRUCTION SET You can build and play a vast fantasy world of strategy and complex scenarios - from the sea to the sky, from the forest to the castle.
 DOS 3.11 \$19.95
 IBM PC \$19.95
 ATARI \$19.95
 APPLE II \$19.95



HELLS OF THE UNDERWORLD is a fast-paced, action-packed simulation of a vast underworld of strategy, action, and suspense. Includes the excitingly different puzzle the most you can play!
 DOS 3.11 \$19.95
 IBM PC \$19.95
 ATARI \$19.95
 APPLE II \$19.95



SSI, Inc.
 P.O. Box 150
 Redwood City, CA 94065
 Tel: 415-338-1500



MAILBAG

THE FINAL CUT!

■ Please, please, please, please, please, please, please, please could you NOT put competitors on a page that has got something good on the back (e.g.) review advertisements & offers. This is because I HATE cutting out competitors like that. I do not want to cut the world's best computer magazine up to shreds. Why don't you put them on a pull-out page or something? Spine Spynou London, W1

A DISAPPEARING ART!

■ Whatever happened to Frame Up? I really liked that section and had sent in several tapes with my own work. Is it lost forever or will you be bringing this section back? It's one of the main bits of C+VG where readers can get really involved. John Constable, Suffolk

Editor's reply: Frame Up is being refired for a while, but don't worry you'll be able to join the frame game again in the next future.

FRAMED UP

■ Oh, C+VG what have you done with it? No Frame Up in last month's issue? What's going on? I was really upset not to see it there. It is the requisite part of the magazine and the first page I turn to when my new issue arrives.

I hope this is not the end for Frame Up as this is the only page in the magazine where readers can let their hair a bit (without planning artwork on the computer. I

am a keen computer artist myself and have always thought about sending a frame into C+VG. I have several ranging from Marilyn Monroe to sports cars that are really as good as some of the pictures published in the past.

I feel strongly that beginners should have someone to show their efforts. After all, some of the amazing screen shots that are now being published are produced by people who had to start somewhere. Anyway, don't you think C+VG is going to get really boring if it is just packed full of page after page of reviews? I don't know what other readers think but I want more than just a buyers guide from my magazine. Pete Jones, Birmingham.

Editor's reply: Hello Peter, Frame Up is just taking a month off. It's back in April, and that's a promise.

SEGA SOCCER SENSATIONS

■ I am writing to tell you about my favourite soccer game. I used to be hooked on International Soccer which I played on the Commodore.

My friend Mike and I used to play it all the time. He is a West Ham fan and this always got best (probably because West Ham fans know nothing about football).

I bought a SEGA system at Christmas and have found a totally brilliant soccer game. It's called World Soccer. You boys don't seem to have found out about it yet!

If the soccer gets too boring (if you are playing a QPR fan) you play

penalties which is good fun. Also if the game ends in a draw, due to Hoddie missing an open goal, it goes to a penalty shoot out.

The only problem is that the game has world sales. It would be much more fun to see Arsenal 5 - Tottenham 0 to fairly average result for the Gunners, than seeing England beating Japan.

So come on you guys, get wise, let all the football fans know about this game. It's the best thing on the SEGA since Space Harrier and Rocky. David Adams Highbury, London.

IT'S NOT A CRIME!

■ I would like to register my disappointment with Caroline Forrest who wrote into C+VG last month to complain about it's A Crime.

I have not played it's A Crime. I will say that straight away but neither has Caroline Forrest judging from her letter.

What I disagree with is the statement. "The fact that this is fantasy rather than reality does not make it potentially any less dangerous."

What absolute nonsense. "No difference between fantasy and reality." It is my opinion that the inability to make this distinction is what is truly dangerous. I have played many fantasy games ranging from Dungeons and Dragons type of games to Napoleonic war games. I fail to see how this is going to turn me into some sort of homicidal maniac.

There is in fact a strong opinion that by providing a form of escape or recreation that this type of hobby makes you less

inclined towards anti-social behaviour. Jave Ian Bradley.

CONSOLE WARS

■ After a lot of dithering about whether to trade in my Spectrum for a Sega or Nintendo, I finally made up my mind at Christmas. Nintendo got my cash but it was a close thing. What do you think will happen with the video consoles this year and did I make the right choice?

John Simmons, Monney, Herts.

Editor's reply: We think the Mean Machines will be really big this year. Sega probably have the best games out at the moment but expect Nintendo to come out fighting with some big titles, including little Tyson's Punch-Out this spring. Whatever machine you buy will provide you with great entertainment. And as you've picked the Nintendo make sure you get Super Mario Brothers. It's brilliant.

Editor's reply: We think the Mean Machines will be really big this year. Sega probably have the best games out at the moment but expect Nintendo to come out fighting with some big titles, including little Tyson's Punch-Out this spring. Whatever machine you buy will provide you with great entertainment. And as you've picked the Nintendo make sure you get Super Mario Brothers. It's brilliant.

