

Britain's best selling computer magazine JUN 88 £1.10

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# COMPUTER + VIDEO GAMES

**ROAD BLASTERS**  
Win the coin-op

**WIN: LEATHER FLYING JACKETS** **WIN: ATARI ST**  
**EXCLUSIVE KARNOV MAP. EXPERIENCE THE GORE ZONE**  
**REVIEWED: JINGS, KARNOV, CARRIER COMMAND, TARGET RENEGADE**

**FREE BARBARIAN II POSTER**

Beyond the Ice Palace and to the North, legend tells of a mystical land where strange creatures dwell. It is a land of fantasy and magic, of goblins and ghosts, of good and evil.

Recently, there has been great upset in the balance of good and evil in these lands. The forces of evil have been burning down the forests, destroying the homes and lives of the simple woodcutters.

One night, a meeting was held between the

ancient and wise spirits of the woods. A decision was made to appoint a single person to be responsible for returning the balance to the lands once again by banishing the evil back from where it came.

They blessed a sacred arrow with the powers of the woods, which would summon a spirit in times of need, and shot it into the air; whoever found the arrow would find themselves in an adventure of fantastic importance...

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# BEYOND THE ICE PALACE



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SYSTEM	FORMAT	PRICE
Spectrum	Cassette	£7.99
Spectrum	Disc	£12.99
Amstrad/Schneider	Cassette	£8.99
Amstrad/Schneider	Disc	£14.99
Commodore 64	Cassette	£8.99
Commodore 64	Disc	£11.99
Atari ST		£18.99



**elite**

# Contents



Masky boots frantically new computer games sales charts. P 75.



She strikes for action in Big Screen. P 87.



Buggy fun - driving fun California style. P 81.



Maniacal - more tortured growth from Froggash. P 79.



Secrets of horror movie special FX. P 91.



It never brings pleasure to games. P 89.

<b>News</b>	Single battle towards bugs a game, Ninty collaborations, and Mickey Mouse is in town.	<b>8</b>
<b>Street Seen</b>	8-Type on the PC engine, Mega 6, and London gameplay.	<b>14</b>
<b>Reviews</b>		<b>18</b>
<p>Center Command strikes a chord for 14          All game of the year (p.18), Topaz Managoria suit up rough (p.48),          Bomber Bases for the Barton movies (p.67), Buggy Bay hoops-out on the 87 (p.88), Propaganda has plenty of it (p.48) - as does Oblivion (p.44), Dave Bentley goes to war on Progress Bridge (p.44), International Soccer takes up a sport on the 87 (p.78), Out Run-ot out gets a revamp to drive you wild (p.81), and Jim West II for Masterblasts to launch Super Tricky.</p>		
<b>Adventure</b>		<b>72</b>
<p>Puzzler's games are back with          a bang in Big 82 (8 with-Completed) in your puts Legend of the Secret and the Adventure Creator for the 87 through their pages.</p>		
<b>Comix</b>	Smash the Pandas.	<b>82</b>
<b>Big Screen</b>	Jane of the Mirror appears in celluloid - unfortunately.	<b>87</b>
<b>Gore Zone</b>		<b>92</b>
<p>Smash - Smashing terror movie special FX - secrets revealed.</p>		
<b>Flying Jacket Comp</b>		<b>96</b>
<b>Boots Comp</b>	Name the Boots new sales chart and site on 87.	<b>98</b>
<b>Playmasters</b>		<b>107</b>
<p>Why? 8          Bomber strikes the latest batch of role playing games.</p>		
<b>Fantasy Role Playing</b>		<b>111</b>
<b>Arcade Action</b>	David Single looks good - as does Continental	<b>114</b>
<p>Circle - a breakthrough in 89 gaming.</p>		
<b>Hailbag</b>	The fall you write.	<b>120</b>
<b>Out to Lunch</b>	John Mosen's copy new column.	<b>127</b>

## Don't miss...

It's a rip, it's a roar, with *C&VG* you get more. Have you clocked the fabulously free *C&VG Barbarian II* poster? Great, isn't it? In this month's hard-driving, rubber burning issue we exclusively preview *Roadblasters*, US Gold's next biggie and give you the chance to win an Atari ST and real leather flying jackets. We also hope to turn your stomach with a visit into the Gore Zone with a look at horror film special effects and thrill you with the latest news, reviews and previews... And don't miss out on your new Out To Lunch feature. Okay, start reading... NOW!



The cast of *Sentry in Genesis*. P. 27



*Roadblasters*. P. 24



George Sengstack is the best 'em up hero (well) 'em up. P. 27



Access it with a higher resolution. P. 14



P. 23



Center Command wins a C+ 10000. P. 22



Do you have the guts to play Out? P. 16

THE NEW SINCLAIR HAS ONE BIG DISK-



THE SINCLAIR ZX SPECTRUM - 3 WITH 6 FREE GAMES AND A JOYSTICK.

# ADVANTAGE.



## ZX SPECTRUM +3. £199



The new Sinclair ZX Spectrum +3 is a real hero – because it helps you to be one.

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But the real hero is the person who buys it. For the ZX Spectrum +3 is only £199, so they've really saved the earth.

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02/84

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# sinclair

Sinclair plc, Brookwood House, 39 High Road, Brookwood, Bucks MK34 4ET, Tel: (01773) 262029

## Drax Fax!

By now the brilliant C+C Production **Barbarian II: The Dungeon of Drax** posters probably have pride of place on your wall.

The way it was produced involved some real special effects tricks which can't be faking you almost real much. And another thing, if you thought **Barbarian - the Ultimate Warrior** was a sport game, you can't even imagine yet. **Barbarian II** promises to fill it almost.

An action a day, C+C '90 next month. **Return of the Barbarian**.

## Open the Box!!

The **Pandora** survey chip has returned to earth orbit, and it's your job to go aboard, receive the alien contacts it collected, and discover the whereabouts of the missing crew. In **Pandora** you may have fun. **Available for AT (C) 90 only. Design (279-83) and C&D (79-53) (2-82)** character interaction and working out the clues is as important as blowing anything that you see.



4 Alien encounters with Pandora.

## Game of LIFE

**The Museum of Mankind** in London has a interactive video game system as part of an exhibition called **Living Artistic**. It's hoped that the system will help visitors get the full of when life is like a life began.

Controlled computer and based on a videotape, the games are displayed on a television set with a touch-sensitive screen. Players touch images on the screen to bring up through the games.

For now, the game is a simple one. With few opportunities for employment, most for the family is found by training. Clips from video films have to be watched out on the screen after a certain time and tapping work in the forests. **Available**, and you will get praise from the film's slide. **Feel by killing too many animals or the wrong kind and shame will be heaped upon you.**



## Blade Cuts It?

**Joe Blade's** look. **Interceptor's** one-man war machine has a look in the year so imaginatively titled **Joe Blade 2**. The year is 1993 and the setting London. Punks and gangsters join the streets.

Recent look are held captive to their own humans. You arrive to clean up the streets. Our screen shot is taken from the Spectrum version - show street scene. If you want to give it a go, Joe, it'll cost £1.99 and will be released "soon." **Meanwhile**, **Interceptor** releases the sequel to **Furthest**, and guess what? It's called **Furthest II**. This shot is the title screen on the Commodore bit.

## Watching + the Alien

**Better Good Than Alien** - a great title, still - is set for a May release on the Atari ST and Amiga from a new name on the game scene, **Electro**.

It's a space rapper featuring **Lord Zaxxon's** quest to save civilization. The game promises 24 levels ahead, includes music videos.

## On patrol.

**PHM Pegasus** is set for release on the IBM and PC compatibles from **Electronic Arts** in June, price £24.95.



4 Amiga II.



4 Joe's quest.

## Rp! Rp!

Want to make a little bit out of the UK game market and well-financed new boys, **The Big Apple Entertainment Co.** Their latest includes a "freeware buyers' books" where titles included in the game packets and elsewhere can be collected and exchanged for a Walkman, CDs etc. The packaging will be flip-top cardboard boxes.

## It's a funny old game!

TV personalities **Graeme** and **Saint** have been the subject of some heavy cheating recently but - with several other companies have bid for the rights to produce the football a football game with the famous

4 Saint and Graeme - hoping to score.

Don's endorsement. The likely winner in this trade is likely to be **Millions** based **Elite** - who have never produced a soccer game before.

The shape and content of the game is a complex game for an all year's involved with the project keeping right tipped off.

Also making an appearance on the football field is the "funny old game" to which **Saint** replied "You tell me, Graeme?" more news on this one later.

Also making an appearance on the football field is the "funny old game" to which **Saint** replied "You tell me, Graeme?" more news on this one later.

The latest game was developed in France and



4 Are you ready for **Allice** features several winter sports events - as well as the all jump for which it also become famous.

From the leaping from a double decker bus in **Leicester Square** and then getting down for **swimming** - **Allice's** computer game object is being planned to take place in July.

Can anyone explain to me why these winter sports games keep coming out in the Summer?





rather similar to cigarette  
boxes.

But it's the games that count  
— right? — and by what we've  
seen of their line, **Exopet**, is  
disappointingly simple. Collecting  
goats on a changing grid. Also  
look for a variety of other titles, and  
further developments including  
a budget version and two big  
non-coding games.



▲ Three Stooges.

## Yuk! Yuk! Yuk!

▲ **Yuck from Microsoft's  
Creepers** is a 3D  
strategy and board game. You  
have 30 days in which to earn  
enough money to survive a  
crumbling apocalypse from the  
evil workaholics of a complete  
and utter bunker, and in doing  
so, go through a series of  
mind-bending board and  
business moments from old  
Stooges movies, including head  
bumps, boxing matches and  
logical riddling.

**Creepers** on the Amiga are  
lovely, but you really have to  
look for board games and/or  
Stooges fun in appropriate in  
Amiga version £29.99, C64  
£14.99 and ST £24.99 and  
IBM PC to follow.

## Skyriders

▲ Follow up to  
**Starwings** from now  
your **Skyriders in 3D** version  
on arcade-style graphics  
you go for the Amiga ST, price  
£14.99.

## Skate Date...

▲ **Gremlin** take to roller-  
skating for its forthcoming sports  
simulation, **Skate Crazy**.  
The action is set in a  
multi-story car park where  
Freddie, the skate, must  
perform loops, spins and  
skating backflips.  
Points are added for  
successful manoeuvres but the  
Cred-O-Meter game is only  
moved upwards by achieving  
suitably 'psy' hits. Points  
gained on the Cred-O-Meter,

▲ Did you catch the launch of  
the charity fund raising game, **Race  
Against Time**, on  
TV's **Lower** day, meeting  
television stars **Shea Fresh** on  
May 24. If you didn't, shame  
on you. We did tell you — and  
even offered you a chance to be  
on TV.

All profits from the  
**Codewarriors** game will be  
given to Sports Aid 88, the  
charity which is helping to raise  
millions of pounds to fight  
poverty, hunger and disease.

It won't be a lot, time probably  
lost since the game and eight  
competitors — including our  
C64 readers — took part in  
what is hoped to be the first of  
many **Race Against Time**  
challenges.

The winner was Justin  
Downes who completed 23 par-  
cours at the game. Can you beat  
that? If you can we want to hear  
from you! Go out and buy the  
game, which includes graphics and  
sounds, and needs a lot of  
patience on the Cred-O-Meter.

Chances to negotiate  
include broken glass, stray  
dogs, oil and sand gardens.  
The game is also a collection  
of different locations such as the  
underground subway and city  
streets.

**Skate Crazy** is out this  
month on Spectrum  
£7.99/£11.99, Amstrad and  
Commodore cassette and disk,  
£9.99/£14.99.

## Phan-tastic

▲ **Phantasm** is a 3D surface  
dramatic about 'an up and at  
the end of May from Exopet'.  
You play a scientist from a  
map of the world, then go  
looking for trouble. £14.95 on  
the Amiga, ST to follow.



▲ Phantasm...



▲ ... another view.

# Race against Time



▲ Race stars.

▲

▲ High score  
scores.

game — it is for charity, after  
all — and send us your score.  
We'll be posting the top ones,  
they can send us a photograph  
if we'll

Send your score to Race  
Against Time,  
Compton & Video Games,  
Piney Court, 30-32 Torrington  
Lane, London EC3R 2AU.



▲ Laying down the law.

## Cop this!

▲ And suddenly the world is  
full of robotic cops. First  
**Robcop** and now  
**R.O.T.O.R.**

**R.O.T.O.R.** — the Robotic  
Officer Tactical Operations  
Research — is a specially  
programmed robot designed to  
fight crime and corruption —  
the ultimate law enforcer. But  
something goes and the  
**R.O.T.O.R.** becomes judge, jury  
and executioner. His evil lies  
when it really catches someone  
it committed. Can he be stopped?  
Find out when B.C.A. Columbia  
releases the **R.O.T.O.R.** on  
video this June, conflicts 15.

## Taking the Mickey

▲ **Gremlin's Mickey  
Maze**, based very loosely on  
the old **Spectrum's** Apprentice  
section of Disney's magical  
fantasy, is also at the end of  
June. You, as Mickey, of  
course, must run around the  
four towers of a castle riding in  
a ghost and scaring with your

magic hammer. There are also  
bonus games hidden in some of  
the rooms, including a  
**Donkey Kong** type thing,  
and upside down Space  
Invaders. If you can't imagine  
that, send letters, £7.99 on  
Spectrum £11.99 disk,  
£9.99/£14.99 (C64), £10.99  
£11.



▲ Mickey Maze.

## Famine Aid

▲ **Gremlin's** **'88**, a role  
playing games convention, will  
take place in Brighton between  
August 26 and 27, with all  
proceeds going to famine relief.  
Last year it was entirely raised  
from the event.

The convention will be held at  
the College Dining Room,  
Hartley College of Education,  
Hilsea Drive, Brighton.  
Events will include and  
AT&T's role playing  
tournament. Admission costs £5  
£3.50 for under 16's if both  
days. There will be a £1  
reduction for pre-event bookings  
made before July 4.  
For further details send £2.50  
to Credit Card 88, c/o S.  
Daughin, 13 Springfield  
Twicken, Aberdeen, Scotland,  
AB1 2LS.

# THE LATEST AND



**ARCHON - BOM - \$14.99** 1-2 players  
A battle between the forces of light and darkness. You can't take a square, you have to fight for it.



**BALLBLAZER - BOM - \$14.99** 1-2 players  
Can you shoot the PlayStation through the moving goalposts while playing your football? For one or two players.



**RESCUE ON FRACTALUS - BOM - \$14.99** 1-2 players  
You have to rescue your friends from Fractalus - but the evil eggs aren't going to make it easy.



**TWILIGHT WORLD - CASSETTE - \$14.99** 1-2 players  
Blast your way through diabolical dungeons and devils, with ungodly power and speed.

Atari have always had the greatest arcade games in the galaxy, now they're adding even more winners to the collection. From the high speed skills of handling a WW1 biplane, to the brain-aching Archon battle of wits. Whether

you're landing the punches with Fight Night or using the awesome power of Thunderfox to blast the enemy, Atari give you the best combination of graphics speed and skill this side of Alpha Centauri.

**ALL GAMES SHOWN ARE COMPATIBLE WITH: ATARI XE GAMES SYSTEM, ATARI**

# D THE GREATEST.



**BLUE MAX - ROM - £14.99** Learn  
the skills of war's dogfighting and bombing raids

## FIGHT NIGHT™

By Atarix



**FIGHT NIGHT - ROM - £14.99** Learn to win  
Construct and train your war bugs using their Guide how  
to the championship. One or two players.

## THUNDERFOX



**THUNDERFOX CASSETTE, £4.99** Learn  
the 3-robot war machine is complete. Can you beat the  
terrifically wild in your Thunderfox?

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# NEWS

stuff. There is a bonus extra level for your best gamers. Both are CD-ROM games, 29.95 each. £14.95 each.



▲ Trigger Happy.

## Show time

■ **The Commanders Show** will be held at the National Exhibition, between June 3 and 5.

The engineers are presenting the Amiga Studio as the highlight of the show, designed to show off the Amiga in the fields of music, speech synthesis, 3D and 3D design, graphics, animation and disk file publishing.

Olympic gold medalist

**Travis Henderson**, Radio One DJ **Bravo Brookes** and members of the Chelsea football squad will be there.

opposition from ghosts, ghosts and monsters, armed with a power ball-firing tool.



▲ Hell and back.

■ **Trigger Happy** on the other hand sets you in this war office, flooring a 33 level of Space Station of aliens and

## Goto hell.

■ This new shoot 'em up from **CDI** via **Hell and Back** and **Trigger Happy**, **Hell and Back** takes you on a quest through the Metaworlds to collect the top Commanders, in the face of

## Scroll on

■ **Reinbird** is releasing a new adventure game from £4.95. Golden Legend award winners **Magnetic Scrolls** is June - **Corruption**.

Taking place in the currently fashionable world of high finance, you find yourself hunted by your enemies, chased by the cops and under a hot's breath of ending up in jail. You'll have to be devious, manipulative and ruthless to succeed - just like your boss. £24.95 for the ST, Amiga and IBM PC, with 8 bits to follow.

## THE PICTURES THEY DIDN'T WANT YOU TO SEE

Or rather, the odd thing is that they DID! Seems these Software loads will go to any lengths to publicise new games

She clothes that make foggy? Mark Sanchez and Dominic Whalley promote Simark's **Trivial Pursuit - Betty Boomer edition**.



A warning: copies of **Gate to Hell** (Amiga) and **Gate to Hell** (IBM) are being sold with a bloody looking cover in it being wings and burning.



▲ Amanda Berry demonstrates what she likes to do in her spare time.

Oh dear, oh dear. **Sean** plumbs

new depths for **Samurai Warriors**.

Always good for an understanding of what a **Richard** Knoll of **US** does.



What a plunker! **Francis** Lee of **Deputy** **Smith** Part in **plunging** into their war out with the **McIntoshes**.



# KINGS OF THE GAMEPACK

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**DON'T MISS! ...**  
**LIVE AMMO**



AMSTRAD COMMODORE SPECTRUM

9-95 14-95

A new 8-bit shoot 'em up from Gamma is about Brothers, and now...

You play one of two brothers from the original first game of Gamma, whose mission is to recover a whole load of precious gems from the well-defended stolen goods planes of the hostile Scorpions. The first part of the game involves using laser armed jet bikes, and in the second part you fly down into the underground storage area using jet packs. **Spectrum £19.99**



3. Enter into the tunnels in the Spectrum shot, but you'll see some being called back at it too.



4. The scene has changed, but the game's followed the same.

Looking rather nice is *Zeph* for the ST, a conversion of the old Archimedes game *Zeph*, programmed by creator David Brown. You fly over a 3D landscape dropping missiles and bombs in an attempt to halt the spread of alien virus which is poisoning the planet. There are various types of alien craft to take out, but let's hope it isn't quite as impossible to play as the original. **£19.99** (not forward, out in June with Amiga version to follow).

Oh yeah, and for anyone wondering about the name change, apparently Firebird bought the licence to the game or forwards other than the Archimedes, but for some reason original publishers Superior Software wanted to keep the copyright on the name.



5. Old gameplay on wheels too.

*Kings II* is about to be launched after months of development by the programmers John Fidelity and Max Goss (yes that really is his name).

The 16 and Spectrum versions have been developed side by side and enjoy identical game play. The Spectrum version does not have the full colour graphics of the 16 — but apart from that the versions are identical.

Set in New York — the *Kings*'s arch enemy has assumed the identity of a Top Leader — in league with a corrupt city police force.

You track him through six different levels — each on a separate load.

Various items are there to be picked up — such as a Secret Card, key, bits of food, and other odds and ends and



6. The *Kings* in New York.

— yes, you guessed it, I am not going to tell you what they are used for.

*Kings II* will be launched at the unusual price of £19.99 for Spectrum and 16 cassettes. Mark Cole of System 3 feels that the extra money is justified because of the quality of the game and the huge amount of development time invested in it. But gamers can look forward to more than just a good reason for their extra two pounds, inside the new larger box you will find a sticker (plastic — so don't even bother to think about using it in vengeance), a large map of the game and a *Kings* mask.