Editor's reply: We think the Mean Machines will be really big this year. Sega probably have the best games out at the moment but expect Nintendo to come out fighting with some big titles, including little Tyson's Punch-Out this spring. Whatever machine you buy will provide you with great entertainment. And as you've picked the Nintendo make sure you get Super Mario Brothers. It's brilliant.

WHAT A FREAK!

■ I am a 14-year-old computer enthusiast. I talk, sleep, live and breath computers. I have no interest in anything unless it involves a micro chip.

On average I spend at least five hours every evening glued to the computer monitor playing the latest games. Duhur is my current fave although I must admit I was disappointed with it.

My mum and dad think it's a unhealthy way for a young lad to spend all his spare time playing games and my friends call me a geek because I don't go out, date girls, go to the pictures or indulge in

socially unacceptable behaviour in bus shelters or telephone boxes.

I think I'm all right and completely sane! What do you lot of C+VG think? Please don't print my name or address in case my friends or family happen to read it. Anonymous. Somewhere in the United Kingdom.

Editor's reply: Well Johnny Williams, of 432, The Lane, Lower Pudding, the vote goes against you. We all think you're a bit of a freak and a complete waste of space. Keep buying the mag, though.

GREAT GOLDEN JOYSTICK FIX!

So, it's that time of the year again! What am I talking about? The Golden Joystick Awards. Not Mavis like the great Golden Joystick Fall love any other readers noticed that year after year the same companies appear in the roll of honour. Are the companies that pay you the most — or is it to make sure you get their adverts for the next year?

You say it's us, the readers, who decide who wins, well if that's the case how come you don't have any readers representing the magazine at the "prestigious" ceremony?

Another thing — you have not changed the categories in all the years that you've been running it. Shouldn't you take into account the 16 or 17 markets? What about consoles? How could even have a category for "best overall category". Why don't you ask us round and we could advise and we could give you a few suggestions.

One final point. Do you think that we really believe that you judge each and every entry here?

Simon Goff,
Woking.

Editor's reply: Point one, the awards are not fixed. All your votes count. You make some good points about new categories and we'll be thinking

about those for next year. We do, in fact, add up all the votes — twice to make sure everything is correct.

HIGH SCORE PORKIES

Hi! Just want to say that the Absolute Action Supplement on the front cover of last month's issue was totally brilliant.

I couldn't believe some of those high scores though. I myself am a pretty mean Alien Syndrome player — having spent easily £10-£20 on the game over the last few weeks. It's got so that I have to take a different bus home on the way back from my Saturday job — it I arrive home pettish, getting back to those issues though — just how did IGG of Portsmouth clock up 725,000 on Alien Syndrome. That's a good 200,000 better than my best score — and I am the best player I know in our local arcade. My high score has never been wiped to my knowledge.

If IGG really does exist and really has clocked up this mega-score I'd love to know how he did it.

How about sending in some logs, IGG? It would be helping out a fellow Alien Syndrome nut. George Konopka Crystal Palace London.

PS. Any news on an Alien Syndrome for the 64 yet?

Editor's reply: Good and bad news George, yes Alien Syndrome will be appearing later this year on the Edge label but I am afraid we have been unable to contact the mysterious IGG. Your letter is our last hope.

YUK AND POOH

Hi! Right C+VG, you've gone too far this time. First of all you knock away beautiful, intelligent Melissa on the head without so much as a bye or leave.

As if that was not enough — and just as I am getting used to life without

Melissa what contrasts me in the February issue of C+VG — but the ugliest slimy pair of defamed aliens ever created. I mean they have absolutely no endearing features. They look like some sort of genetic Elephant Man from planet Godknowast and as for Doozie — well — one fight with a puny hair style.

I could have got up with the ugliness of the pair if it had at least have been a good story. So for all we are told is that Shuk and Doozie are somehow spotted into the world by some idiot cutting a spell by mistake one night in a fat in Finchley. If either of the authors had ever been to Finchley they would know that about the most exciting thing that ever happens there is the changing of the traffic lights. OK, the bit where they fall onto a VW Golf and crash it was OK — especially when Shuk pinned the car badge friendly on his chest. But how come they crashed the motor? What are they made of? Less.

Sorry C+VG — this strip is not for me. Shuk and Doozie or that and Pooh. I know what I think. John Peters, Finchley, London.

Editor's reply: I'd waste sure your windows and doors are locked at night if I were you, John.

CRAPPY COUPONS

Hi! am writing to complain about the layout of your magazine dated Feb '88. Specifically about the two competitions, one on page 88, the other on page 90.

How were we readers supposed to enter both competitions, when after cutting out the coupon on page 89, you would have left yourself with only half a coupon on page 90. Fortunately I noticed that this would occur, before I started cutting.

I then decided to just write the necessary details needed for the Fords competition on a postcard, thus enabling me to use the coupon on page 90.

But to fill in this coupon it appears that we all need to own a white inked biro, because of the intelligently coloured background for the page. This same sort of problem also occurs during your many feature articles, when on a red background you place orange or green lettering, making it difficult to read.

Well anyway, keep up the good mag, apart from the layout, it's great value for a £1, as the specialist magazine for the computer has upped its price to £1.25 but still only averages around 60 pages per issue, on that topic how about more reviews for Electron/EEC games. Paul Stand Cooper Co. Sarnon

Editor's reply: Hi, it was an intelligence test. You passed. Paul. Well done.

CARTOON CHAOS

Hi! Hunch, the bugs are dead or last lives Melissa's gone, kidnapped by Shuk and Doozie, the exciting new characters in C+VG. Mind you, I pity them stuck with that old bug, the tired old has-been will probably take them to death talking about nothing but pipes, etc. Maybe they are leaving her to have a well needed face lift...

The new strip is brilliant. At last an eighties cartoon strip from a new artist who can draw, and write a decent story. Carry on! Brilliant! P.S. I think Spun are brilliant.

Editor's reply: Who are Spun?

MAILBAG

Comix

New "mature" are you? The mature reader's is a label seen more and more often nowadays on American comic books. It's a reaction by the comic publishers to a fear that some of their stronger material (sex, violence, bad language and other sure-fire sales guarantees) will cause under the scrutiny of the well-appointed moral crusaders running campaigns in America today.

Some comic companies, it seems, have panicked at the idea of their books being censored, and so have tried to introduce their own system of advisory "ratings". Hence "for mature readers", the comic-book equivalent of an X certificate (though you're not likely to see it on the X films).

Not everybody in the comic business is quite so concerned about the need for a ratings system to keep adult material getting into children's hands. For instance, when DC announced that its books would carry advisory ratings, four of the best-known names in comics replied that if they saw they wouldn't be doing any more new work for DC. The four were Frank Miller, Alan Moore, Howard Chaykin (one last month's *C & PG*) and Mary Worlowman, DC subsequently took of-line.

It's a stupid argument, of course. Everyone's got their own standards as to what's acceptable and what isn't. And you might well ask, who are they to tell me what I can and can't read?

Ridiculous or not, though, it's a reminder that you're never too old for comics — or, put it another way, there's never a comic that just says "mature". As I've said before in this column, comics is a medium where you can tell any kind of story for any kind of audience. That fact is gradually sinking in — with both publishers and the reading public.

Not that there's anything wrong with the ideas of supervision — and there's some wonderful work being done there right now. But there's also some genuinely "mature" ("for mature readers", remember?) non-supervised storytelling going on.

For instance, you'll find "adult" themes and artistic sophistication in these:

● *Love & Rockets* (book nos. 42-45, published by Titan Books; book nos out soon), I must immediately declare a prejudice. I think this book is a masterpiece. It's the work of Jaime Hernandez who, along with brothers Gilbert and Marie, produces a

wonderful comic magazine called *Love & Rockets*, from which the stories in this volume are reprinted.

It's described by the publishers as "The hilarious adventures of Maggie,



Happy and their friends as they explore the perils of post-punk romance. Dark glasses, cars, dining, lady wrestling,

mechanics, sex, rockers, heartaches, rock and roll and happiness in the nuclear age."

If you're still reading after that, and haven't yet dashed out to procure a copy, let me add that Jaime Hernandez masterfully blends carefully realistic dialogue with economic but irreverent drawings to create a cast of characters you can't help but care about — Maggie and Blakey in particular. As you progress through the book you find yourself sharing their mundane day-to-day concerns while feeling slightly disoriented by some of the background details — the existence of dinosaurs in their world, for instance, and Maggie's expertise as, of all things, a rocket engineer.

Reading this book, I suspect that I've failed to convey the flavor of *Love & Rockets* in the slightest. So you'll just have to accept my recommendation: buy this book or be seriously disappointed.

● *Marathon Soup* (Titan Books, £5.95). In a way, this is a companion volume to *Love & Rockets* — it's reprinted from the same magazine and is entirely the work of another Hernandez brother, Gilbert. (The two books are attractively designed by Alan Hughes to look like a uniform edition.)

Gilbert's work sits neatly alongside Jaime's, but on closer examination it is a more complex blend. The subplots Alan Moore romantic in the introduction that the influences of both Japanese and European comics are visible here. And the subject matter is far more colorfully "normal" than Jaime's semi-fantasy world. It might seem strange to speak of life in an



impossibility Mexican village as "normal" unless that happens to be where you live, of course, but that's the effect of Gilbert's technique. By writing, as it were, in a half-mocking tone that accepts his dull-looking cartoon characters as absolutely real,



"The graphics are well designed and the playing is funless."