Both versions are now finished. Expect to see them in the shops next month.



3. If this is your first Star Trek, then why does that look like the Number 1 ship?



Playing around the 3-D bridge.

Now from **UC Gold** is **Zobah**, a combination light sci-fi/exploration adventure about ten up from the programmers of the very successful **Gold** simulation.

**Leadership**. You play the pilot of the ultra-advanced **GT44** Tomahawk patrol craft, based at top secret **Space Federation** base "Canaan". You must fly long reconnaissance and exploration missions in the largely unexplored zone 101, searching for the whereabouts of the troublesome space pirate stronghold.

First you must master the controls of your vessel, firing and landing anywhere within the zone, using either the 3D frontal view or the special feature that allows you to view your spacecraft from the outside. Later there are six different levels of difficulty in controlling alien space craft to cope with, as well as the logical and strategic tests of locating the pirate base.

Best of all, though, is the logical voice activated control headset, which allows you to fire shots or lay the mine. This feature needs two to cope with control of the spacecraft. By all accounts it's been very successful in the US, outdoing even **Accusoft's** previous hit, the aforementioned **Leadership**, so it has to be one to keep an eye out for this year.



4. Some of the only things you can do with **Deluxe Flight 1.2**.

**Electronic Arts** has just released the **PA1** version of their video simulation program, **Deluxe Flight 1.2**. If you don't know what **PA1** means, it is the same game as the **BRIDGE** system of television, meaning that with the help of your hands you can see generally simulated life sequences, add background music and sounds, and generally do lots of whimsy clever things to make your home video looking professional. The price of broadcast quality relative to text, tapes, books and other good stuff is now only **£29.95**.



4. Clearly, wringing experts.

The ultimate shoot 'em up ever written for play at home is here. **I-Flyer** for the **PC** (Apple games console). Over the years we have played thousands of games and many of them have given great pleasure. None of them come even remotely close to this shoot 'em up.

**I-Flyer** is a game from the Japanese company **JCEM** and it is a **Deluxe** version with plenty of power ups, bonus and stunning graphics.

Take a look at the screenshots above. Could you tell the difference between these screens and those of the coin op?

If you don't own a **PC** (Apple) — I and you are not likely too so it probably won't be an aide here until next year! — then don't despair — as **Accusoft**, **Commodore** 64, and **ST** versions of **I-Flyer** are well under way, and will be launched on the **Activision** label in **September**.



5. Some of the best-looking bits.



4. Here are up quality graphics.

# ARMY

FEATURING

## FREESCAPE

**MISSION:** Locate & destroy Zephyr One weapon on Dark Side. Avoid Plekor tanks. Disable Matrix ECD's, use tunnel network and jet pack to best advantage. Time is short. **END**

**SOLID  
3D**



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NEAREST  
YET TO  
BEING  
THERE

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# SIDE

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## Gutz

- **DEVICES:** SPECTRUM, COMMODORE-11, COW FOR
- **DEVELOPER:** GIGAWATT
- **PRICE:** £19.95 (SPECTRUM); £14.95 (11); £14.95 (COW FOR)
- **RECOMMENDATION:** COW FOR
- **REVIEWED:** THIS TEAM AGAIN

This game surprised me. I find the whole idea of summing around inside a body quite weird. Reducing that, I thought, I'd try anything once and... wouldn't you know it... I found myself enjoying it. I don't know if I believe the story

that the game was inspired by graphic artist Andy Dixon's visit to his local hospital for a messy internal examination - if that's got inside like this then it's surprising they let him out again, that's all I can say! The worst party and channel to see mates at Special FX, the people behind this offering, and promised them to split their Gutz. If you'll pardon the pun.

Now, if you are sitting comfortably, we'll take a look at the plot. While on a mission to discover what is causing that huge flap on Earth's space warning detection systems, you come across a ten-billion-kilometre image being from another universe, who are you afraid? It's not that he's particularly hostile or anything, but the in-flight fuel that'll keep you in control. How would you like to travel millions of light years across space with only a very small amount of on-board fuel to keep you going?

Your job is to escape from the maze of asteroids, ionospheres and tubes and get back to Earth in time to control them to rig-out for a mega-party hosted at Kentucky Fried Chicken before those hungry space eaters start consuming all the designer furniture.

◆ **Good view for**



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Professional wrestling in America has never been hotter than it is now. It's more than a sport, it's a business, a commodity controlled by the mob, it consists of enormous arenas in golden robes pretending to duke each other around the ring while they try to work out the few advantages of appearing as a corporation.

Microplan's 1988 League Wrestling captures all the skill and spontaneity of the game - that is to say, there isn't any.

Farther than try to create a rest of skill and timing, like Madonna House's Back to Back, Microplan has, typically, created a strategy simulation. How, if you

ask the, winning isn't much to do with strategy; that aim should be to out-fight your opponent, but there are lots of uncertainties.

The game is presented in the format of a television broadcast, so before you play you have to sit through many conversations between the wrestler, including Hulk Hogan and Randy "Macho Man" Savage (so you better watch that!) and the sport's promoters.

The pictures of the fighters are digitised from TV, but for some reason they're presented in a way that makes them look like 1980's photographs. The size of

the game - and you usually get into it - is to struggle for a moment by working out his weaknesses and choosing the correct fighting move to exploit them.

On each side of the screen are lots of his available offensive moves, and a defensive button. Selecting one from the list with carefully, means on keyboard, you press the first button to see the best possible strategy.

◆ **Best computer**



GUTZ

MICRO LEAGUE WRESTLING

LASER TAG

ROAD BLASTERS

QUADRALLAN

REVENGE II

ARKANOID

OUT RUN

BUGGY BOY

GARRISON

DROIDS

CROSSWIZ

JUNK

FIREPOWER

TARGET RENEGADE

LEE EMPFIELD

VENOM

ROLLING THUNDER

SUPER TROLLEY

KARNOV

CARRIER COMMAND

OBLITERATOR

PEGASUS BRIDGE

RETURN TO GIMBLES

INTERNATIONAL SOCCER

## Micro League Wrestling

◆ **Look without regret**



You have to destroy the alien's major internal organs. One by one you have to knock out the lungs, heart and brain. All these horrible wobbly things are hidden within a 3D-spiraling mass of tubes and slats. And each organ is protected by a shield which can only be destroyed by assembling a special weapon.

Daddy enough the alien has the bits for this weapon scattered about its insides. You can also find other useful things inside the tube reactor — things that will help you survive your mission, things like a map of the monster's insides, energy crystals, protective helmets, keys to super-weapon rooms and useful weapon tools. More about these items later. When you first load up the game it's essential to race through and find the Room which contains the map. Without this you're lost, but before you do that it's a good idea to find a weapon room — a sort of round ball on the wall — and open it to get ammo for your space blaster. Once you've got these items have you're ready to play the game for real.

You'll find yourself in a maze packed full of "mobile creatures, the major being's defense systems, all intent on wiping you

out. If you've got the map, keep referring to it. Nothing can touch you while you're looking at the map, but it only shows an access for three minutes at a time. Spot the location of the goodies you're after, like helmets, crystals, bits of weapon and so on, and then make a dash for them.

The map screen also shows you the best type of arena for your weapon to deal with most of the enemies you'll encounter on that particular level. You get the points from the weapon holds, but each hold has a different cost — so make sure you get the right one for the job.

There are loads of these holds scattered about, so it's a matter of trial and error until you get the right one. It's a good idea to do this because you can build up a big score and win extra lives at the same time. You get an additional life for every 10,000 points. And you get to use the city to score extra at the end of the game. Missions run for the nice "scintillating" tempo and soundtrack.

The graphics are nice and big, animation is pretty good, music and sound effects terrific. Gameplay? Well, it's all good, clear fun! Like I said, despite my griping reservations, I found myself

**Getting to the heart of the game!**

absolutely loving the game, and eventually getting hooked on the thing.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

The Spectrum version of *Quix* should be an edit by the time you read this, according to Chess. It has the same game play as the Commodore version. No Spectrum version is planned.



# League Wrestling

your opponent's response, then the digitized images on the screen. Look into your mirror, performing or failing to perform the selected move.

All the bottom of the screen are the commentators, who come up with more than a few comments like "This is real wrestling!" and "Two holds don't make a match!" You can select the length of the bout before starting. I found only two

of the greatest match — an intense, 15-minute affair you can opt for up to thirty minutes. Power and Damage counters change according to the results of your moves, and the better your execution, the more change you have of gaining an "offense" meter. Each wrestler has his own "super move," such as a flying kick or a double elbow smash, which is difficult to pull off but which carries plenty of damage potential.

If you are in any doubt, you can't boost your energy by taking in the middle of the bout. This only works once, at the end of the bout.

Click for the down

video.

Once you've defeated Randy "Macho Man" Savage, you can move on to other individual bouts such as Paul "Mr Wonderful" Orndorff. I doubt if you'll want to bother.

Wrestling League Wrestling is a lot of a turkey for several reasons. Firstly, since none of the wrestlers are famous, save Hulk, at the match but before the match is a complete waste of time.

Secondly, the digitized pictures are dated — obviously more so in the Commodore than the ST — that tell the time you can't make out

what's supposed to be going on. Thirdly, the sound effects are dire, a constant sea-like hiss of white noise representing the crowd, and a FLUNK, each time someone gets eliminated.

Fourthly, though there may be some skill involved in selecting the right moves, it would be much more satisfying if you could control the actions of the characters in real time, as you can with more conventional combat games. Or at least the one against one of the pros.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

News Flash: C+VG's jet set editor Eugene "Boss" Perry California cannot go well with a white shirt! Larry reports that Hulk Hogan has actually won the American Wrestling Championships. He and Randy "Macho Man" Savage also took the top top title, according to Eugene.

However, as a more in-depth note, there are no plans present for any other versions of Wrestling League Wrestling.



It's here-The return of Elvin Atombender!

# IMPOSSIBLE MISSION II™

Unsurpassed Espionage Action...

After last year's wild hit it's almost...the year to look at another Impossible Mission if it were all the fun and strategy of the original as well again you embark on the challenge to find a safe route to take and the first objective above to all need the way! Search each room, find code numbers, objects and keys to help you with your mission. You'll need each-or better the guide and hints that give the fun twice or the best designed game!

Surprisingly simple of them and your quest is full fun! Now your Mission becomes truly impossible as you strive to escape the enemy, search goals, obtain, enter, trap doors and enemies without detection!

**NOW AVAILABLE ON SPECTRUM**



...From the left you enter the first room...



...But where to next?



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



...Can you access the next tower?



...Could the final P.I.N. number be here?



...Turning into how trouble?



...Why is the robot guarding that tower?



...A message on the tape recorder?



...Quick! Escape from Door 1...

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**EPYX**

# Lazer Tag

► **DEVELOPER:** GEM 14  
 ► **COMPANY:** 6600 N.  
 ► **PRICE:** \$49.95/29.95  
 ► **UNUSUAL:** 16, 16MB/320 KB  
 ► **VERSION:** TELETYPE: C1614  
 ► **REVIEWER:** EUGENE LADY

What then come up with is a combat game where your man scrolls in all directions firing his laser at the other six players.



4. Lazer Tag — futuristic.

Lazer Tag was taped together at the PCNY where last Autumn as the "best case from America" that we all ought to be interested in.

A 3D like primary school playground war where you surprise your enemy with an imaginary gun, shoot 'em and he is dead except that now the game takes place in a futuristic set, and your guns use mini beams to register direct hits or indirect devices work on each player's chain.

It's a bit like one of those war games, Combat Zone for instance, only with a sci-fi theme. The real Lazer Tag is operated by a company called Worlds of Wonder at dozens of centers all over America.

So how does it work as a computer game? Not very well has to be the first and most glaringly obvious observation about the game.

It was programmed to feel by the development house Probe — who were also incidentally responsible for a number of the Out Run conversions.

In terms of Probe they did start the design with a fairly serious handicap — the insistence of the Lazer Tag owners that the computer interpretation be completely non-violent.

Fretful for any computer game designer.

there appears to be nothing you can do about it.

The laser gun fire itself has a neat idea in that the bullets can bounce off angle to hit their targets.

Quite complex patterns of lines can snake around the screen. This could have been the basis of a challenging game, especially if two players could have played simultaneously.

Unfortunately you have built ship control over the laser and your player that a little better, it is



4. Non-violent computer game.



4. Half-though — our game design.

What's non-violent about that you may wonder. Well — the man don't actually explode the targets on their chests only glow and you "hit" their counts down.

Circle beams are scattered around the floor like a gun and though poking them up seems no purpose that I could work out.

If you scroll up screen there are forces at the end of each section. Your man occasionally strikes to these again for no discernable reason.

A tank-like vehicle may tumble across the screen or a cogger appears and start stuffing you but

entirely down to chance whether you hit the targets or not.

To add to the frustration, Lazer Tag's also an "against the clock" so that just as you are trying to work out what the bases is going on you have to run all over again.

The play area is dotted with spinning satellite dishes which — according to the instructions — increase your fire power when you shoot them.

Not so in my version, I blasted away for ages — all to no avail.

It would be possible to go on firing the beams of the gun but it wouldn't serve much purpose. What we have here is game design

that was only half thought-out and an implementation only partially carried through. This would have received a fair warm reception as a budget title — but at least our advice is avoid it like the plague.

This is an unfortunate release for GEM — as they do have some excellent other titles about to be launched such as Storm, Commandos and Island of Wires.

Lazer Tag's the dog in the park.

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

Well, after that review it's doubtful whether you'll be shopping at the bit to know about forthcoming Lazer Tag conversions. If there is no dramatic improvement in the game design, you will be well advised to save your money or at least look for another game to spend your hard earned pennies on.

Anyway, Lazer Tag will be released on the Amstrad, 16 MB cassette and 16 MB disk, and the Spectrum, 64 KB cassette only.

At the moment there are no plans to release 16-bit versions, although it's doubtful whether this will cause great upset among the bit and Commodore Amiga owners.

REVIEWERS' CHOICE





I A S T  
**MUSA**

## Back with a Vengeance!

Commanders returns throuh.

Commanders 480/1280/1

Commanders 480/1280/1

Commanders 480/1280/1

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Commanders 480/1280/1

Commanders 480/1280/1



Born in a time of peace, bred in the time of war,  
the shadow warrior returns. Leaping the abyss of  
time he comes to fulfil his destiny!

**DATELINE:** 1988 Manhattan **THE TIME:** Now  
**THE QUEST:** to destroy the eternal evil... KUNITOKI!

## Road B

Can't beat, busta. You've got to be a hard-nosed highway star to handle *RoadBusters*, the ultimate driving and combat game so far.

In the end only one *Tarmac Titan* can survive in this half-future world. Who will that winner be? Can you take the fight now?

Well, you'll need top-top driving skills, deadly accurate shooting talents and staying power to triumph in this half-road race, half-combat but 100 per cent excitement game.

US Gold's conversion of this fantastic Atari coin-op, based on the Matchbox toy car, about be erupting into the software stores any day now.

The task of putting *RoadBusters* onto the Commodore 64 has fallen to Amazing Products, the father and son programming team responsible for the 64 version of *GunFlur*, now probably the world's best-selling game.

The aim of *RoadBusters* is to keep right on to the end of the road — and survive! But this game makes *GunFlur* look like a Sunday afternoon pleasure drive. All hell lets loose as attacks come from other cars, bikes, mines and road-side gun emplacements.

The car you drive is already equipped with a laser to put rascals in your pinc. The road leads through a progression of countries with alternating checkpoints and rally points.

The checkpoints are midway goals, to aim for with the promise of extra fuel to top up your gas guzzler. Rally points are similar to the finish lines in ordinary road races. Get there and you, have completed a race section. In all there are 52 sections to



4 Watch out for the oncoming traffic.

complete. The game ends not if you get blown up a few times — and you will — but if you run out of fuel. All the routes are green and red fuel globes to collect. In some sections you can afford to miss out on a few of them but on others it's more or less essential to get everyone to complete the race section.

And now for the enemy. Conventional cars. These are fast, sleek, and heavily armed. They don't actually attack you but if, under normal circumstances, you collide with one, it's a wipe out. They can be destroyed if you can get the right weapons. Then it's 100 points for you if you can destroy them.

Stingers. These are fast cars which can be destroyed if you're quick enough. Sometimes they will release a fuel pod. You get 50 points for a kill.

Rat traps or buggies. These jolly machines can appear from nowhere, and you up and cause crashes. Again it's 60 points for a kill.

Motorcycles. Fast and lethal if they get in your way. 100 points for a kill.

drive as close to the lanes as possible. In that way it's possible to drive under the fire.

Spikers. These prickly-looking objects are dropped from enemy cars. Avoid them at all costs.

Toxic Spills. Hit one of these and you go slip-sliding away.

That's the suite of the powerful forces against you. But you can even up the odds for survival by collecting other weapons.

All certain points in a race



4 Quickly remove those on wheels!

Mines. At any stage you can come a cross single or a series of mines scattered off the highway. Avoid them at all costs otherwise the zoom will turn to boom.

And when you're at full speed, that's easier said than done. On some stretches of the road, the mines are placed in strategic patterns.

Gun Towers. These are found at the roadside, either on their own or in whole groups. The barrage they let down can be deadly. Take them out and it's 200 points added to your score.

Sometimes it's best to



4 The loading screen.



# Blasters

REVIEWS

C+VG

5

section a support jet zooms in and drops a new weapon. If you can dock with this weapon — basically by letting it stop onto your roof — the enemy can take a pounding. But if you crash, you lose the weapon.

Up for grabs are: A Cruise Missile. This weapon can destroy on the highway but you can only fire three times.

It's important that you choose the right moment to fire — and that's when the road is packed and a crash is



▲ **Smooth and snappy** — easy on the eyes



▲ **Explosive action** — a blast from the past



on the cards. A Nitro Injector. This increases your speed without being up extra fuel. But this can be a double-edged gift. At these high speeds it's very difficult to react in time to anything in your way.

It should be used sparingly to get you out of difficult situations.

U2 Canada. This increases your fire power by about a third.

This is the master blaster. Electric Shields. Get this and you become invincible to a certain time.

The CSM 84 programmers,

father and son Dennis and Martin Webb, have packed all that game's original features into five levels.

"We've tried to keep RoadBlasters as close to the original as possible," said Dennis, who is responsible for the game's graphics. Son Martin concentrates on the programming.

"Nothing has been copied from OutRun," adds Martin. OutRun attracted quite a few adverse comments from the critics and the Webber are, understandably, a little upset.

"We give it our best shot," said Dennis. "We were very proud to have done it if so hope people who bought the game don't feel cheated."

The Webbs tell the big story as a programming team relatively quickly. Their first published games were *After Torque* and *Strip-Down for BattleBlas*. Then came the Commodore 64 port of *Comix* commission. And now *RoadBlaster*.

Future plans are unclear at the moment.

Meanwhile, back to *RoadBlaster* and other

conversations. *RoadBlaster* is underway out on the Spectrum, Amiga and Atari ST versions. At the time of writing, US Gold plans to release all versions during June.

## COMPETITION

Who would you like to get your hands on a hard-drinking, water-skiing, boat-driving, muscle-managing RoadBlaster car?

The responsible driver? It might be better if you could become a RoadBlaster car! US Gold has given one of these nice machines for you to win.

All you have to do is answer these US Gold game questions to a tenth of a star. Ready?

1. What is the name of the great water-skiing US Gold game that game? Answer:

2. What was the first number one music game the Commodore 64? Answer:

3. What are the first three Commodore 64 games that the Commodore 64? Answer:

4. Answer me another US Gold game. Who provided the original car-ug? Answer:

5. Answer me another US Gold game. Who provided the original car-ug? Answer:

The RoadBlaster car is yours! Write your answers to the US Gold game competition.

**RoadBlaster Competition**

Name: \_\_\_\_\_ Age: \_\_\_\_\_

Address: \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

The closing date for this competition is June 19th and the editor's decision is final.

**TAITO**  
CCRM-CIP

# RASTAN



This is nearly consistent with the original coin-op. It offers a welcome change in background graphics. You will need all of the combat skills that you have mastered in previous adventures (see *RASTAN*).