HAPPY COMPUTER



JINKS: A COMPLETELY NEW ANGLE IN COMPUTER FUN...



MEMORABILIA SOFTWARE TODAY

The planet Jinks has just been marked by comets — beautiful, mysterious and seemingly underdeveloped. Now the remaining remaining remains with an answer! How you shall find out as you guide your secret probe across the planet's surface in a unique, exploratory research mission. But don't expect the planet or its inhabitants (whatever they may be) to take your interference kindly.

IBM PC/XT £9.99, £11.99 AMIGA £26.99
AMSTRAD £9.99, £14.99

**Rainbow

Arts**

Loud and proud and ready to shock. Yes, C + VO's very own Mr T — Tony Takouchi — is back to rant and rave about computer games. Love or hate him, just read him.

This month's bar game is Salamander on the MSX. It is a 128K cartridge and has a dedicated sound chip. It is scheduled for release in March and should retail for around £30.

After Nemesis and Nemesis II, Salamander had to be something special.

Well it is! The trouble is that it is TOO special. The two Nemesis games followed on from each other in play and difficulty. Salamander offers new challenges, deeper play and better graphics — the only problem is that it is a real TWINE to play.

Like the arcade version it is fast, mean and unless you are familiar with the Nemesis games you will find this hard going.

It is a very polished game with a full attract mode giving you a storyline with photos and jany music. There is a choice of play with ordinary one player, co-operative two player or Exchange which is a two player option with each playing alternatively.

Going into the game you have a little launch sequence and then you are faced with the first of the five back stages. The play switches between horizontal and vertical scrolling backdrops, what makes this game beyond Nemesis is that there is always a different technique and understanding needed every minute or so. The terrain and alien attack every which way and you are constantly reassessing your movements.

Because of the

numerous scenes and techniques I will give you a smattering of most of the levels, scene one has you on a horizontally scrolling backdrop taking out strings of aliens, you then have to take out alien bases on either side of you which release jellyfish nasties which float towards you.

There are the huge sabre like blades to contend with. These drop from the top and bottom of the screen, they act like gates and you have to position yourself between them to avoid contact. You also have to shoot a path through the regenerating pink bubbles without getting squashed.

Scene two is a vertical scroll with alien platforms, boulders, rock ledges, gravity dropping aliens and an asteroid mineral to negotiate. Scene three is



▲ Salamander is a fast furious blast 'em.



▲ Salamander is a worthy follow-up to Nemesis.

Throughout the game you can collect pods which allow you to arm up your ship with two-way bullets, ripple laser, laser and force field.

One of the nastier elements are the areas which swing out from the top and bottom of the screen enclosing you. You must take these out by shooting the blue bit of its body.

At the end of this the screen drops vertically and you have to fight your way through a mass of bolder spinning boulders into a cavern which in turn leads to a misty blue bottle-neck tunnel.

Once through here

another vertical scroll with strings of aliens to shoot, platforms, left and right passageways and boulder gashing valleys.

Scene four take you back to a horizontal scroll with snake like chains of aliens attacking, fast patterns of aliens speeding in and a one sided planet with wide beam lasers firing up at you.

Scene five has a horizontal scroll with a double sided planet which looks like something out of Fantastic Voyage with weird basin and like backdrops and bases.

by Tony Takouchi

Hot Gossip

BAD CAT



The graphics used are of a high standard, the events original and the ground is sports." **ST USER**

Enterprise 1994 will be the top preparation for the Olympic Winter Games. The athletes and exhibition prepare for spectators, and avoid the huge crowds expected in front. These athletes are still the strongest city-sports, can be played by all. The information can be well known for the in planning their own competitive games, will find to be up to his own!

PC - 24.994
CD-ROM - 9.994, 11.994, 19.994
PS2 - 24.994
WORLD - 9.994, 14.994, 17.994, 19.994

1994-1995
GO!

GO!

1994-1995
GO!

Rainbow

Arts

ARKANOID

TAITO
CORPORATION

REVENGE OF BOH



...the name
of the game

£7.95
SPECTRUM

COMMODORE
£8.95
AMSTRAD

They have passed... yet despite apparent annihilation in the original 8-bit ARKANOID game, Dimension-contrasting force BOH has come back to life, and evoking the huge space-craft battle has entered on screens.

ARKANOID type space-fighter MAZEL runs through long repetitive rounds, sets and it, from the answer to the final... "BOH" is launched and speeds towards the threatening alien presence before it vanishes its revenge... "The Revenge of BOH"

Adding to the fun and excitement of Arkanoid... All new features include and always to each home and the screen options, many of the "BOH" offers to challenge skills and a special additional level and more. The added to the most thrilling reaction game since ARKANOID but with no many improvements you will want to be able to play.