Superb use of *3DO* fills with detailed drawings of all the major characters. Rastan carries some of the best enemy sprites I've seen for ages. *Rastan* is a great game for all you classic mud-waddlers out there! Anyone remotely involved in the barbarian cause and those new to the sport have nothing to lose.

Crab

**A CRASH Smash**

## ...the Warrior King

The latest hit coin-op from Taito.

Lands the warrior king of legend, dragon slayer, in the ultimate quest for the Holy Grail. In this epic, you'll see Rastan in a series of adventures that will test your skills as a warrior. Rastan is a warrior king of legend, dragon slayer, in the ultimate quest for the Holy Grail. In this epic, you'll see Rastan in a series of adventures that will test your skills as a warrior. Rastan is a warrior king of legend, dragon slayer, in the ultimate quest for the Holy Grail. In this epic, you'll see Rastan in a series of adventures that will test your skills as a warrior.



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

Approximate	£ 99.95	100% (100%)
Commission	£ 99.95	100% (100%)
Net Total	£ 99.95	100% (100%)

# Quadralian



- MACHINES: ATARI ST, AMIGA
- SOFTW. FROM: ANIMATIONS
- GENRES: ACTION, LOGIC/Puzzle
- PRICE: \$19.95
- VERSIONS TESTED: ATARI ST
- REVIEWED BY: DAVE BROWNE

Some time ago Logotron released a thoroughly designed puzzle game called KOD which attracted a modest cult following amongst devotees of the genre. Now Axtel Software, creators of KOD, have come up with a sequel called Quadralian which, they hope, will appeal to many more mainstream gamers.

Although by no means abandoning the puzzle influence of its predecessor, Quadralian is an attempt to give the more arcade-minded gamer with slick graphics and lots of moving things with the added dimension of being able to track most of them with a laser.

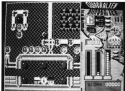
In the middle of the 21st Century, man's insatiable appetite for energy has necessitated the deployment of a number of huge nuclear power stations in permanent orbit around the Earth.

As luck would have it, some incredibly inconsiderate alien life form has blown one of these power stations to bits, leaking off the raw energy being produced by the core of the reactor.

The action takes place in the four levels of the power station and is viewed from above through a multi-directional scanning window. Having selected one out of the six orbits available to you, your task is to guide them through the six locations on each of the levels, mopping up all things radioactive as they go.

But life is never that simple and many of the locations have either been destroyed or the causing all the lighting to fail, certain hidden containers which only a Deluxe controller can expose, or are such sensitive areas that lasers are automatically disabled.

In fact every location poses its own special set of problems so it's impossible to stress the trouble here equipped to deal with each new set of circumstances as it comes along.



▲ A puzzle game with added flair



▲ Quadralian is a challenge to your brain and your ingenuity



▲ Quadralian is a place in any good software collection.

Apart from vast quantities of radioactive contamination, each room is packed full of various elements, some static, others moving or movable, but all of which pose one problem or another to the mobility or life expectancy of our droids.

Elements include force fields which restrict movement to a single direction, and lightning LA (to which you're obligated to rotate) which work force on the station, but which now are charged so that they are drawn together when in close proximity to one another.

Repellers (R's) are the exact opposite to attracters, preferring where possible, to keep their distance to each other. A's and R's can be pushed around the room and destroyed to ease fire. But, because of the way they react to one another, moving one of these highly-charged or mobile often causes many others to be pulled towards to one or both.

Predicting what effect moving an A or R will have, is one of the more challenging aspects to Quadralian.

Each successive level presents you with a fresh set of ever more devious problems to solve, as well as a new rash of aliens to blast. As you progress through the game you'll hear what sounds to be vast news, and will soon recognise all the different elements automatically, rather than having to continually use the on-screen marker screens to remind you of what they are.

Having progressed this far up the learning curve you can concentrate fully on the task at hand which is both enjoyable and challenging to learn and trigger finger alike.

All in all a fine marriage between arcade and puzzle game, rounded off by some nice David Whitaker music, worthy of a place in any thinking person's software collection.

- STRATEGY
- SOUND
- PLAYABLE BY
- VALUE

# G-VG REVIEWS

# Revenge II

BY MARINE ARAMI ET  
 WITH PAGES BY MATEWYNOWICZ  
 PHOTO BY  
 REVISOR: CHRIS JONES

I remember when Jeff Minter was the one remaining hope in the games software industry, the last of the wild-west, sluggy-haired independents churning out crazy games guaranteed to pop your eyeballs. What a disappointment, then, that Jeff has failed to meet the challenge of the Atari ST and the Amiga by coming up with games

that have nice backgrounds if it weren't for the cartoon wood chocks and featureless skies.

The plot? Minimal. You're a 3D feet high death-spitting neutronium-shedded mega-camel, and you have to blast thousands of zombies resembling Poppers, skeletons of legs, cigarette ends, telephone boxes — you know, the usual stuff.

You can shoot in any direction while running along the ground or leaping through the air to drop bombs. Collecting special robots adds bonus points, and at the end of every round, if you aren't gr8, and goodness knows what

happens then because I don't think anyone would have the patience to do it.

A big disappointment really, firstly because Iron Design have done absolutely nothing to enhance the game in transferring it to the ST, and secondly because Jeff Minter should have been able to come up with something much more impressive than this by now.

For some reason which is completely beyond me this Atari ST version of Revenge II carries an endorsement from a Commodore M4 magazine.

What is the point of that? For what possible reason would an

ST owner want to know whether or not the game was any good on the 64?

That gripe aside it will nice to see Minter's old school out 30-bit sites at £9.99. Sure Revenge II is not the best thing either of them have ever done — but remember just a couple of years ago — the excellent Side Winder — that was a C + 1/2 game of the Month, so I am sticking with Minter for the time being.

- GRAPHICS
- SOUND
- PLAYABILITY
- VALUE

SCORE: 9000000000

RM: 5 REVER: 5



▲ Oh, God... the carnage is back!

as amazing as was his early efforts on the Commodore 64.

Not that Revenge II's really Jeff's work, while the concept's identical to that of his eight-bit version, all the programming work was done by Iron Design, and a right hash they've made of it.

Having thousands of sprites dashing around exploding in fire on an eight-bit machine, but on an ST we expect something in the way of graphic sophistication.

All we have here is lousy sound effects, and chunky low-resolution sprites performing in front of what could

resemble to a collapsing skeleton in collisions with obstacles, you are returned to the Game Grid. Here you have the option to buy new weapons, including Big Bullets, Smart Bullets, extra shields and extra camels.

Then it's time to choose the next level you want to tackle on — the grid levels can play through the game in any one of dozens of directions and return to the main screen.

Each problem you've played becomes transparent if you've completed it, or marked with a cross if you died. The only aim is to complete 100 per cent of the

SCORE: 0000000100

RM: 4 REVER: 4



▲ I love bloody carnage.

## Where is the hippy now?



STOP PRESS...

After an wait and will seeing 'New' according to a recent rumour. Though most recent sightings of the hair are have been in cheap agricultural North Wales — he is still tinkering with his stationary 'Comer' Super Utility. However, don't expect to find it for your home computer. It is now so sophisticated that the proper price would be an eagle to enhance the light shows for live ops. How about it Phil? Hey?

# elite

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► **MACHINES:** SPECTRUM, CBM 64, ATARI ST, AMIGA, AND TRS-80/386.  
 ► **DEVELOPERS:** US GAMES.  
 ► **PRICE:** CDM BY CDM, \$14.95; SPECTRUM BY SPECTRUM, \$14.95; ATARI ST BY ATARI, \$14.95; AMIGA BY AMIGA, \$14.95; TRS-80/386 BY TRS-80/386, \$14.95.  
 ► **REVIEWER:** JUDITH LADDY.

As fast a depart version of Out Run. The 3D version has been a very close second at CES, but it has been unable to start.

There isn't for a computer game that in the country who have to be now had a go on the best driving fast-up ever released. If you haven't, just for one disc that it is even and finished with a fantasy — a Personal Testosterone, an

open Californian coastal highway, a beautiful blond female you, and the sun in the sky.

The 3-bit versions received a mixed reception from the reviewers but the games playing public loved it — making it the best selling game of last year, also rating it C + VG readers' Game of the Year at the Golden Joystick Awards.

If you are lucky enough to see an ST you are in for a treat. The best thing about this version is that it is. Out Run's 3-bit version extended play levels, the map of the end of each session showing you your progress, and most of the graphical frills and spits of the fast-up 3-bit game.

Don't get me wrong, this is a far from perfect conversion —

# Out

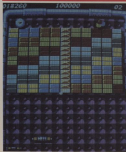
but it does succeed in getting the fun and excitement of the coin-up game on a home machine in a way that the other versions fail to. That in itself is a considerable achievement.



► North and south.



► Burning rubber.



► **MACHINES:** AMSTRAD.  
 ► **DEVELOPERS:** GAMES BY GAMES.  
 ► **PRICE:** IN IN AMSTRAD, \$14.95.  
 ► **REVIEWER:** PAUL BURNETT.

The search of decent Amstrad games continues with only the 1000 game driving in the office which is worth playing down the 1000 list. Work a game to Amstrad —



Arkenoid of 1000. Imagine the only software house running out Amstrad Amstrad games these days!

Of course, it's the old, old Amstrad/Amstrad/Tony Ties/Amstrad/Amstrad/Amstrad/Amstrad formula re-made, re-modeled and re-re-modeled. But it's still a damn good game worth shelling out for.

The Amstrad version is probably the hardest of all the Amstrad games I've played. It took an eternity to clear the first screen due mainly to the fact that the first line of bricks had to hit at least three times before disappearing and that the bar movement was so slow. It was like playing in thick.

However, once the first line of defense disappears things become a little easier.

The weapon capsules come thick and fast, dropping not just singly but in whole clusters, making it difficult to choose which one to go for. I often found I got

► **Down good game.**

## Arkenoid-Rev

# Strun

The racing appeal of the title is simple, against the clock, driving challenge has been greatly increased by the addition of several game play options.

Graphics are competent in the

version - though not in the super league. They aren't very smooth.

Apart from these moans about the animation the drawings themselves are fine, what really lets the ST version

apart from the M4 and Spawny renditions of Out Run is the sound. Here is the Out Run music and bonus system for the first time, courtesy of Dave Whittaker, probably the best computer music producer now that Holland has flopped off California.

US Gold can't boast a hefty list of titles with the version of the brilliant Ringo main title. A bit out of context of the first 16 bit version and no-one needs be embarrassed about it.

If you own an ST you simply mustn't be without a copy of Out Run. A game to keep coming back to.

- GRAPHICS
- SOUND
- PLAYABILITY
- OVERALL

11

# REVIEWS

## C+VG



4 Roll over.



4 Crash through.

# Revenge of Doh

the right one only to find another missile whizzing over the top before I could move away.

These obstacles are the normal ones you'd expect from this sort of game plus a few new ones.

They include, ball whinger - and one which diminishes its size - lasers, invisibility, double bats, multiple bats etc.

Over the screen and you're given a choice of the main screen. You can either exit left or right to the next challenge, 1,500's, remember that being available on the first Advanced.

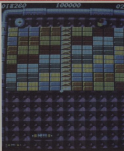
Just a product such as Asteroid - Revenge of Doh you know what you're getting. The only question is how well has it been done. The answer with this game is very well. Despite some initial reservations about the playability of the cat, I had on playing and playing and playing.

- GRAPHICS
- SOUND
- PLAYABILITY
- OVERALL

11



Fig 2.



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# PINK PANTHER

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Graphic Computing Software Ltd., Alpha House,  
28 Cannon Road, Shaftesbury ST. ST1 1NF, ENGLAND

# Buggy Boy

REVIEWS

C+VG

10



**4** *Spills with a bumper*

- MACHINE: Atari
- DEVELOPER: M&M/M&M
- PUBLISHER: M&M/M&M
- SUPPLY: £17.95
- PRICE: £14.99 (R)
- VERSIONS: Atari 400/800
- AVAILABLE FROM: M&M/M&M

hang onto your seat, folks, it's going to be a rough, rough ride. For no good reason a lot of rolling. First, Buggy Boy is an Atari 400/800-only title, and that makes it very hard to find in the States.

My first impressions of this fairly over-the-convulsion-rife of mini-stagnummation, if I looked upon it as a good game, then I could see it being a little better.

So it's 1985. I don't remember the exact feelings I had when I got to the end of the long journey. I'm not sure on my side.

And then, suddenly, it's all over.

Instead, all this rive it with fun. Fun. Fun. Fun.

The game has a number of fun of driving scenes in the best imaginable on the same computer. But Buggy Boy really gets in for the 100 spots.

There are five courses for driving scenes. Each leg of the course must be completed in around 70 seconds. The course is littered with boulders, ice blocks, traps, low walls and walls. So you need to be pretty quick with the steering to avoid these traps. Missing the traps will send your buggy head over heels. Bashing a trap from behind or with speed you flying through the air, hopefully landing on an ice block to save you. Chopping a small stone could send the buggy top over the wheels.

You are disappointed if you fail

immediately each leg in time. A time bonus can be added on by driving through the appropriate traps. But this bonus can only be used on the leg.



**4** *Spills in getting the point log*

Following, so it's important to get in a good, fast feeling, making us the most sense that you can.

Misleading there are pointers. They're not and "game" game is done through. Controlling these

speedily Buggy Boy to the most sense that you can. A good "game" game.

- GRAPHICS: 4
- SOUND: 4
- VALUE: 4
- RELIABILITY: 4



**4** *Full speed above the straight*



**4** *Spills*— completion of a leg

Right in one control mode with your additional game.

The most difficult part of the game is the second leg, which is 1000, getting stuck in it. You can't be sure it's not.

When Buggy Boy came out on the Atari 400/800 at the end of last year. The game is a C+VG hit, releasing that in terms of popularity in "almost" game of the old C+VG era.

A Buggy Boy really is a good one. It's a Buggy Boy, with the best of the Atari 400/800, and some clever programming.



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- MACHINE: AMIGA
- SUPPORT: 101
- PRICE: £14.95
- REVIEWER: DAVID BRUCE

While US Gold may not have been Garrison enough to keep the company, they certainly recognized a winner in the Digital Dream program. That said the fact that Garrison was just a title (as much as the countless other US Gold) to make the German company an offer they couldn't afford to refuse.

Delusions inspired by this success the programmers went away and spent the next five or so months working on the sequel called, with a complete lack of inspiration, Garrison II.

# Garrison II

This time the Princess Angeline has suddenly fallen ill and only the magic herb which can be found at the very top of a dark, magical castle can save her. The same five character who stogged it out in the original get to ride it all over again through another USG maze-warping levels.

So much for the plot, the question of whether the herb actually exists is rather incidental as I can't honestly see anyone completing the game. If you do and find the original Garrison was an utter going to lose the award, or the very disappointed, both for the same reason. Yes, what Ultimate did with Knight Legend Allen II and got so heavily criticized for. Digital



# Droids - Escape from

- MACHINE: CROM
- SPECTRUM: AMI TRAIL
- PRICE: £14.95 MASTERTRONIC
- PRICE: £14.95
- REVIEWER: CHRIS
- REVIEWER: PAUL BOUGHTON

There is one golden rule: playing computer games should be fun. Did anyone tell that to the people who produced Droids - Escape from Droids?

The subject matter seemed quite innocuous. The game, according to Mastertronic, is based on the current Droids cartoon strip, featuring the Mini-bots RD-D0 and C-3PO. An evil bunch of villains known as the Fractal gang have escaped from a high security prison on the planet Ingo and returned to their Korner base on Ingo's moon, Aues.

RD-D0 and C-3PO are falling in the moon's surface in their shuttle pod. They crash on the planet, and are captured by the gang. Our droid heroes are

imprisoned inside the moon's enormous interior. But RD-D0 breaks out of the cell using his probe arm. The task is now to escape and reach the surface, where, unbeknown to the

Droids, Jedd and Thel are waiting after following the pod. Who are Jedd and Thel? I hear you ask. Sorry but that's not explained in the game notes. You control C-3PO, £2.00

technically follows. The screen is split into two areas, the top two thirds being the playing area and the remainder a series of icons which allow the droid to perform



for some time. *Clashon* is the same game as the original but with new characters and a couple of new missions.

When I say the same game, I really mean that in the same game program. The *Ray Scramble* have had the same excellent sampled music on the title page and high score tables, the annoying factor of all the characters looking the same unless you have a color image, and the character names and statistics. You can even use

the two, the scenery also, of *Clashon* if wish also. I of *Clashon* I, or vice versa.

If you already have the original then for the reading it not required, rush out and treat yourself to more of the same quality arcade action. If not, read on.

*Clashon* is not so much a *Clashon* variant, but a copy of straight clone. Up to five different characters can enter the castle, although only two can be in play at

once, each having their own speed and load points. These stats can be altered, for better or worse.

through parrying one of the may be more being proved in the play.

However, nothing short of a miracle is going to do the job of any good, who while being very colorful, is a complete empty and quickly ends up as a minor feature.

Locked doors, secret doors and breakable doors help bar the way, while text and trophies are in circumventing them. And all the while the target and means collector of uniformity spaces seem to multiply in danger for toward are lining up to beat you.

The play screen is not only large, but scrolls fairly quickly and smoothly, even when weighted down by the massed horde of monsters out to tear you. Some of the castles are particularly nice, just like the programmer sense of humor, with the well-written Deluxe Plus 2, *Clashon* Games III and *Clashon* for Dos.

Death is easy, an everyday problem. Not just that, but the block in the back (with) sealing the system, leads to those who regular being down to size. In your defense there's the great bomb

also scroll, and a stolen key, chunks of meat and then all bits to exact some of the damage afterwards.

And so it continues, problems and issues, loads of tactics and playing and might, sampled effects punctuating the dull ringing noise that permeates the game, and the excellent music when it's all finally over and the quest has come to an end.

If you have already bought *Clashon* then the question is do you want to pay a hefty £25 for an extra set of levels. If you haven't, then the music is much easier.

- **Clashon**
- **Clashon**
- **Clashon**
- **Clashon**

BY GUY



# Tom Auren

certain tasks. For instance, move left or right, throw a crystal, duck, go up or down in a lift.

Moving around the maze passages there are signs of varying strength. These can be

destroyed by shuffling crystals at them.

80-00 and 0-800 each face other hazards. There are immovable obstacles which are opened via crystals. Once a

console has been taken over, using the appropriate card, the card is destroyed.

The opening of the maze has a task game. When 80-00 plugs into the console switches to this subgame. It consists of seven colored blocks, which correspond to the seven colours, which will form a

a random sequence.

You must then re-arrange this sequence using the cursor. The

number the level the longer the sequence.

The obstacles include opening and closing riddish doors, magnets, spirals, spurs and doors.

The main fault of the game lies in the icons. Visually everything the droid does is controlled by them, even down to moving left or right. The simple act of changing direction becomes exceedingly tedious and turns an already irritating game into a boring one.

Greatly Droids should be avoided.

- **Greatly Droids**
- **Greatly Droids**
- **Greatly Droids**
- **Greatly Droids**

BY GUY

*Droids* — escape from Auren should now be available across all formats — Spectrum, Amstrad, Commodore 64 — from your favourite Mastermind.

There are no plans for 1.8 bit versions which should not expect any great great, nothing as promising of tech using Atari ST and Commodore Amiga owners.

There is no great variation in play across the formats.

I suppose that means uniform address. Brian Sewell.







## INTERCITY I25.



**MI25:** Road Sports. Some I25's are difficult to ride because their engines produce too little power in some parts of the rev range, and too much in others. The Kawasaki, however, delivers power effortlessly, from low down right up to maximum speed. As Performance Bikes magazine writes when comparing all the I25's: "The Kawasaki is in a different class performance-wise. No matter what gear you're in, just twist the throttle and it always responds, better than any other I25."

With its superbly smooth engine, the MI25 is as nippy between towns as it is around town. But Kawasaki performance is much more than speed. It is the ideal balance between handling, braking, economy and power. Super Bikes summed it up in a "perfect learner two-stroke ... handles brilliantly ... brakes stop the bike on a dime ... unconditionally recommended"

**MXI25:** Country Sports. The MXI is developed directly from Kawasaki's racing mono-cyclers. So when you plough across the fields, you're riding a real thoroughbred.

When a crowd of first-timers lined all the new I25's, including riding them around a Part One Driving Test Course, they voted the MXI top of the list.

But Bikes Rider magazine rated the MXI "the trickiest I25 on street or trail". Which is fair comment since the MXI is as brilliant on-road as it is off-road.

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## OUTER LIMITS I25.



**WHO CAN CATCH A KAWASAKI?**

► **FRANCHISE:** AMIGA-THEM, INC.  
 ► **DEVELOPER:** THE GOLD  
 ► **AMIGA CD ROMS:** 1  
 ► **GENUINE CD ROMS:** 1  
 ► **VERSION TESTED:** AMIGA  
 ► **REVIEWER:** CHRIS BARKIN

If I need to tell you that this is the best game out for the Amiga, it might not get your interest. If I were to tell you that it is a cross between *Clash of Titans* and *Starflight*, you might be interested.

But if I want to tell you that the game is German, you'd push the rest of the window. However, all these statements are true. *Starflight* is a unique fun, looks lovely and gets full value from the Amiga's graphics and sound abilities.

Unusually, the plot is supposed to be about space probes exploring new planets, searching earth's remains, and building space empires. Forget that!—it's a complete fantasy. What you have here, in fact, is a well-crafted, exciting combination of freewheeling exploration where you use a free-moving vehicle shaped

#### ► Incredible sound effects

fall to look a bounding ball of over four levels full of flying pink pigs, baby hairs, spinning balls, hovering Angel faces, formations of exploding tanks, soaring planets, and light-up bonus points.

The game starts on the left-hand side of the life level, where the ball drops onto your fan from the top of the screen. You can fly your ball over by pressing the fire button, stopping rotation, but that isn't angled used to control the course of the ball.

When you reach the ball off the left it disappears off the screen, bouncing off objects which respond by exploding, creating light, booming noises. Collapsing buildings and some great scoring you bonus points. As you move the ball around the screen chasing the ball, you'll see some incredible artwork—scrolling multi-plane background effects.

Some of the flying objects you encounter will divide the rest of

your life and rather large. I even get a bonus if you lose for a while!

You start off with a choice of three different ways to play the game, either a friend on the same computer, against the computer or against a friend via a modem. After your selection has been made a choice of three tanks is given, *Scorpion*, *Shadow* or a *Marc XJ1*. I prefer the *Scorpion* as it can save the most lives and is the all-purpose tank.

The game starts with you in your tank in the one-player game the screen is split down the middle to show both sides, otherwise your view takes up the whole screen.

► **FRANCHISE:** AMIGA  
 ► **DEVELOPER:** THE GOLD  
 ► **AMIGA CD ROMS:** 1  
 ► **GENUINE CD ROMS:** 1  
 ► **VERSION TESTED:** AMIGA  
 ► **REVIEWER:** CHRIS BARKIN

*Fire* is a new beginning for Amiga software, taking it into a field that only the Amiga can create.

It's a tank battle game where the main object is to find your enemy's flag and return it to your base. Meanwhile you can be scoring goals by blowing up various types of buildings.

Finding the enemy's base can be very difficult, as some of the multiple level variations.



meant), and the color display. Even all you have to do is go search and destroy the enemy's flag. On your long journey you will encounter helicopters, gun emplacements, landmines, prison camps, fuel dumps and the flag bases.

Blowing up a fuel dump will result in an increase of fuel while blowing up a prison camp will enable you to rescue some of your men. If you manage to rescue fuel men and return them safely back to base you are rewarded with an extra mine. Mines can be used to stop your opponent from getting into certain positions for a time.



# LINKS



REVIEWS

C+VG

15



You bat and you lose a life. Others will restore your health, give you bonus points, or, in the case of the king of updates at the far right of the screen, get you into the bonus level.

There isn't a single aspect of *Links* which isn't brilliant. The sampled golf course, the impressive quality and variety of sound effects, the brilliant graphics design, the imaginative gameplay and the excellent variety level.

Indeed, the only aspects of this game which don't top it justice are the title, which is pretty meaningless, and the pricing, which features some and omits inappropriate elements. Don't let that stop you from knocking some down to your nearest dealer and demanding a copy of this immediately.

- GRAPHICS 10
- SOUND 10
- VALUE 10
- PLAYABILITY 10

As is the case with so many games these days, the CD-ROM version of *Links* plays almost exactly the same as the 16-bit models, though of course without the same level of wireless sound and graphics. We can't totally condemn on the Amstrad as the haven's seen a copycat, but it is interesting to note the great number of high quality 32-bit games coming into the assembly through our biggest software houses. To me, it ranges from the relatively enjoyable (like the Magic System *Demons* Plus Panther) to the totally brilliant (check out Rainbow's Racer *Demons* Sisters) reviewed by Tony. I just can't wait fully released next time 'round! With this excellent release as well, Rainbow's absolutely a name to watch!

# POWER



Destroy the helicopter.

Elementary design concepts will imply varying their systems orders, producing a pretty much accompanied by a fast spin.

To find the flag you have to look for a specific building which is very heavily guarded, and there can be up to two dummy buildings to destroy first.

The graphics are of very high quality, especially the main running all over the screen. The sound effects are like real explosions, and that said is just great!

If you wish an Amiga and do not sufficient will buy this. Then you are missing one of the best games around. Pippin's setting standards for other software houses to follow.

- GRAPHICS 10
- SOUND 10
- VALUE 10
- PLAYABILITY 10

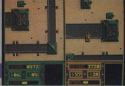
Pippin comes out on the CD and the PC, for those of you that it concerns, during June. There's unfortunately no information available of these just at the moment, but the Amstrad version arrangement gives you loads to look out for at around this time, including *Power*, *Demons*, *Demons*, *Demons* and the main *Demons* soundings. "Demons" is "Demons" in the "Demons", in which you play either a male or female character in a strange single bar, called "demons" in your relationship with the "demons". Well!

It sounds a little like that other American "Life" game *Demons* (which is which you had to live your life from birth to death, making good, bad, etc. with an extensive database about school, career, relationships and all the consequences). It was an interesting concept - if somewhat too American - but proved over time that it became an expensive but probably popular as only a few quality of games.

Which game are you going with Pippin?

To sum up, it will be a shame if Amstrad, Spectrum and Amstrad weren't there too.

Who can capture the flag.





# Target Renegade

- MACHINES: IBM, SPECTRUM, AMSTRAD
- SUPPLIER: IMAGING
- PRICE: £19.95 (PS) or \$24.95 (MSRP)
- DEVELOPER: BENTLEY GMA
- REVIEWER: TONY COLLIER

Organized crime gangs rule the economy. And Coast—don't come bigger than Mr Big. Your partner will soon off to investigate into what is 'Biggy has been up to. Unfortunately, he was caught and murdered. Now, being the complete nutcase that you are, have decided to go singlehandedly on his footprints and try to rid the world of Mr Big.

You race into the city of Seaville, where your enemy lurks. Five different areas wait for you to run through before you finally reach the final confrontation. You begin your quest on the top floor of a multi-story car park and the action starts. Heavily armed motorbikes ride at you full-on across the screen, and looking to be knocked off. A quick flying kick or two is enough to send these lumberers to a more level confrontation. On each level of the car park, one motorbike has a special job. Will see enough times to knock him back towards the lake or into the water. Remember your wheels always come off with a bit of sound. The last screen double damage against opponents. A clear rolling four punches to send them rolling off screens, only remind him how with the bar, or something delicately with it hanging over. Defeat all the bikers and you emerge from the car park into a busy street. And it can really start.

Your enemies on this level are, and this is putting it bluntly, loads of innocent-voiced and gung. A pretty tough here is the girl's modified attack. She grants you fairly by the windows, from her feet in your gun. The girl's main weapon is the gun. He's

grape in his pocket for a second, then for one of the girls. After that, he just stays in with his walking cane. Beat up a few of them, and it's off to the city park to go.

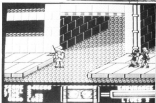
A quick job. What's the situation at Seaville on foot. A detective on a raft. What's that got to do with the game? Well, in the park, you are attacked by all skinhead-gang and small. Dressed identically, the smaller skinheads will jump up at you and put you in the face, the larger will just punch you. Steady through them, and by now the game's getting a little difficult, and you've seen the sleeping man, where you get to learn up the Beavie boys and some power laws that look like dogs.

The hills are amazingly tall, wear special jackets and very hard to hit. They may be fast, but that doesn't stop them from attacking you, starting from your ankles. Get past them and it's into the bar where you'll find the Big Boss, but only if you can get past his henchmen, who have a striking resemblance to the other guys.

The graphics are the best of this type that I've seen on the 16 Colour computer and beautifully animated, the word class is written

all over the game. Just look at the screens on this page and you'll see what I mean. Well, really you won't.

The great thing about this game is the animation. Your character doesn't move like those I could mention, neither does he glide. He BUNGS, and in the most



3 Taking a peeking



4 Watch for a sidewalk get to



4 Head to head

making a ping sound whenever it hits him.

Renegade's pretty good on the 16, and a lot of criticism was given. Imaging has obviously very listened to those comments very closely and come up with a pure fix number one. Easily the best 16 arcade game for ages.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

There's a wild, almost random-looking target that Target Renegade (Mr Big boss) an unlikely likeness to Ocean's managing director Jim Woods.

And looking at the sprawling street up and screen off Mr Big's mouth, there may be something in it.

How what irresponsible source do these malicious comments originate I hear. Ocean's managed a town publicity package, would you believe. Isn't that interesting? We didn't think so either.

Anyway, the Spectrum Target Renegade is already on sale £7.95 (MSRP), £14.95 Plus £2.00 (MSRP) for a brand new version £10.00 (MSRP) seeing the light of day towards the end of May.

BT wishes could not feel left out of all this and the game will be reviewed. Thanks as the end of June.

I'm a hard man and I know it was worth it.

Mr Big is fantastic. He comes on screen double up and looks towards you, watching his arms movement. He had to bend over, by the way, because he wouldn't fit on the screen any other way. He is tough! Defeating him is just a matter of finding a couple of feet left and continually hitting the fire button. Once your defiled feet, you see, well, it'll be you feel out for yourself.

The sound is varied and very much up the game. Different patterns of music accompany each level, and all are very fresh. The sound effects are good too. You will love the sound of the car with your character's head of car

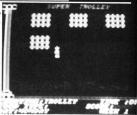


since they're always shown in white. I especially liked the shuffling animation, the pinch force on grids and the credibility 0-90 before starting the trolleys into your fleet.

Unfortunately, there isn't much excitement in the process of searching for the right stacks, dumping the goods and making your way back to the tile for another trolley and another assignment. You have to avoid bumping into customers and objects, otherwise you'll get the sack. Knocking items off one set over the floor is particularly bad news.

Overall, then, SuperTrolley is a more-looking game with just not enough gameplay involved. If the next Jim could have had something better if he'd made the effort.

- GRAPHICS
- SOUND
- GAMEPLAY
- PLAYABILITY



- MAINFRAME SPECTRUM
- SUPPLIES (MAGNETIC)
- PRICE: £19
- REVIEWED: GAMES JOURNAL

# Super Trolley

A bit of an oddity this, if you get the story right, this game is the result of a letter to Jim D'Fix it. Apparently some little lad wanted to see his game design turned into real code, and clever-headed good-fairy Jeremy Smith stepped in the middle. MisterTonic gave 10-00 to the business. The result, as you'd expect, is pretty naff.

SuperTrolley, it happens, is a game of strategy and memory. You start off as a supermarket dogbody, and your aim is to win promotion by completing tasks in the shortest time. First find tasks, for instance, is to stack up boxes, and you have 40 game minutes to do it.

Before setting off you must stack provisions on a pile of goods, which takes a couple of game minutes, then it's off to the game arena, as your miserable-looking funny-looking trolley full of load around the supermarket in search of the right counter.

Despite the fact that the playing area seems to be only something like half-screen, it's probably a good idea to make a map of the shop, since most of the 3-D perspective scenes last at least three exits. Despite this, the screen shows the objects you are carrying, the food type on the counter ahead of you, the sky, walls, time and score.

The graphics are clearly designed to avoid colour clashes, though there's not much variation

in the young man behind Super Trolley's right year-old Andrew Collin. He wrote the Jim D'Fix it programme back in 1986. However, it wasn't until December 1987

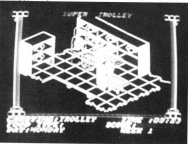
that he heard that he might be included in the show.

And now apparently decided the game but the programming was done by the folks at MisterTonic.

The highlight of the whole affair for Andrew was appearing on the show with Jeremy Smith.

MisterTonic has no plans to release Super Trolley on other formats.

■ Stacking up your trolley.





- MACHINES
- SPECTRUM ONE-ON-ONE
- SUPER-FAST, HIGH-SCORES
- RISKY IT IS
- DESIGNER TALKS SPECTRUM
- REVISITED: TRISTRAM COFFIN

Well, when you've had a bit more, why not try the game's old formula again and add a couple noobies. After all, you won't be the first — and probably won't be the last — to try this tactic to get one over on the gunner.

Simple, isn't? You get better! But you can't believe that *Lee Enfield*, *Spectre Ace* doesn't have more than a passing similarity to the other infamous shoot 'em up, *Proboton*, which itself was a copy of the coin-op called *Empire City*.

OK, so the "them" release has a different scenario, some really nice fills and additional levels, but it's basically the same when it comes to sitting down and playing the thing.

That's not to say *Lee Enfield* isn't fun. I found myself getting quite addicted, despite my initial irritation at the lack of originality.

The *Proboton*, you need to be quick on the trigger and fast on your feet to defeat the various nasties that come at you.

*Lee Enfield* is a fast-travelling mobile shooter, so as the boat would have it, a trouble-shooter!

- Match a master

# Lee Enfield

Is this some sort of French special agent we see here? Lee Enfield shoots the time-some dealing death and destruction to badies whom even they may be hiding. Doesn't that make you feel safe?

Here he finds himself in the 20th Century, battling the forces of the evilicious Yellow Shadow in an attempt to rescue his old mate, Sam.

Meanwhile, back at the office, Lee finds himself sitting away at video addies, alien monsters, nasty weapons and even abstract apperitions. I know how he feels, I get abstract apperitions after 10 counts of *Thesaurus On Parade* too!

Level up the game, and instead of a background which consists of images of Al Capone's Chicago in the roaring twenties, you see a



► Spot the badgery



► Repeat quickly

futuristic Mad Max-style landscape complete with damaged buildings, burning pipelines and those nasty minions of the Yellow Shadow ready to gun you down. Quite moving your gunnery, you aim in to the target and hit the fire-button. Quick-to-bubble trouble 'nash, get on! At the bottom of *Proboton* is filled with tips to point the way to your next target, and as it goes, you get an audible "you're dead" between targets — traps which get faster as you frantically search the screen for the hidden traps. Can't find the target? Blame on me. Leave the gun on your shoulder and you lose a "life" before the gun sight goes "automatic" and proceeds to show you where the chemo who "killed" you was hiding. You'll remember next time, won't you? Yes, after a few sessions you get to know where the next target will be, although the game does appear to throw them at you more randomly

than *Proboton* did. Oh yes, the quicker you see the target the more you score.

To chase from level to level you must defeat the Awesome Waddy Ballroom, more commonly known in most of us as the imaginary master globe. This takes several hits to destroy — and it's hard to get a direct shot at the thing. But if you succeed you see us here in an impressive mission sequence, moving up to another futuristic stage where more nasties await. The action gets faster the further you get into the game, and the targets get harder to spot.

Graphics on the Spectrum version I looked at were pretty good. Some of the nasties you shoot at are pretty big. The most difficult ones resemble some of my favourites. Animation is a bit shaky and the sounds are basic Spectrum-beeps and boops.

*Lee Enfield* isn't a bad game, but it's still just a copy of *Proboton* with fills and so that would be a bad game for release. There's a reward to a real target.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

Can't say we're that impressed with *Lee Enfield* on any version, mainly because we've seen it all before. Don't fail to tell it would be the great prize even if the old had been heard of *Proboton*. The general consensus is that it would be a hard better as a budget release and, if it may be, with a new title. Call it *Lee Enfield* or *Rescue Ace*, but *Lee Enfield* in *Spectre Ace* is just ridiculous.





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# REVIEWS

## Overlord

Pen de Celles bridge to be tested. The game ends when the Allies reach Paris or one side runs below 40 per cent strength. The best feature of the game, and the one that attracts most of the fans, is the combination of offense and defense, which is very good and never unbalanced.

Unfortunately, the game is based on the same playing mechanism as Ken Wright's earlier work. This has not had most of the bugs taken out of it, and gives more erratic combat results. But it can still cause unpredictable movement. It is true that perfect control cannot be achieved in war, but at the strategic level of the scenario, bridge there was better control than the game provides. Rifle Corps and Army formations are lumped together as having seven soldiers each. This means that Second British Army (total strength 12 divisions) is the

same size and of lower fighting value than is 5th Panzer Corps (2 divisions). It is right to suggest, as Max Hastings does, that some German units were stronger than some Allies, but overall the Allies were far stronger, which is why they won. At all but the outset of the game, they are lucky to sustain a draw.

This is an average game, neither particularly accurate or inaccurate, interesting or boring. But every game that Ken Wright has designed has been better than the last one. Some day he may produce something very good indeed.

- GRAPHICS
- REALISM
- SOUND
- PLAYABILITY



■ Watch for unexpected consequences.



■ Average game play.

Bridge and ST users will have to substitute suggested Overlord's map for their machine's.

The computer simulation of the famous Allied liberation of France promises many exciting battles and expert details in the full version.

- MACHINE SPECTRUM/MS-DOS
- SUPPLIER: CDS
- PRICE: \$19.95
- REVIEWER: STEVE BARRETT

Described as "based on" the historical *Overlord* by Max Hastings, this is a fairly straightforward one-player game of the D-Day invasion and subsequent campaign by Ken Wright, developer of *Strike and Advance* at Epic. The game starts with the Allied invasion, and the player, taking the Allies, has a choice of invasion beaches, allowing alternatives such as the



■ Steady advance.

■ Winston Churchill and General Montgomery chat with C-47s. Review: Steve Barrety (left).

## Pegasus Bridge

- MACHINE: CDS
- SUPPLIER: CDS
- PRICE: \$19.95
- REVIEWER: STEVE BARRETT

Pegasus Bridge is still there if you look for it, actually two bridges side by side across the River Orne and Caen Canal, a short way in from the beaches of Normandy. Below dawn on 6 Dec. 1944, June 1944, most of British 1st Airborne Division were dropped by

paratroops and glider to capture those two bridges, and destroy the six bridges across the River Orne a short distance away, so preventing the Germans from counter-attacking as the first Allied landing took place. It was a confused and desperate battle, fought by isolated parties of a few hundred men, with the arrival of reserves from one side or the other swinging the situation either way. But by the end of the day the

British had achieved all their objectives.

A small unit action like this is one of the most difficult of all battles to computerize. But *Pegasus Bridge* does it brilliantly. This is a one or two-player game, and the computer as an opponent can be set for three levels not of difficulty but of aggression — it will use different tactics depending on the choice. So, the player can defend with the Germans against the high

aggression of the airborne forces if he wishes. The subtleties of small unit action is reflected in high quality rates and rapid movement, although the game mechanism itself can be a little slow moving.

This is an excellent game of an exciting and unusual battle, and very good value indeed.

- GRAPHICS
- REALISM
- SOUND
- PLAYABILITY

The *Armed and Spectrum* versions of *Pegasus Bridge* are on sale now. No other conventions applied.

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# Karnov

C+VG  
REVIEWS  
21

► **PLATFORMS:** SPECTRUM 48/64  
► **SUPPLIER:** ELECTRO GAMES  
► **PRICE:** £14.95  
► **RECOMMENDED SPECTRUM:**  
► **REVIEWER:** TREVOR MOUNTAIN

It's weird, if you think it's wonderful that Karnov for you! After what seems a very long wait, a classic cartoon character has appeared for the Spectrum. You'll be hesitant as soon as you load it up... and you wish I went to turn your machine off until you've completed the final level.

If you've played the original Data East arcade game you'll know what the coverage gives a lot to Karnov.

retirement from the circus was all down at the local inn and cheap take of his exploits with his mates... but the other strange things at you you're not expecting, like rocks, spells, bombs, bells, you know the sort of thing.

You start the game on the outskirts of a rural town. You have to run, jump and climb your way through to the end of the town... avoiding firing machines, rock-throwing Rock Men, barrier-melting axes and other assorted nasties.

Along the way you can collect useful items, like ladders, extra

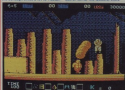
mach.

Items you collect appear in an inventory at the bottom of the screen... and you lose them, even if you do lose one of your five lives. Some items must be used only at specific times during your fight to maximize the treasure. Others, like ladders, can be used anytime.

But be careful how you use the inventory. You flip through the objects as Karnov moves back and forward on the screen... so make sure the object you want to activate is the last highlighted. BE CAREFUL you hit the wrong one very. Man's the time I've hit the

jump-over obstacles, and other items will help you fly in some instances.

As you've probably guessed, there's a lot in this game. Discovering what does what and to whom is half the fun. The other half is actually beating a level guard and making it to the next one! The end of each level is guarded by a boss monster which



▲ Karnov gets lonely! - C64 version.

Expects a bit of *Ghost and Goblins* thrash in for good measure. Both these are cute-up classics, and although Karnov can't claim the same reputation it's still an extremely playable game... and it's better should get loaded air for the conversions they've done for *Electric Dreams*.

The Spectrum version may have gone wandering and not so hot actually, but the playability and big colourful graphics really capture the rest of the legend.

The plot is typically Japanese, although the action is supposed to be taking place in medieval Russia. An evil wizard, Ryu, has seized the small village where the legendary Last Treasure of Babylon has been hidden for centuries. To punish the villagers who made flying machines he unleashed an army of mutated monsters and deadly demons into the countryside around the village.

Returning to the village after years travelling as a circus strongman, our hero Karnov finds himself called on to go on a quest to recover the treasure and bring peace and harmony back to the world. The most intriguing thing Karnov wanted to do on his



▲ Climb the ladder to success - Spectrum.

treasure, magical seven-league jumping boots, bombs and so on. The screen scrolls left to right, and although you can turn around and go back a short way you are always forced to move forward. So watch out for obstacles which sometimes fall from the skies... it can be fairly frustrating to see an object you could really do with just out of

activate but you with the bomb icon highlighted when I really wanted to use a ladder. And if you don't move fast enough you WILL blow yourself up!

Thinking of ladders, you'll need these to reach useful objects higher up the screen or to escape from difficult situations. The boots come in useful for making big

leaps a bit of time and strategy to defeat.

Karnov's a game for map makers and gamers on well as arcade addicts... it's one of those games which will spend a thousand miles and a hundred lives.

The nasties who come at you are many and varied... I start the warriors on columns and the crawling, ball-bearing-towers-in-one! But there's lots more to see as you venture deeper into Ryu's fortress...

The only criticism is that it's a multi-task game, but how do you get all the action into a Spectrum without doing that? Level the scrolling could do with being a bit smoother.

These things accepted, Karnov should be a hit game if there's any justice in the world. You'll discover a winning action, colorful graphics and an outlandish story... all up with the usual Spectrum and you won't be disappointed.

Now check out our Karnov map with hints and tips in PlayStation.

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

## Carrier Command

■ MACHINES: APART 17, AMIGA, 286/386, IBM PC, AMIBUS, SPECTRUM, MS-DOS, SONY TURBO-D  
 ■ PUPPETEER: SUGIMOTO  
 ■ MUSIC: IAN YOUNGSON (CD), YOUNGSON MUSIC (AMIGA)  
 ■ REVIEWER: DAVID BISHOP

One of the most eagerly awaited games of the year, Rainbow's

A team of scientists, dispatched to investigate the islands, discovered a theory that the electromagnetic signals trapped in the fault lines that sea could be " tapped" and used as a source of power. To do this, the scientists argued, most of the islands would need to be "populated" with power stations and command centres, each maintained by service convoys. It was decided that two aircraft carriers, each totally computer controlled, would be built and sent to opposite sides of the group of islands. They would

then carry out their threat. To do this, you must either destroy ACC Omega or gain control of every island, including the enemy's home base.

For start of the game, each of two players has a full complement of four missile fighters and the same number of Velox Amphibious assault vehicles. In addition to these, your forces also contain various tugs and boats including mines, turrets, and bombs of all shapes and sizes, not to mention fuel pods, flares, inflatable Patrol Defence Orbits,

and Long Range Communication Pits.

This might sound like a lot of hardware, but you'll soon gain running out of fuel and resources, so it may need to be found by producing additional resources for later use.

The strategy comes in the form of Automatic Command Centre Orders (ACCOs). These include bombers in these varieties: Resource, Factory, and Defence. Once a resource ACCO has been "issued" and a command centre built, a series of mines, rigs, fuel dumps, and auxiliary buildings will be created to keep the island self-sufficient. These raw materials are then shipped, via the Resource Network, to Factory Islands, where they are used in the manufacture of all weapons, refined fuel, and other pieces of equipment required by the carrier and its attendant wings.

The Resource Network is a series of underground links between many of the islands. The number of such links joining islands under your control, will determine the rate at which fuel, weapons etc. are transported back to your Strategic Island, from where they can be directed toward your carrier when it's within range. Defence islands differ from resource and factory ones in as much as they are not primarily used for production. Instead, a Defence ACCO will create a squadron of Veloxes fighter convoys, each armed with heat-seeking missiles. Defence islands are also protected by sea mines and ground-to-air missile launchers, and contain runways where you can land and refuel your planes.



3. Optimised flight mechanics in Carrier Command, like every other game, has its own. So how does Rainbow's software control your mission up to the moment it showed what we witnessed in our January issue?

The game puts you in command of a futuristic aircraft carrier as you battle for control of a group of 16 islands. The first eight stages of the scenario, produced full-page "Operations Guide", provide you with background information on the importance of the islands, and why that's about to fall into enemy hands.

It turns out that the islands have their own radio links, usually high level of technical complexity. The area, which was used for countless underground nuclear warhead tests towards the end of the last century,

within Assault vehicles, their high "populating" each island in turn, gradually working towards the centre.

Just as each carrier was enroute close to their designated base island, a message was received from STANZA, the lead tug, revealing that they had captured most, but not all, of the convoys of one of the carriers, ACC Omega, which was now completely under their control.

It, by 11:00 tomorrow, Space Shuttle's a 15 billion-dollar mission they'll begin to systematically destroy all the islands, those opposing the flight of a much needed amount of energy.

You are given the form of the other carrier, ACC Station, and are faced with the daunting task of destroying STANZA before they



4. A MiG fighter gets the enemy carrier in its sights.

# Command

REVIEWS

C+VG

23

The movement between islands, the deployment of AGCAs and the subsequent management of your resources, including what should be produced when, are the major strategic elements in the game.

For the more arcade-minded amongst you, your fun will come when you reach the point where most of the neutral islands have been captured by one side or the other. Taking an enemy-held island is not easy, but you'll have a few of fun getting blasted out of the air a few times while getting the hang of it.

To capture an hostile island, you'll need to first weaken its defences with aerial and sea-based attacks. While the enemy is still reeling from the attack, you can quickly zoom up onto the island in a Winco and install a Virus program in the enemy's Command Centre Building.

The filled graphics in *Command* are nothing short of amazing, fast and accurate that anything you see on any home video - 8 or 16 bit. Air attacks are the most fun, swooping down fast and skimming over the surface of an enemy island, throwing a path through trees and volcanoes and picking out target buildings can be incredibly intriguing, not to mention extremely dangerous.

Should the 'Strategy' version of the game not appeal to you, games and magazines as well as coincide with little patience. For those who want a few hours of blasting, there is always the 'Action Game' which immediately plunges the player into a confrontation with the enemy.

One of the pleasures could be described as obscure. There are

times when you wish you had another pair of hands, but there are others when the game does not for some form of time compression facility.

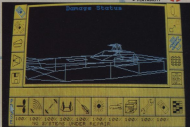
For example, an attacking a combined air and sea attack requires eight second timing and complete mastery of the patterns of control icons on the video screen in the game. Yet, in complete contrast to such points of high drama, there are periods of up to five minutes when all there is to do is watch your carrier sail, under Autopilot control, from one

island to another, perhaps changing the magnification of the map. Bored? To relieve the boredom.

Without doubt, one is fully justified in using the well-known term 'state of the art' when describing the graphics and the sheer technical mastery of *Command*. As a game, it will not be everyone's cup of tea. A high degree of sophistication and strategic planning will be needed before you even sniff victory. If this doesn't put you off, then *Command* should give you hours

of sophisticated pleasure. If, on the other hand, you're not prepared to work for your play, then look elsewhere.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY



▲ A carrier (right) sails off.



▲ Better graphics seen available in centre screen, including damage.

## 8 BIT OWNERS MUST WAIT

Customers of all and Spectrum owners are still going to have to wait the while for the first 16-bit title. Rightly, after the *Warrior* debut effort - and soon after the details of releases in *Command*, that's the good news. The bad news is that owners of 8-bit machines are going to have to be patient. And judging from Spectrum's sales record on having computer games - many games, the industry view from *Command* is that the Spectrum version should be ready in time - but don't expect to see the 8-bit version until July.

8-bit owners are more fortunate as the version is the next title to be launched - after the release in May. Goodbye

been replaced on the Amiga - giving it a slight edge over its 11-year-old rival.

The Spectrum version will require a combination of files to 100 kbytes and you'll probably find it difficult to fit on a single floppy. But C+VG is excited that the 16-bit version would make the most of the capabilities of the machine. It's already an option. The game design has resulted in benefit from the individual strengths of each machine.

When the 16-bit version will enter in to the number of islands - there will not be as many though Spectrum are adamant that they can include all the 'key play elements of the game' in an 8-bit or 16-bit version.

STRAP THOSE SKATES ON, SCOOP THAT TRASH,  
MIND YOU DON'T GET GRAVEL RASH, RIDE THOSE  
SIDE WALKS. DON'T BE LAZY, EVERYBODY'S

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# Obliterator

- **MADE IN AMERICA**
- **STRONG REVIEWS**
- **PRICE \$24.95**
- **REVIEWER: BOB STEIN**

During the Clone Wars, the Galactic Federation needed a fresh command unit — a carefully-selected corp of genetically-altered soldiers. A Suicide Squad.

The Obliterators were created. It's now eight years later, and here is single-Obliterator

suicide. One man to face a deadly cell.

A society-afraid confederation of feloniously-unarmed alien civilizations from the Galactic Core — besieged by Federation "terrorism" — has sent a lone Starship against the entire Galactic Obliterator mission to be learned, using an untested warner transporter, aboard the alien ship in a last-ditch attempt to save humanity.

As is to be expected from Psygnosis, the game comes on two disks and is impressively presented. There's a beautiful Roger Dean poster, depicting a

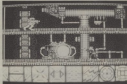
scene reminiscent of *Alien* and that only screens its action as the game loads. The controls are similar to *Blaster*.

Let your game from Psygnosis and consists of a strip of levels across the face of the screen, traversed by vehicle.

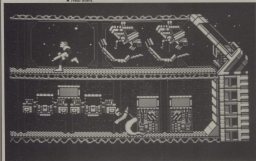
The game plays very nicely. It's far easier to play than *Starblaster*, and even

providing a SAVE game option, should you find a *blatant* unit.

The graphics are excellent, detailed and varied — both for the elaborate and convincing backgrounds and for the huge collection of aliens. These come in many forms — including one which crawls across the ceiling, one which drops glowing spheres that break open to reveal



■ *Meet alien.*



■ *Technically good, but unplayable*

REVIEWS  
C+VG  
24

last-like programs as well as several mutated air robots, houses and vehicles fire inside at you.

Obliterator shows great attention to detail — especially the idea of having lasers concealed in the walls — and great variety. However, there's little to do except blast larger numbers of things, and it plays very slowly. Thus, adventures should steer — as should arcade fans who looking for a *blast*. I fear Obliterator will appeal only to map-makers.

Obliterator is technically excellent, while managing to be brutally unplayable.

- **COMMENTS**
- **DISCOUNT**
- **VALUE**
- **PLAYABILITY**

5  
5  
5  
5

# Next Month

There's no gulling punches in *C + VG* next month. *System 3's The Last Ninja 2* gets the front cover treatment. Thrill to this latest high-kicking, big-bopping, flat-chopping, slick-kicking martial arts extravaganza.

There's also a hack attack in July's issue. *Barbarian II: The Dungeons of Doom* will be one of the year's biggest games. We have a sneak preview. It will slay you!

**Shock! Horror!** Following the success of this month's trip to the *Dare Zone*, don't miss *C + VG's* FREE pull-out horror poster. Put the frighteners on a bedroom wall near you.

**Who Dares Wins.** It's mega competition time. Fancy a trip Stateside to say a big hi to Mickey Mouse? Then don't miss next month's issue for further details.

This is my friend Mickey. Oh, didn't I tell you, I met him a few weeks ago in Disneyland.

Not boasting or



anything - it's just that having been there I know what to go on and what not to go on, which is pretty fortunate for you should you win our super prize of a trip there. If you do you will get my personal guide to Walt Disney's dream park.

There's a whiff of corruption about *C + VG* next month. No, it's not what you think. Keith Campbell checks out *Magnetic Scrolls'* new adventure, *Corruption*.

And, of course *C + VG's* very own fantasy man, the wonderful 'Wayne, will be conjuring up the latest on *Play-By-Mail*, *live-role-playing*, board games and miniatures. Tony Takouahi will be back with *The Mean Machines*. Has he found out more news about the fabulous *PC Engine*? Find out next month.

Essential news, brilliant reviews, tantalising previews, fun and frolics.

Don't miss out.

*C + VG* will be bustlin' out all over on June 15th.



▲ *The Last Ninja 2*



▲ Have a break, have a PC engine.

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► MACHINES: IBM PC SPECTRUM AMSTRAD  
 ► MONITOR: 640x480  
 ► PRICE: £60 (AMSTRAD) £65 (IBM) £60 (SPECTRUM) £75  
 ► VERSIONS TESTED: C&A  
 ► DEVELOPER: M&M

Third time round at producing a B&B's game, and Grinnell has more or less junked all the distinctive paraphernalia of the former, and served us up with what amounts to little more than a bog standard shoot-'em-up. No more flying cars, armoured trucks or choice of B&B's agents: now we get to play only the boss man (well, Matt Tracker in a feckin' red jump suit, and quite frankly he could be anybody). Similarly, gone is the rickshaws James Bond-like scenario, replaced with a simple one-line set-up: "Enter your race". All of which would seem to add up to the worst game of the 1990, PC2 100.

For all their admirable efforts to be true to the spirit of the track, neither M&M or M&SR (I've been particularly impressed) have Average graphics and decidedly dodgy

game-play, and it is in these precise areas that *Venom Strikes Back* scores. It is nice to see programmers realise that it is *how* you'll use a game-play that should always be the bottom line, even if it is only on the third attempt.

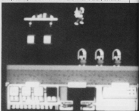
Apparently none of the B&B's enemies will operate in space, so you as Matt (good name for a hero, that) have to shoot a *Venom* craft in order to reach the moon where your son is held. What this means is that you must Bourne your way through a number of levels picking up different Modes that add to your arsenal of weapons, visions, of sound, and well aware of your special fail and send a vast array of enemies, missiles, bombs and other nasty things at you. A pretty tough game, it is all Matt though, because you soon realise you can take a massive number of hits before being leg up into five or six pieces and bouncing along the ground. In fact, you can pretty well ignore the warnings of *Venom* weapons — apart from the big ones that come a couple of times on each level — because you can't make heads or tails by timing your jump wrong and landing in the water. Oh yes, I forgot to explain that the *Venom* lane looks for all the world like the Lakes District or something, with blue skies, pine

and grassy bits. Quite why they want to bother with a moon base in kidnapping people is beyond me, when they could be spending their time water skiing or lying in the sun.

Yes, that old jumping is quite a sticky one, and takes some learning. Seems the basic idea is to leave it as late as possible each time, in fact on some obstacles to stand in what amounts to thin air, since the backgrounds don't always correspond too well with

warnings before you can try again, which suits us really games.

All of the above refers to the Commodore-64 version, which for all its faults and there are plenty, like the over-jolly sound effects, remains one of the most addictive games I've seen on the 64 for some while. It's a pity the same does not hold true of the Amstrad, which boasts graphics as different (and inferior) than it could be another game entirely, and which is rarely devoid of



▲ The end of level one, and the going gets tricky.

where if Matt can stand, and where he can't. You also get some very short levels that take place in a high-tech tunnel system, which aren't a quarter as hard as the outside bits, since there aren't any silly traps to perform. The only problem here is to get through the missiles quickly, or else you'll miss the blast that waits at the end and gives you extra weapons. It doesn't hang around for too long!

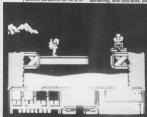
One of the most useful weapons to grab is the ability to fly, which you will need to take out of the big hovering missile which stands between you and your son in the moon. Get there, and it's none-of-the-same with a lunar backdrop, though to do so on the pitifully few feet you are given is rather hard. At least there is some of that tedious waiting around through this

third game.

One to be avoided, I'm afraid, though the Commodore remains superior to many much hyped shoot-'em-ups, and is worth nine ninety nine of anybody's money.

The little machines appear to be given previous title to do as the number of weapons launched at him seems awfully small, and the jumping sections, which seem what made the game for me on the Commodore are discontinued by these attempts. The Spectrum suffers, though more for the poorer quality of the graphics than in that it is much less playable or anything. There are no plans yet to go 16-bit, and quite right too. It really isn't enough of a game to carry any overblown treatment really, just a bit of fun on the 64.

► C&A: 10  
 ► B&B: 10  
 ► M&M: 10  
 ► M&SR: 10



▲ Jump the space, but there's no landing the big sticky ones.



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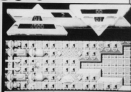
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# Return To Genesis

- DEVELOPER: AMIGA BY JAMES, A. GIFFORD, PASCALS
- PUBLISHER: VISION
- PRICE: £19.95
- VERSIONS: 16-bit Amiga BT
- REVIEWER: CHRIS JENNINGS

The career of Steve Nite, the programmer of *Return to Genesis*, seems to be as fitful as Orion Wells. If I'm not saying that he should be doing really commercial, just that at the end of each session he has been at the start of his career, and since then he's just looking to see with little regard for originality.

*Return to Genesis* is a Defender derivative, with the added bonus of the trademark "orbit weapon" features, like Star's first ST game, *Orbitron*. It's distinguished by excellent sound-effects, controls



#### ► Resulting in control

designer Pete Lane, sophisticated music by David Wilkinson and a varied speech. The follow-up to *Orbitron*, *Aftermath*, was a little slower and still retained a scatter, the most annoying aspect of which was the small size of the playing area. *Return to Genesis* has the same fault, the actual playing area occupies only the central third of the screen, so there's not much room to manoeuvre.

There are few ways to play *Genesis*; you can ease through the non-beautifully detailed backgrounds, blasting tracks and bounding "harmless" off the surface belts. Or you can take it slowly and carefully, manoeuvring around the obstacles and picking up the little space suited scientists who are the object of your quest.

You have to be careful not to die there, because they will supply you with extra weapons such as shields, multi-lasers and speed-ups. After picking up a scientist, you can pause the game using the HELP key, examine the non-down-ports of the lanes on board, and select one to help save your ship.

Close to the spaceship they can provide are given in the accompanying booklet, but not all will be of help in events stage.

More relevant is the scanner at the bottom of the screen. This shows obstacles in black



#### ► Nice bits - shows about the game.

scientists as red dots, enemies as white dots and your ship as a white square. It took me some time to figure out that the trap orbits around; you don't have to fly left to right - if you fly, you can fly right to left and back the other way at each level too. You can also try flying backwards to defend your base.

Technically, *Return to Genesis* is superb; particularly like the way it shifts your ship and your enemies can fly through and under some of the combinations, although this makes it hard to keep track of some of the goodies.

The most annoying thing about them is that they normally attack

you from behind, forcing you to double it even fly to attack them. This tends to slow down the action, which is never a good idea for an arcade game.

Control is by mouse, joystick or keyboard. Mouse control offers some advantages, but since you can use any control at any time, you could easily swap to joystick for the tricky bits, fighting around all the enemies are released or killed.

The loading screen, showing a shiny spot-on, is wonderful, and it is a pity that publisher's own's used on the unattractive packaging. The speech samples are clear - "Return to Genesis" -



#### ► Return to Genesis

World-class" and so on - but sound as if someone is bored with the whole business.

To sign, *Return to Genesis* is a good-looking adult game's really improve on any of the myriad shoot 'em ups for the ST.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

#### AMIGA VERSION WILL BE THE LAST

Amiga owners can look forward to a version of *Return to Genesis* - it looks forward to the right prices after our slightly-buzz warm review.

The Amiga version does promise to be slightly better with its greater sound-effects and music. No 8-bit versions though - this one is strictly for Amiga and ST owners. Ever - or what?

Remember the search - go on for the game - either on the Amiga BT or Commodore Amiga - which will start us all, just like the ultimate games old in the Spectrum. Right now that is what the 16-bit machines need. And guide, 16-bit is the future, we think, but with the PC's empire on the horizon, Commodore and Amiga won't have it all their own way.



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Release info: Play Station 2: In Store October 16. London: WCEA 1997. Amiga and Windows 3.11 are trademarks of Amiga. Microsoft Windows 3.11.



## Legend Of The S

The appearance of *The Pawn* a couple of years ago, marked milestones in the history of adventure games. Since then, Rainbird has maintained its reputation for high-quality adventures, with follow-ups *Guild Of Thieves* and *Justice*, and Level 7's *Knightr Drac*. Now comes *Legend Of The Sword*. Keith Campbell reports.

*Legend of the Sword* may be new to you, but to Robert Soft — Earl Buckingham, Colin Woodcock and Eugene Messing — it's one or two years old.

It all started when Earl, then a hospital technician set about writing a novel around a story he had dreamed up. Before long, he had a chief with Colin

"Legend has problems, but you won't find any obscure ones like having to tie a rope to a tree with a shirt..." he mused.

When Legend was in a playable form, Earl contacted Mazonian. They were happy enough to accept it as it was, only see it if sold," said Earl. Not being too happy about this rather offhand approach



to Robert Soft, he was surprised to find that Mazonian had accepted the game as it was, only see it if sold," said Earl. Not being too happy about this rather offhand approach

▲ An original presentation is teamed with an endless supply of text.



Fortunately, you lead your man towards the right entrance of the black paper door.

As you push the door open a small dark knight cast your spell and into the grass entered you. With his famous lightning cut and his tall wings, he sits and looks at you. Alexander the dog.

▲ 80% of the game can be completed by using only the mouse.

about it, and as a result he decided it would make a better adventure than *Isis*. So Earl gave up his job, and the two of them got together with Eugene, and started to create the game.

Earl himself had not planned an adventure of this point, but was eventually to have a tussle with *The Pawn*.

to the product of some four months work, he next approached Mazonian.

Rainbird liked it, but they weren't prepared to accept an Amstrad version — they said it just wouldn't sell. They wanted 16-bit versions, they wanted changes, and they wanted another six months of work on it.

If that been a big

investment in time, with the return still a little way off. But the system is there to buy again — and it's already being enhanced for the sequel, *The Final Battle*. This will feature more character interaction, with cameo pictures in its scenes, instead of the four used in *Legend*. Silicon Soft was set in Kettlewell, up under the

Enterprise Adventure Scheme, as was *Smart Top Software*, who produced *Alger's Revenge*.

When Legend was in a playable form, Earl contacted Mazonian. They were happy enough to accept it as it was, and see it if sold," said Earl. Not being too happy about this rather offhand approach to the product of some four months work, he next approached Rainbird.

Rainbird liked it, but they weren't prepared to accept an Amstrad version — they said it just wouldn't sell. They wanted 16-bit versions, they wanted changes, and they wanted another six months of work on it, in collaboration with their development team — which includes GAVG's own Paul Coppins. Then, they said, they would sell it — and sell it well!

So Colin and Earl, impressed with the backing Rainbird were prepared to put into the product, went out and bought an Amstrad. Colin had to learn the machine in a couple of weeks flat, before setting about recreating the legend system on the ST, which he wrote in C.

"I had a bit of trouble with the C compiler at first, but it didn't work out too bad!" he laughed.





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# Stac-The ST Adventure Creator

► SUPPLIER: INCENTIVE SOFTWARE  
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► REVIEWER: KEITH CAMPBELL

A couple of years ago, the first real competitor to the Quill appeared.

Incentive's diaphanous Adventure Creator, otherwise known as the GAC, the STAC, started life on the Amstrad, and soon migrated to both

Commodore 64 and Spectrum. So now the Quill was offering 64K versions, and eventually Plus!, and the GAC failed to displace it amongst those who used it to write adventures for commercial publication.

But the GAC found a great following among adventure enthusiasts seeking to write their own games, and its success was almost certainly due to its extreme ease of use.

Now GAC has become STAC, an adventure creator for the Atari ST, written by GAC's originator, Sean Ellis. But it is far more than just a conversion from the 8-bit format. Its many advanced features make it an extremely flexible utility, capable of producing adventures that may be difficult to recognise as STACed.

A similar manuality applies to GAC's user interface. In general, the initial letter of the option required is hit to enter it, type it, for example, and you are immediately into screen descriptions, displayed as a single screen form. Connections with other rooms, and long and short text fields are entered here - press

RETURN, and you move on to the next input field, with a final 'Y' or 'N' to keep or abort the entry if you have made a mess of it.

The graphics option is a superb utility for drawing pictures (I had a great deal of fun with it) and offers 16 colours on the same screen. These can be set to any shade you want simply by sliding three little boxes up and down (appearing in scales) until you get the exact mix that suits you. Pictures produced using Neochrome and Degas can also be used in the adventure.

The text, too, has its graphics side! A Font option allows you to design your own lettering style within an enlarged box

broken down into magnified pixels.

All this, and sound too! As well as beeps and buzzes, music can be incorporated into a

650 page manual, plus a free copy of Strymes, an adventure written by Steve Shirley (November March '88) - but this time it is fully illustrated, with



► The graphics option.



► Showing graphics.



► A flexible utility.

message. Sounds can be played, although being a single channel, it could be extremely difficult to write a tune with a true accompaniment, and the volume of all notes played will be the same.

Other features offered by STAC, are string manipulation facilities, comparisons within conditions, and the linking of disks, so that adventures spanning more than one disk may be produced.

With the package comes

some really stunning pictures.

There is but one disappointment in the package - although you can change the textsize, the program cannot be used with a mono monitor.

With the STAC, GAC has come of age, in the same year as its author Sean Ellis, now 21, and a graduate in Cybernetics and Computer Science.

Will we soon see an even more advanced AMAC?

# Village Of Lost Souls

► SUPPORT: SOBICO  
 ► MACHINES: AMIBAS-DPC1  
 ► BPC (EMASTER/SECTION)  
 ► PRICE: \$9.95 (DOS) \$12.95 (BPC)  
 ► REVIEWED: KEITH

Village Of Lost Souls was originally available for BPC micro by mail order only from Mega.

Software it has now been reissued and converted to run on Amstrad CPC computers, and released by Release Software.

The new adventure is set in the medieval world of Allison, where magic still exists, but used only by those gifted with the talent.

You play Hoffman, transported by Pather-Magister-Rain to the village of Githfain, to investigate the resident Lord talent who is believed to be attempting to open a portal to the wilderness realm - the Realm of Chaos.

Wandering through the countryside, everywhere is deserted, save for a flock of crows chattering and sharing around you. But there are some shadows on the way. The burnt corpse of the miller in the Githfain Chapel is just one of a number of grisly discoveries you make as you leave the village and fields.

But apart from wandering around and examining everything, I found it difficult to know quite what I was supposed to do next.



Nothing obvious presented itself, demanding an answer or action. After a few hours, why I had only some doors and one real problem: the retrieval of a key for use in a clock in a stone floor to reach.

Of course I knew I wanted it, you always want a key when you see one, don't you? yet I had no purpose in mind for it at that stage. And there was a beliefive that I believe I know how to open - although I hadn't actually tried to open it, since I hadn't recognised a problem that required me to.

The adventure performs in a similar way to the early Level 9 text adventures, with slightly (only) less search locations. It's a decision-making, a lot of possible exits and their respective destinations, for

example:

"There are visible exits north to a farmhouse, south to the Rectory, northwest to a heavily walled and towered-to-a-turret-bastion."

One other peculiar feature of the way in which this is implemented, is that when you take the route to, say, the Rectory, you find yourself just outside it, rather than in it. And once inside the Rectory, one of the exits will "out to the Rectory".

Strang!

What there are many locations and plenty of text, some figures are very slanted, and give the impression that they have been increased down to fit everything in. The vocabulary, or rather its omission, leaves quite a bit to

be desired. At a number of locations by a wall, for example, CLIMB WALL may get THAT ONLY PLUMAGED ME, or I DON'T UNDERSTAND YOU. Type, CLIMB is not in the verb list that is displayed by the HELP command - but why?

The power management is, of course, EVERYTHING, and in conjunction with SET, EXCEPT, and AGAIN. Multiple statements are accepted, and there are features like GOPE, and SURVIVE (some position is necessary) - but the latter is not supported on BPC and MacIntosh (see reviews) though.

On the whole, the adventure is competently put together, and had hopes of opening up into quite a long, interesting and difficult game, reminiscent of the early, and highly popular Level 9 titles. Indeed, the plot seems to be just as open as many of Level 9's.

I must confess to leaving it at a point where I had scored about out of a possible 1000 points.

► VOCABULARY  
 ► PROSPERITY  
 ► PHYSICAL  
 ► VALUE

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WITH EXCITEMENT???**



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Pick up the Keys...**



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# READY STEADY

Work on converting Capcom's *Streetfighter*, *Tiger Road*, *2642* and *Black Tiger* is now nearing completion.

These four releases from US Gold are part of a \$2 million, ten game deal signed last Christmas with the Japanese coin-up specialists.

So if you haven't seen the games in the arcades, here's what to expect.

## STREETFIGHTER

*Streetfighter* is one of the most realistic martial arts combat games, a sort of street Olympics with opponents from Japan, USA, China, Thailand and England.

The character sprites are huge and background graphics are spectacular with colourful street scenes.

The action is intense. Each game consists of three rounds - beat your opponent and you get to face the next, even tougher, fighter. Punches, kicks, backward flips and flying kicks are just a few of the moves to master.

Each of the ten opponents has different skills and/or weapons to deal with. You'll need all your wroth combat skills to reach the last round - a battle against the strongest man in the world. You can choose to be Ryu or Ken, two young masters of the martial arts.

The deluxe version of the arcade machine caused a stir when it appeared in the arcades as it features pneumatically controlled pads which you hit to make your character kick or punch.

*Streetfighter* is probably the first arcade game which left players in agony, exhausted hangs after a long session. You can always tell when the machine is to use from the thumps, thuds and grunts coming from that corner of your local arcade!

## TIGER ROAD

It will be no mean task to defeat the evil minions of Ryu Ken Oh in this exciting martial arts arcade adventure.

*Tiger Road* is based on an actual ancient Chinese fable, the plot goes like this. Ryu Ken Oh, the Buddha, has been raiding villages and kidnaping children. He intends to brainwash these poor kids and turn them into soldiers for his evil army.

The master of the Oh Shin temple has ordered his best student, Lee Wong, (that's

you!) to save the children and defeat Ryu Ken Oh! To do this Lee has to complete many hazardous levels, each with a big bad enemy at the end. To aid his quest, Lee has a magical jacket which helps him jump and fly, plus special weapons like the chains and dicks, a spear and the flaky weapon.

Hoards of Samurai warriors make the journey difficult. They come at you from all angles, swinging vicious curved axes. Beat them off with your weapons or with a well aimed karate kick.

Herds of giants, ninja warriors flying on hand glider contraptions, rolling boulders and awesome dragons and acrobatic men wait! The arcade game begins outside a ruined temple. Apart from the Samurai warriors there is a large man sitting on top of the ruins, who takes pleasure in sticking a large pile into your body from time to time. You have to make good use of Lee's jumping skills here to leap onto the ruins and give this nasty pikeman a taste of your sword.

The next section pits you against a giant. You have to time your attacks perfectly - as if you let the giant get too close he'll grab you by the neck, hold you upside down and throw your crushed body across the screen.

If you manage to survive this level the ordeal of the rolling stones begins. These stones are deadly. Again timing is vital as you leap those boulders to avoid being squashed. Once you leap the last rock you find yourself in a cell with an infuriated Scow wester. He is quite an acrobat and attacks by climbing up the walls and swinging across the ceiling.

The arcade game is very big and has many levels - including a level scene with ferocious flying dragons. C-10's arcade expert Chris

Edgley said: "Tiger Road is a must for all martial arts fans." We are sure you'll



▲ Tiger Head - the coin-op.



▲ Streetfighter - from the arcades.



▲ 1943 - following a plot, think the same about the computer versions.

## 1943

Slip into your flying jacket for 1943, the sequel to Capcom's classic zero-shot 'em up, 1942. You are back in the hot seat ready for the battle of Midway, your coin-engined catamaran design P-38 on a mission to destroy the Japanese battleship Yamato. This time your aircraft can make use of six secret weapons, collected as you blast

through the dark-filled skies.

You can still perform the famous loop-de-loop, but you can also create nasty weather conditions - lightning, a cyclone and even a "tsunami" - that's a tidal wave.

Power-up weapons available to the coin-up pilot include three-way shot, auto fire, a super shield and side-fighter which is a bit like the 'scalable' feature in Nemesis. The side-fighter is a smaller plane which increases your attacking power.

These optional extras are



▲ 1943 - will break geyzers.



▲ ST version.



▲ Black Tiger - brave demonic dragons.

collected by shooting enemy aircraft and picking up the power-up pods which then drift down the screen.

Exciting and addictive shoot 'em up action which will hook even the most jaded gamer, that's what you get if you time warp back to 1943!

## BLACK TIGER

Long ago, three evil dragons descended from the skies and developed a kingdom, bringing a nightmare of darkness and destruction, and decades of evil to this once bright and glittering world. From this suffering kingdom emerged a great and brave fighter, determined to bring back light and goodness to the world.

Play Black Tiger and you enter a sinister world of dragons and demons. All the elements of true fantasy adventure are packed into this different and absorbing coin-up.

Black Tiger is a Conan-style figure, a hero battling evil in a fantastic world. As he travels through and under the weird world Black Tiger must battle the many different, malicious minions of the dark dragons.

Fortunately, there are people who will help the hero - the wizards. The bad news is that Black Tiger has to master these powerful spells and create them before he can enter their assistance. Some wizards will sell Black Tiger extra armour or weapons. How does he purchase these things? By earning 'arisee'. These are earned by defeating enemies or saving Wizards.

Black Tiger will need all the extra armour he can get to be successful in the final great battles against the three dragons which come at him one at a time.

He loses armour when enemies hit him - enemies like the ugly, ice-wielding goblins and other mean monsters.

Each level has to be completed within a time-limit - but Black Tiger can gain extra seconds by saving the Wizards turned to stone by the dragons.

Streetfighter, Black Tiger, 1943 and Tiger Head will be available on Commodore 64, Spectrum, Amstrad, Atari ST and Amiga.



# BIG Screen

A decrepit church in run-down L.A.; an elderly priest quietly expires. But the holy man who's just taken the long rest was a member of a secret religious sect. The Brotherhood of Sleep, and without him the world is no longer safe. The *Prince of Darkness* (18) is about to claim his crown!

Outside the church a shabby figure stumbles to a halt — then another. The local bums stare at the building, transfixed. And deep in the crypt a strange green light flicks angrily in a heavy fumes and glass container that's at least seven million years old and no longer serves. All hell is about to be let loose!

Luckily another priest realizes that these are forces too great for one man to contain — forces too great for religion itself — so he enlists a variety of experts from the local university. Physicists, chemists and even students of ancient languages and their professors are roped in for a weekend of high science and even higher drama.

While some struggle to understand the mysterious, non-religious but essentially scientific, with quantum physics, taking a trip into the realm of anti-matter. Others discover that a two-thousand-year-old document seems to tell how the devil was locked away from the world. But the ones who really get to grips with Old Black are the madley for who smother a jet of foul-tasting liquid — and become his slaves!

All pretty silly stuff, you may think, and so it would be but for one thing: director John Carpenter. He played trick or treat with your nerves at *Halloween*, he chilled you to the bones with *The Fog* and discovered you when he showed you his **Thing**. But this new mixture of psychosis (all apparently theoretically correct) and physics proves that the devil has all the best plots.

Snapped by the army of street people, plus attacks by worms, beetles and even a cancer appearance by Alice Cooper (no, it's not that bad — he doesn't sing), the students are prey to the ever-increasing number of demotically-possessed members of their own team. This is walk and shriek of the highest order.

Priests, punks, psychos, satan . . . and even an over-affectionate android! This month has got it all for our man in the back seats, Ward H. Street.



▲ *Prince of Darkness*. A case for Chevrolet.



▲ *Making Mr. Right*. A case for treatment.



▲ *A prayer for the Dying*. Saving Grace.

It might almost have been called *Assault on Parish 12* if for another Carpenter classic.

Bringing crank up the suspense is horror stalwart Donald Pleasence as the priest, proving that a good actor can convince you of even the most unlikely plots — at least for a hundred minutes. Then, with your nerves shredded, you can walk out of the cinema, telling your wife that there's no such thing as pure evil. The hell there isn't!

performances, different takes — and probably a different script — I can't see how his version could have been any better.

In fact the film has only one saving grace — Mickey Rourke, turning in a superb performance as an IRA man hiding out in London. He brings a gauged assassination he's been forced to carry out when he's seen by a priest, but tipping into the church for tells of and hides behind the sanctity of the confessional.

There's a tear jerking sub-plot with Rourke falling for the priest's daughter who, just to pile on the pathos, happens to be blind. And there's Alan Bates in high camp mode as an undertaker who uses his business as a front for criminal activities, and sports a nice line in wicker sidebars.

Somehow beneath this adaptation of a Jack Higgins best-seller is an interesting story of morality and a man who wants to renounce violence. It's the son of a friend that Hitchcock handled so well, but under Mike Hodges' perceptive direction it soon becomes melodramatically unconvincing, grinding us to an ending so wildly symbolic that even the blind girl could see through it.

From the gloom of the last rites to *Making Mr. Right* (15), the month's most delightful film and winner of the Ward H Street seal of approval. But you may have to search hard to catch this little gem because it's only getting a limited release.

Make the effort for *Mr. Right* though, because Frank (Disparately Seeking Nancy) Seidman has created a sci-fi story with a twist. It's fresh, funny, so off-the-wall it's almost hyperactive — and if you don't fall in love with its android hero, Ulysses, you've got a heart of stone.

Or maybe a heart of pure science like the life-like android's unemotional creator, J-T Prenter, who hasn't got the sense to fall for cute PE lady, Frankie Stone (played by the wonderful Ann Magnuson). She's been brought in to spruce up the android's public profile in a search for more government funding. But she takes immediate love too far and Ulysses falls in love with

continued ▶

hey.

For a state-of-the-art cinematic establishment, Checco's tale took decidedly foreign financing, just one step up from the sets as *Dr. Who*, that this is not serious gits and chrome set-1. The cardboard scenery never to tell you not to take the cinema too seriously but concentrate on the characters.

And what a wonderful bunch they are. Scat for-limited Frankie is breaking off an affair with an arrogant congressman while trying to plan for a nightmare family wedding. Her best friend is hiding from her muscle-bound husband, star of a cheesy soap-opera, and actually makes *Mr Right* before she realizes his partner is (un-)generally electronic.

Then there's John (Empire of the Sun) Malkovich as the child-like Ulysses, identical twin to his creator, Jeff, who makes his Spock look ever-emotional. Confusion reigns as rambly lab technician Sarah, who pursues Jeff like he's the last man on earth, ends up dating Ulysses - and soon discovers that he wasn't programmed with social graces when he squirts ketchup all over her new dress in a banger bar!

If this was a fair world, *Making Mr Right* would be on a wide release while this month's chapters would be assigned to special flags reserved for bad movie masochists. But the world isn't fair so all I can do is imagine you scratch out *Mr Right* right now.

There's nothing four-square about *Five Corners* (10) either. It's a wonderfully eccentric study of life in New York's lower-middle class Bronx neighborhood back in 1964, concentrating on a group of young people much in the way that *American Graffiti* did. But while that rock 'n' roll epic elevated eye right into mythical proportions, *Five Corners* keeps its feet firmly in reality.

That's not to say that it isn't packed with quirky humor and odd events. Some, such as the dead penguin in the park, are explained. But there are other events, such as the teacher who is shot in the back by an arrow, which are

# BIG Screen



▲ A Tiger's tale. A pure shot!

never fully explained. It's that sort of a neighborhood!

The five corners center on the return of Heine, a neighborhood drug, just released from jail for the attempted rape of pet-shop assistant Linda. To her defense rushes James, who was left with a limp when he tried to rescue her all those years ago, and had to save himself by tough-guy Barry.

It's an explosive situation with Heine, who's psychotic enough to think that Linda will want him back, after Barry's blood. But, in the words of Bob Dylan's song, "The times, they are a changing," and Harry has become deeply involved in America's growing civil rights movement and has

pledged himself to non-violence.

Now add a couple of gun-chewing, glue-sniffing hunchos and a pair of aimless, fun-loving teenage boys who get their kicks riding around on the tops of elevators. Stir in Barry's mother, who isn't too keen on her son going to get his head split open in a clash with Deep South racists. Finally add Detective "Big Foot" Sullivan and Sergeant Martin, who's always ready

with an unlikely theory about the killings to solve it all.

*Five Corners* is far more than just a collection of wacky characters in search of a plot through. The film may appear free-wheeling, but its rambling events slowly gain an intriguing contrast (this suburb of The Big Apple) in '64.

If it's big acting you want, there's more than enough in *Ironweed* (11). It's the story of homeless, drug-addicted drifters in the small American town of Albany in 1938. Nameless, faceless people - which makes it strange to cast Jack Nicholson, Tom Waits and Meryl Streep in the three central parts.

Nicholson is Phelan, an ex-convict star-down on his back, his brain confused by drink and haunted by the ghosts of men he killed in the past. Streep is a once-beautiful singer who couldn't stand the pace and now, bedraggled and almost insane, keeps up a love-hate relationship with Phelan. And Waits gets in a typically twisted corner as a team dying of cancer.

Next it's *A Tiger's Tale* (15), an odd-ball story set in Texas, which has animal-loving father falling for his bratty girlfriend's mother, played by the usually-combed Alan-Magret. He eventually moves in with the older woman and even becomes a father.

First time director Peter Douglas, Michael's brother, avoids the pitfall of producing a gross-out comedy of age comedy as an imitation of *The Graduate*, but luckily he's not over-fond enough to find another direction. The tone is uncertain and interest runs out long before the final reel. A tiger or a dog? Wool-wool!

Wool-wool! But not the worst. We'll save that for last. Don't be fooled into thinking that Jasper Carrott's presence in *June and the Last City* (17) makes this comic strip (with the emphasis on strip) look funny. It could go on at great length becoming the waste of time, talent and money (about \$4 by the look of it) but it's kinder to clamp up now with this warning: avoid this plain June at all costs!



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HERCULES



BLOOD BROTHERS

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## BLOOD BROTHERS

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between us,  
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parents,  
And destroy the Scorpions.

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the record books!



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a bunch of other slalom  
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standing on your feet every minute  
to keep body in line. The best of each slalom and  
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course of  
stunts.



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stunts.

Welcome to the gore zone, a totally tasteless offering of decaying corpses, nightmarish visions and blood and guts. Yes, C+ PG delivers into the world of horror film special effects and shows just how it's done. Let the screaming commence...

# Gore

Just how do you rip someone's head off without it hurting? Tricky, eh? And have you ever wondered how movie monsters are made so terrifyingly real?

of a vampire or an imprisoned on a standard "wrench" head, take this advice. Become an actor.

Even if you've got the talent and you're accepted,

creating monsters, bodies and blood. And that's not to mention the teams of lighting and sound technicians who created the movie's claustrophobic atmosphere.

added to the film during the post-production, pre-editing period. They include computer-generated animation, glows, lightning and dozens of other stunts which are added electronically to the picture.

Often opticals will enhance the effect of make-up as in the case of the demon effects in Steven Spielberg's *Poltergeist*. The demon head, which blasted out of the doorway after the

## MAKE-UP AND OPTICALS

There are two types of special effect — known as SFX — make-up and optical. Make-up-effects are executed during the movie's production schedule —



▲ *Melvin. His problems.*

The answer is special effects, a highly skilled factor in the film-maker's art.

The most beautiful movie can be turned into a movie star but you need to be extra talented to work on special effects.

If you don't have a natural gift for inventing the unusual or bizarre, you may as well forget about applying for a job with such teams as MMJ and George Lucas' Industrial Light and Magic in the United States, or Bob Kerr's Image Animation in Britain.

They're always on the lookout for recruits, though from design college or even school, but if you can only show them your impression

there's the usual six month apprenticeship. Not only do you have to learn by watching the experts doing the job, rather than going to a formal college or learning through work experience, but you also have to prove that you can fit in with the members of a project team without demanding unnecessary extra attention from your supervisors.

These special effects teams can be made up of dozens of people. Take Clive Barker's *Hellraiser*, for instance. Bob Green was responsible for the special make-up effects but, during the most vital parts of the production schedule, 20 people, many of them freelancers, took part in



▲ *Vengeance. A full-body act.*

which can be anything from two to 12 people, depending on the budget. They account for the way in which the monster actors look with the rubberized art of pinocchio faces, for the props, explosions, and pieces of scenery. If it's not human, and it moves live in front of the camera, the make-up-effects department probably have a hand, or two, in it.

Optical effects are usually

like Heather O'Roarke was removed from limbs, was a combination of an animated model — animatronics — and limbs added by optical processes.

## PRE-PRODUCTION

Before any effects' work is done, however, the director and producers meet with a designer who turns the script's major scenes into visual story boards. The



# Gore Zone

the day's scenes if blood on the left side of a face suddenly vanishes and appears on the other side. The continuity staff are there to ensure that this sort of catastrophe doesn't happen.

## LIMBS

The ability to rip limbs from a human body is a precise science, practiced with relish by FX artists.

Arms, legs and heads must look life like and are created in the same way as full-sized body appliances. They may be fitted with explosive squibs if they're meant to explode, be wired to an actor's body if they're to be pulled off, or packed with rubber intestines which are flexed or drawn out during mutilation scenes.

In the splatter film genre, and in some modern mainstream crime thrillers, human intestines are often moulded in plastic and hollowed out. They are packed with squibs, into a breast plate which the actor wears under his clothing. Fluid sacks are attached to a hand pump which is concealed behind the actor, off camera.

When the squibs are exploded, tearing the clothes and releasing the intestines, the hand pump is squeezed and gore squibs or hoses from the wound.

If a director requires more mutilation than the surface effects on an actor's body a

prosthetic limb can be substituted in close-up and detonated with a squib. During the process a high speed camera is used so that, on several speed playback, the explosion is shown at a slower speed and its effect looks more horrific.

## STOP MOTION

Some effects sequences make the use of human actors an ordinary Prosthetic appliance, in form of a normal speed camera, impractical. On these occasions the make-up effects team or operators with the studio's stop-motion department.

Stop motion photography, developed by SFX pioneers such as Ray Harryhausen in the *Stoploss* movies of the 1960s, takes its principles from the art of cartoon film making. The special camera

can be set to run at a variety of speeds, including one frame for each piece of a subject by the operator.

The make-up FX team builds the model limb, spare-orth or creature to be animated by creating a wire frame model of the subject and surrounding it with the Prosthetic rubber skin for its body. The limbs of the body can then be bent into various shapes.

Alternatively, the animation subject may be an ear or the nails of a hand which have to seem to grow quickly. These are made out of malleable clay so that they can be stretched as well as bent around the wire base.

The subject is placed in front of the camera, a few frames are shot and the subject is moved slightly -

is invisible to the camera which has been told to ignore that key colour. The action, meanwhile, film their scene in the live set, resulting in the animated



4. *Melrose Place* - *stop-motion* monster which they cannot see and will be added during the post production process.

## DEVELOPMENTS

Most special effects work, particularly of the optical variety, are filmed partly on set and partly during post production. Recently, however, several US directors, including Stan Winston in *Pumpkinhead* and Gary Sherman in *Poleposet II*, have produced the whole SFX package live on set. These movies are more expensive to make than those using main models and post production film tinting processes, but during the live FX shooting the director can see immediately if the effects required are working.

So, why do directors really prefer all effects, including lightning and fire, on set? The reason becomes obvious if you study and compare - say - old horror movies in which post production effects were used, with a new film such as *Poleposet II*. If you look carefully at some of the sequences in *say*, *Larry Cohen's Q*, you'll be able to see the fracture in the film where model effects were added. Study *Poleposet II*, however, look for the squibs and you won't discover any.

The future can only be bigger and better. Who knows what the world of special make-up effects will release into our world.



4. *Melrose Place* - *Beauty is only skin deep*

finger bent, ear wiggled - before a few more frames are taken. The result is a film sequence in which the subject appears to be moving or rotating of its own accord.

Stop motion sequences are cut into the movie in various ways. If the sequence is in close-up the director usually inter-cuts it with shots of live actors to make the scene seem more real. If, however, the animated subject is a scene model which must be seen against a live background together with real actors an optical technique, called blue screening, is used.

The model to be animated is shot against a blue which



4. *Brain Damage* - *Spot the brain cell*

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WORLDS APART FROM OTHER SOFTWARE!

# Tally-ho Competition!



Who is this magnificent man in his flying machine? Well, it's Reckless Roger, the high-flying ace from Activision's *Gee Bee Air Rally*, which recreates the good old days of American plane races. It's vintage stuff.

And thanks to Activision we've got our grubby mitts on some tasty prizes to give away. No, it's not the plane! In fact we've got five leather flying jackets up for grabs. Win one and you'll be cool staying warm.

So what do you have to do. Well, we want you to make up a funny caption - in not more than 30 words - for our Reckless Roger photograph.

Send it altogether with the printed coupon to: *Gee Bee Air Rally Competition*, Computer + Video Games, Priory Court, 30-32 Farrington Lane, London EC1R 3AU. The closing date is June 16th.



## GEE BEE AIR RALLY

NAME.....AGE.....

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# BOOTS VIDEO Competition



Meet a new video star who will soon become a very familiar face to all those who buy their games from Boots. This slick trick of computer wizardry will be "hosting" the new in-store videos advertising the latest games.

This is no Max Headroom who we all know is just an actor with a false head combined with clever camera tricks. Forget plastic Max. This is the real thing. Or rather it isn't.

This character - who hasn't got a name yet - was created by a £200,000 Symbolics Colour Graphics System which, according to the experts, is the "sexiest machine in town" at the moment.

But he won't remain so for very because we want YOU to come up with a brilliant and appropriate name for him and a chance to win an Atari ST.

And the next 500 entries will get a booklet of Boots' Action Pack Coupons. Each of the ten vouchers will give a £2 discount on Boots Software priced at £5.95 or more.

Mr Boots - that's what we'll call him for the moment - is the brainchild of the two men behind the Boot Promotional videos, Peter Reynolds and Peter Bushon. They started producing the videos back in August 1985. The new format, which should be in the stores now, will set new standards.

After discussions about what Mr Boots should look like Peter Bushon created the visual image and colour artwork.

Peter Reynolds had seen the Symbolics system being demonstrated and the decision was taken to use it to create and animate Mr Boots.

The figure of Mr Boots was broken down into individual structures and sub-structures. For instance, his head consists of spectacles, face, forehead, hat nose, eyebrows, ears and jaws etc. Some of these features also have sub-parts. The eyes have pupils, as an example.



Each part and its relationship to other individual parts is programmed into computer. This process takes several days. When complete, the figure can perform certain movements. These movements are then filmed and then edited into various sequences.

But back to the problem of finding a name for Mr Boots. What we want you to do is make up a good name for him. The winner will get - thanks to Boots - an Atari ST plus Miramax's Art Director which will enable you to create your own animated figures.

Also answer the following question. What is the Robot's favourite number? You'll find the answer by watching the video.

Send your names to BOOTS Video Competition, Computer + Video Games, Priory Court, 39-33 Farringdon Lane, London EC4A 3AU. The closing date for entries will be June 30th.

## BOOTS VIDEO COMPETITION

Name.....Age.....

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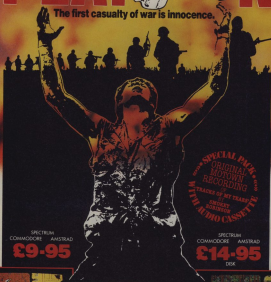
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Favourite Number.....

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# KARIN



Playmasters

You've read the rave review, perhaps you've rushed out and bought the game, now feast your eyes on the map. Join Karin as he fights his way through the city, monkeys and parrot-riding skeletons in search of the lost treasure of Babylon.



## LEVEL ONE

Collect all the items, such as the four golden goblets, and then careful to purchase the ladder, which you will use to cross all the long thin gaps in the air, as well as to be more difficult obstacles. Take the route up the steps to



## LEVEL TWO

To hit the 'switch' at the end, shoot them as quickly as possible, but the barbed hooks (open circles) have to be thrown. Double or triple (depending on ladder) these and be careful to hit a each one out before you could say 'cheese' you may have more than you can handle. Try to hit



## LEVEL THREE

To hit the 'switch' at the end you understand steps to go as you go. Climb up the tree (if shooting), and you don't go far than sit. Jump by the tree and go far ahead of you. Jump onto it, then fall off the ledge, run to the



## LEVEL FOUR

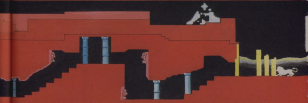
Just before the volcano climb the ladder to collect the items. The volcano themselves are hard to get, and it's a real pain. You can learn them, and they don't get any projectiles, as you see one in. Don't be worried



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get to the end of the buildings phase: your ladder right now is the last one (just as the Big Bad comes into view). Climb up to get the floating beam (you need to jump from the top of the ladder to get it) and then run on the flat with it. When the screen scrolls

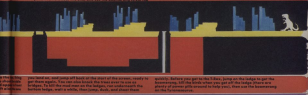
you die at the end. It will get here as it starts back round if you miss that time, but watch out for further ones before the end.



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then as you can, but if you get behind one it won't fire at you. The big beam takes some killing and you have to be careful to jump over the five fire gaps too. Watch for dangerous flying bats in between the second and third beams. Collect the items just before the yellow beams near the end, and you're progressing well in the

game and the end of the end. If you are flying you can drop bombs on them, but otherwise duck and fire quickly, and beware, for the number one will fire daggers at you when the beam are done.



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you land on, and jump off back at the start of the screen, ready to get them again. You can also knock the beam over to use as a bridge. To kill the most men on the ladders, you can smash the bottom ladders, with a white, then jump, duck, and shoot them

quickly. Before you get to the ladders, jump on the ledge to get the beam (you can kill the birds when you get off the ledge when you shoot a yellow pill around to help you), then use the beam to get to the beam.



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to the end of the city and you will see the dragon in the sky. You can also knock the beam over to use as a bridge. To kill the most men on the ladders, you can smash the bottom ladders, with a white, then jump, duck, and shoot them

quickly. Before you get to the ladders, jump on the ledge to get the beam (you can kill the birds when you get off the ledge when you shoot a yellow pill around to help you), then use the beam to get to the beam.

# POKING FUN!

**Amiga/Am 500** - Poke 7053, 2000 Sys 2671 2 for unlimited lives  
**Challenge of the Goblets** - Poke 25799, 80 Sys 14394 for unlimited lives  
**Excimer** - Poke 7423, 200 Sys 2261 for unlimited lives  
**Frost** - Poke 14494, 14 Sys 14394 to start with all ingredients  
**Game Over** - Poke 15244, 234 Poke 15245, 234 Sys 2304 for unlimited lives  
**Head over Heels** - Poke 30313, 144 Poke 30316, 44 Sys 3204 For 90 Heads - and Heels and 90 Doughnuts  
**The Living Daylights** - Poke 4280, 236 Sys 2552 for unlimited lives

**Aerocross** - Poke 13504, 234, Poke 13502, 234 Sys 4096 for unlimited time

**Ramon Balasubash** from Amsterdam sent us these prizes for the C64 all the way from Holland. First load the game, reset the computer and enter each poke separately, then press return and type 575 and the number to restart the game.

**Amiga (Amiga) Poke** 5616, 234 Sys 2786 for 200 lives  
**Zynaps** - Poke 37281, 255 Sys 32769 for 255 lives  
**Clash** - Poke 39923, 160 Sys 1646 for unlimited Rubbishmen

He also sent us these tips:  
**The Doctor** - To reach

**Landscape** 1318 use code 98890235  
**Age 8** - On the High score table type 5877Y 843 and suddenly you're - become an immortal pilot.  
**Mystery of the Nile** - Here are the three passwords: Level 1 8E2781729, Level 2 8E2781778, Level 3 HF 5781756.

**Future Knight** - On the three-score board keys 8 U C 8 7 all at the same time. The border goes gray and you have unlimited lives  
**505000** and to enter 1588 09434 and the computer will prompt you - for some rules. Type in (without spaces) "DEPACT" and press return. You now can play the second part.

**Prakton** - To activate the cheat mode enter 'C' on the high score table - You then get infinite lives, but no 5050.  
**Championship Wrestling** - If your opponent gets you down on the floor - push forward on the joystick and press the fire button as fast as possible. Your energy goes upwards and the opponent gets pushed off.

# Winner Stays On

**Hope you like Karnov, 'cos we've gone pretty much overboard on it this month. There's some other stuff as well as the mammoth mega though, with hints and tips from US Gold's very own Leaderboard champions on how to play and win, as well as a reminder of Winner Stays On and a (slightly truncated) dose of hints, tips and pokes. Back to normal next month, but in the mean time don't forget to keep sending your cheats in 'cos we'll still find them useful. Oh yes, and while you're at it, why not let me know how you think playmasters is going: what's good, what's bad, what's downright lousy. Probably what you really hate if these pacy letters, so I'll be off...now!**  
**Tim's popped in and says if any of you have any hints and tips on how to find Melissa, he'd love to hear them. Be seeing you.**

**Matt**

The first "Winner Stays On" contest went ahead at the end of last month, and was a roaring success!  
 We also have a pretty hot bunch of contenders winging their way down here to C + VG towers though, so the competition is bound to have been fast and furious. Look for the full report next month, when the lucky winner, and the sorry losers, will be revealed.  
 You do, of course, know what I'm talking about! Only the greatest contest in the history of video games! Greatest because it ain't

slip below for the second challenge, when we'll get a handful of you to show our chops just what computer games are all about.

As an incentive - as if you need an incentive to get your name in light - we're giving away a whole load of goodies, including games, T-shirts, mugs and C + VG tapers and an Atari ST!

## DEFENDER OF THE CROWN

For a start the best character to become is **Geoffrey Langward**, who is an excellent swordsman, and thus makes riding pretty easy. Start in the very light blue territory near the middle of England, which puts you quite close to the brown and the red which are two of the biggest threats. Use Robin Hood to help knock out the

three Norman castles? Yellow, Brown and red), but try to do so when their armies are on far away as possible.

In the early hours you can get a free computer by choosing a castle, going to the ADVISORY option, and then clicking on a castle. When you are attacking a fairly well defended castle, let the castle itself die first, then use great fire or stone (always useful when your opponent has a lot of men). For best results on the battle screen use 374400 AND 374411 AND 374422'S  
**CHANGE** so they give the best results.

One of the hardest sequences to win is the (just) 50000 to win this is to keep the mouse straight, and then hit the fire button once a dog is heard. The second and more dangerous way is to aim your lance to kill your opponent's horse.

In the riding scene, hit the mouse button quickly once your opponent has raised his sword. He will try to get you after three or four good hits. Keep the second button down until his sword goes back up, and repeat to win.

To to R (Richard) Robert! Come on, we're all friends here! Handson for these.

**Matt**

over just like that, ok no, but continues from month to month, as our champion tries to stay on in the face of all comers. I've printed another

<b>Name</b>	_____	
<b>Address</b>	_____	
<b>Age</b>	_____	
<b>Phone</b>	_____	
<b>Game</b>	<b>System</b>	<b>Score</b>
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# Leaderboard Challenge

The finale of the World Class Leaderboard Computer Golf Championships were held recently at the pretty hill club near Birmingham.

Those selected to attend the championships came from all over the country to compete for the Specialist Service, Amateur and Professional Challenge Cups. To mark the event, the American organizer of the Leaderboard series, Bruce Carter, flew in

The popularity of computer golf games is amazing — and there are some more popular than the US Gold/ACCESS game (Leaderboard). And to prove the point, the World Class Leaderboard Computer Golf Championships were held recently.

press on shots under 100 yards, use your own short distances, this gives you a better chance of getting the ball in the hole. For example, 120 yards = 1 wood shot

only have the resistor just below the ball — use mark of the power indicator.

• Always hit slightly long over water, taking the wind factor into account.

and draw controlled back the ball at will. This is very useful on holes 1 to 5.

• Putting out of rough • Sometimes, allow two more clubs if playing from near to the fairway and three more clubs if further into the rough.

• Learn to punch the ball — very useful if you find yourselves in the trees.

• Water Records, if the trees in the foreground are water in the



• Drive time down the fairway from Golf Lake City, Wash. for the professional.

The winner of the entire event was Simon Stewart, of Leamington, who won 10 golf lessons with the professional at his local golf club.

The amateur cup was won by Mark Hyman, of London, who also received a full set of Jack Nicklaus clubs. The winner of the professional cup was Chris Dale, from Stratford, who won a full set of Ping golf clubs.

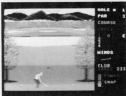
And the Leaderboard champs have come up with the following hints and tips to help your golf game.

Chris Dale, winner of the Professional Cup, comments on:

- Make a comprehensive chart of your club for distances of each club using the driving range (e.g.: 100 Yards + Short, 100 Yards + Short with 'F' etc. ...)
- Also, when approaching the



• Drive the ball over in the hole.



• Always at water hazard

- Add about 40 yards when coming from the rough. This would depend on wind strength and direction.
- Use back and slice to get around obstacles.
- If in danger trees use F, and

• Always use F when hitting from the rough immediately around the putting green, less than 50 Yards.

And here are the tips from another champion Mark Wilson.

- The Power Zap indicator — learn to take controlled risk,

background, the ball will tend to the water, without penalty to the player.

• Chipping around the green • Learn to punch with the PW, and practice to work out how far each shot will go. From the rough, a PW hit at full power will cover 21 yards.

US Golf plans to release a commemorative package called The Leaderboard Collection For the Commodore 64 (the including original Leaderboard, Executive Leaderboard, World Class Leaderboard for the Spectrum and Amstrad) it will include Leaderboard, Leaderboard Tournament and World Class Leaderboard.

If you have any special Leaderboard hints and tips send them to: Playmasters, Computer + Video Games, Priority Dept., 20-22 Farringdon Lane, London EC2A 4DF.

# Frightmare Giveaway

**YOU!** Shut up, sit up and listen good. This is Grothags yelling - sorry - talking. You know me, I'm the chick from Jim's Pink Windmill Show.

Anyway, enough of this drivel. The other day I was invited to attend the launch of a rather evil little game called *Frightmare* by Cascade. Well, they chose a really spooky pub cellar for a bit of a blage. It was really great. In a fit of generosity - it was the drink - they decided to give a load of creepy-crawly goodies to C+VG Readers. Not only that they sat me down and made me sign a lucky for you 13 posters which I'm giving away. And all for nothing!

That rather nice young deputy editor from C+VG, Paul Boughton - such a pleasant character, full of fun, helpful, concerned with his lot - is looking after them right now. So you can be sure they are safe.

All you have to do is write into the Great Grothags Frightmare Giveaway, Computer + Video Games, Priory Court, 20-22 Farringham Lane, London EC1R 3AU. All the entries will be put into the hat and the lucky names pulled out will be a winner.

Besides the 13 posters, I've got seven skulls, two bats, five pumpkin-headed creatures, one set of vampire teeth (new), three big black snakes, one small white snake and seven cobwebs up for grabs.




## GROTHAGS GREAT FRIGHTMARE GIVEAWAY

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

# Playmasters Map



Welcome back to Koopa. There's no point missing around, you've had a breather in the land of poles and stuff, so let's get straight stuck in. Some mean swimming involved here so deepdooth, here we go...

## LEVEL FIVE

Almost right away you get loaded with a whole load of underwater mean around with spines. Try to maximize them, but if they fall then swim to the top of the water and fly. There



## LEVEL SIX

More of those ridiculous land based fish to take out, it's absurd. To get past the one on the tower try to ignore them and run up until ladder, but jump before you reach the top to avoid the last fish. Kill some fish or a time limit is taking about the fish on the base of the tower have twice and plant a bomb



## LEVEL SEVEN

There's a Hydra to face near the beginning. To kill it, activate it and then go down the steps as far as possible. You should be able to avoid all without losing them. There have to be a lot of Hydra's bodies while flying all the time. It takes a lot of hits to kill the thing. Watch out for the three disappearing when you're shot him.



## LEVEL EIGHT

To kill the strong Puffos that fly at you, shoot at their eye while jumping or reaching to avoid the most of them. They can shoot in your direction. To kill the Bats - which are the things that look sort of like tree stumps so all you have



On this island of stone along the bottom, wait until they see the rocks. You may be out of the water, but you're not

out of the woods yet. There's still the giant dinosaur guardian of the sea to beat.



in the base to blow the steel doors.

To kill the wals just keep firing while avoiding his shots, and as the health about the wal will explode. Don't get too close though! At the end of the level there are more Medusas to get rid of. Trigger the first, kill it, then jump by the figurehead to

get a power up! It looks like an apple, triggers the last Medusa, get the power up and jump backwards to avoid the figurehead being. Kill the last Medusa to finish the level.



It is also possible to kill the Hydra by crawling just to the right of the spinning floor (you'll know when it spins when you see it) but you will have to jump to avoid one of the shots. (Jump to the right and I'll see. Trigger him off, kill the last, and the crying he avoids the flames. Go to where the Hydra was and there he'll be through the hole just before you drop.

through yourself. Obviously you have to avoid being hit by the Hydra's flames and the last.

There is also a Boulder which you have to avoid being spotted by. The way to do this is to crawl on the map.



When you meet him - hit all them in (around) but watch out they do light back, by firing a streak along the floor occasionally. There's a machine (I remember to call it a) when... and then you're out here. Of course there's still some

Wise and the final confrontation with the island to come, but I'm afraid you're on your own with that one...

# 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.

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# Play By Mail

## TURN TROUBLE

The Laboratory, who brought you *Further Into Fantasy*, have had problems with the mail recently, so you may have had problems with forms.

The main reason for this is that they have moved premises, and most of the mail sent to their old address has been destroyed by the mysterious fire occupier.

The new address is 18 Ridge Hever Moor, Liden, Swindon, Wilt.

Speaking of the Lab, they have released a new product *Majors of Orion - The Second Generation*. This is a totally computer-mediated game that is set on NF's old fabled ground, the planet Dor.

In fact the game has many similarities to *FF* as the gods and the NPC's are virtually the same. The main difference in this game is you control a large army to complete a simple task that your deity has allocated. The task is question is to wipe out the other 48 players and prove your total supremacy of the gods.

As you can see it is an interesting concept and well worth a look. Check again by entering my body to classic sci-fi issues. I have persuaded The Lab to enter the remains of the play before you play brigade and this means that **EVERYONE** who writes into me at C + VG including the column heading for a photocopy and a 4 x 6 will receive **A Free Start Up, A Free Rulebook, Two FREE Turns**. This means a total saving of over **£5.00**.

## CITIZEN MUTANTS

Moving on now to *Citizen* is a new PBM that will certainly stir the imagination, if not the emotions. It is a G.M. led moderated roleplaying game, that is set on the planet Mars. Turner initiated.

The last outlined contents have told you two clearly separate governments, namely communal and fascist, whose aims are the same, world domination. Campaigns of nuclear and germ warfare have taken their toll, so apart from the two polluted areas,

Wayne back again with the latest in **Play-By-Mail**. Don't worry about missing anything, I've got it all listed!

cities, the rest of the land is barren radioactive wasteland that will eat souls of mutated humans.

Available one of the ten types of genetic available, whose aim is to bring down and destroy the enemy government.

Although I have only played a couple of rounds, it is clear that the game offers a wide choice for many different kinds of players. The rounds are well written, interesting and atmospheric.

Overall, if you can ignore the spelling mistakes, and are so I invited them you should enjoy this game. I have managed to secure a special offer for C + VG readers, which is as follows: Set up in *Citizen* is usually £5.00, but if you write into me at C + VG with a cheque for £3.50 made payable to Marley Turner Productions, you will receive a rulebook, a set up, 10 turns (50.00 worth of credit in your account). Further turns are £2.00 each.

## G.M.'s WANTED!!

Have you ever fancied working as a G.M. for a leading P & M company? Well, now you have the chance, as several big companies are looking for potential candidates. Microgames, Star Wars Press, Phoenix games and Jade Games are all seeking new G.M.ing talents. So if you've ever, had an active imagination and an experience in playing role-playing games, then drop me a line and I will pass it on. The only conditions that have to be met are that you should have had fun from someone who is over 20 and Phoenix want someone who can use a word processor.

## CRIMSON SUN RISES

Talking of Phoenix games, they have re-launched their single character P & M, *Lords Of The Crimson Sun* recently. They have a new rulebook, which is vastly superior to the old one, and I suspect priced at a later date.

This game is ready made for those of you who like your fantasy liberally sprinkled with reality, inherently magic is very rare and viewed upon with suspicion with the local population. If you are interested please drop me an S.S.A.E. with a cheque made payable to the company for £5.00. For this you get start up, rulebook and three free rounds. Further rounds are £1.50.

## CHAOS RULES

Osca Fellows and Co. has come up with a brand new game called *Order Of Chaos*. I do not have enough space for full details, but the basis of the game is this, imagine a deity god at the beginning of creation. He takes on for six days creating the basis of a world: Sun, stars, seas, land etc and in the 7th month he decides to have a rest and put evolution into your hands.

There will be a charge of £5.00 to offset the costs of running the game and to discourage imitations. However, you do not need to send any money now. For further details just send a S.S.A.E. to C + VG and when the players is set up you will be sent details and invited to take part.

## SHEER SPECULATION

Wayway Games is an up and

coming P & M company that runs the excellent roleplaying P & M, *Deliver Me Carthage*, a game which will be reviewed in the next few distant future. Josh Foster, the head honcho at Wayway, has written to me to say they have just released a new computer mediated P & M, called *Speculate*.

Basically, *Speculate* is a game for ten players who start off with £12,000 each and is won by the first player who becomes a millionaire.

The game has a fast deadline of ten-day intervals, startup is £5.00 and turns are £1.24 per turn.

Wayway Games have kindly offered a free rulebook to any C + VG reader who provides me with a 95% by 6 1/2" S.S.A.E. interested? Then drop me a line.

## WAR ZONE

*Empire* and *Star Wars* are the latest computer mediated American imports by Nova productions. *Empire* is a 100 man per unit level

contemporaneous war game of diplomacy, production, economics and conquest with a liberal amount of tactics and strategy thrown in.

*Mars* is a 4 player space war game, based on the same basis as *Empire*, but brought forward to the 23rd century. Once again, diplomacy, economics and combat is essential as you manoeuvre your way to the position of Galactic leader.

Rulebooks and start up fees in each case total £4.00 and you will get a free turn if you join via C + VG. All cheques made payable to Nova Productions Ltd. Please note at the time of printing the turn round fee will not include.

Keeping with war games, Whitegold Games have also obtained the rights to run two American computerised

games in the UK, namely *Star Wars Of Power* and *Play Of War*.

If you apply for either game via C + VG you will get a start up in *Power* for £2.00 plus a free turn, a start up fee for £5.00 plus a free turn.





# RolePlaying

potential person having to go through initiation ceremonies, as well as having their actions judged on in respect of the cult workings, while wizards try to draw their magic from actual knowledge plus a combination of willpower.

The system is also "open" to a certain extent, as you are invited to modify and expand it as you see fit. This is a nice touch and with the right amount of effort and skill you could be creating a totally unique system.

On the entire side two much needed something for my thing. The designers have admitted the combat system is not designed for "the back and forth brigade", however, it is not designed for speed either. The idea behind it was good, but I felt there was a little too much work involved for sustained combat interest.

Another thing that struck a sour note was the package. Apart from the cover, the rest of the artwork in the book is appalling. It is probably the worst artwork I have seen in a professional F.R.P. system. Another annoying point is that the book is liberally sprinkled with large reference tables. I would have liked to have seen these nicely tucked away in the back. Finally the "S.Dice" system, on which the whole MEXIA system becomes tedious and time consuming after a while.

All that said, I believe that both players and GM's will find it good times playing this game, if they stick with it and make the best of their campaign. They will be able to modify it to their own needs and dispose of any aspects that they dislike. I would recommend it for players who have had at least a fair amount of role-playing experience, as it may prove a bit of a struggle for novices.

I found it made a refreshing and interesting change from the usual FRP campaigns and was well worth the effort expended playing it.

## News

Games Workshop have issued City Black and Whitehammer F.R.P. Character pack.

The former is a supplement for the Judge (Book 8, P. 3), but it can easily be adapted to run in conjunction with other games. For more news see review.



Character Pack.



Standard Games Role Playing Game.

eight full colour team plan sheets, which are highly detailed and very well drawn, four full colour card set out scenarios sheets, which comprise of everything from furniture to road vehicles and a 20 team booklet.

There are also a lot of interesting charts, where you can randomly generate an infinite variety of terrain fittings and you can create your own terrain scenarios based around this. You are really only limited by your own imagination!

At the back of the rulebook there is a section informing you how the contents can also be used with Warhammer 40,000 (P. 100), which was reviewed in April '94 + '95. There is even some

additional rules for WH 40K shown in an excellent, though I thought was a nice little touch.

On the whole I thought that City Black was well worth the £5.99 (U.K.) and I'm looking for it, and it is a must for any serious player of Judge (Book 8) or WH.

Moving on to the Warhammer Fantasy Character pack, this is ideal for finding myself nicely entertained. You see when I first looked at the product, I thought it was just going to be a load of character generation sheets stuck together and wrapped up in cellophane.

However when I opened it, not only did I find 60 character sheets, but there was a 36 page pamphlet enclosed as well.

Without a doubt this is an essential part to the Warhammer Fantasy game and if you play it don't you should get a character pack soon. Even if you don't play it, it is worth looking out the £3.99 to have an education in character generation!

## Letters

Can you recommend any FRP games that deal with comic strip characters and the like please?  
Steven Dault,  
Lincoln.

Wayne says: Check from any of the following: Villains and Vigilantes, and Superheroes by Fantasy Games Unlimited at £5.95 for the rules or £10.95 for a full boxed set, or if you want to go for the really sexy set stuff try Marvel Superheroes or DC Heroes issued by the respective companies around about £13.95. I believe there is another game called Golden Heroes around, but I can't find any up to date info about it.

Can you recommend any FRP that covers the world in the 21st Century after a nuclear holocaust?  
Furry Dawson,  
Perthshire.

Wayne says: The two I recommend are Twilight 2000 by Games Designers Workshop at £14.95 and The Price Of Freedom by Games Workshop, which is about the same price. Both games are fairly complex and not cheap, but they are very factual, as far as they can be, and well thought out. 2000 has the edge in my view, mainly because it has lots of supportive material. I will be reviewing them both shortly.

# ARCADE

And you thought that *Out Run* was the ultimate racing experience! *Arcade Action* tests the hottest drawing game of the moment, *Continental Circus* and gets dead *Hope* in its sights.

## CONTINENTAL CIRCUS

Racing games have entered a new dimension with Taito's wonderful *Continental Circus*, the world's first three-dimensional racing simulation.

The most amazing thing is that it actually works. Sitting in the cockpit you can feel the roar of your engines, the stomach-fluttering swoop as you crest a hill and the road undulating and disappearing into the next right-hand bend.

The game itself is similar to most racing sims dating back to *Pole Position*. But with its unique and stunningly realistic 3D effect together with some additional features, like pitstops, *Continental Circus* is a world class in its own. And it costs only 99 cents to go, too.

Eight grand prix tracks are out there just waiting for you to take the wheel. Eight exciting circuits,

7 Taking racing games into the third dimension



▲ Matt's in the driving seat, and he's loving it

full of hazards which will test all your skill to negotiate. One of the problems you will run into is oversteering. The wheel is incredibly sensitive and if it's not kept by just your fingers (like you can in land cars). When that happens, as it is bound to, several things could occur. Most likely you'll just spin and your head will go up in smoke — pit stop spin. Or, if you're really unlucky, you'll crash into another car and because down the track spinning uncontrollably and over and over is considered in the most spectacular explosion *Prix* ever seen.

With a great wheel, the car explodes into a ball of flame while wheels, spindles and other parts shoot out of the windshield straight for you. The first time it happens you'll instinctively duck. It's the most incredible feeling.

And while it's going on about effects, just the act of driving round the fully tracks gives you butterflies in your stomach. As you approach each one, the view from the dashboard changes following as you crest the hill. The only way you can

describe it is like that great stomach dropping feeling when you're in a car and take a jump-bump bridge too fast. The 3D effect does exactly the same.

Working the game as an observer is very trying as you can see the split images which only come together when you're in the driving seat.

Now back to the race. Each course has to be completed in a time limit, you start off with 50 seconds and as the race if stand



▲ Ray likes our your helmet and 3D glasses may not be the trendiest, but the view is hot

you don't reach 100 points on each race track, but every your points with you. The only way to ensure you get to qualify for *Prix* is to beat the qualifying points for each race track with some spurs. That way you have a better shot and don't have to work so hard.

At some time during each race you'll be called into the pits, normally to have following checks of smoke extinguished. It's not a good idea to ignore pitstops in this case as you'll find the smoke will rapidly build into flames which totally destroys your car in an earth shattering explosion. Pitstops are to be found straight after the Grand Prix and if you miss one you'll just have to hope that you can make it to the next in time. On several occasions I crashed into the oil drums lining the pits on the way in, losing valuable time and spinning uncontrollably past the finishing mark.

The mechanics are superb and will put you right in the seat of it, talking all the while in perfectly clear speech. "Oh, they say, 'near here' as you cross it for a tyre change. There it's 'go, go, go' as you roar over to enter the fray again.

After playing masses of straight racing sims, *Continental Circus* took a lot of time getting used to. However, after a short break my eyes got used to the new perspective — one which would considerably slow the crowd's

CLARE EDGLEY



# REACTION

## DEAD ANGLE

The credits have never been short of games to appeal to players who just love to blow the hell out of everything and everything that the bigger floppy-music crowd want — bullets, blood and blasting.

The game is very much in the mode of Operation Wolf and videogames' computer game *Postal*. You are depicted as by a "wireframe" outline on the screen, the view of the gangsters' hideouts will left, right, up and down with the movement of your gun sight.

Of course you need a reason for your murderous activities (you

himself can only be brought down in a hail of bullets).

Many of the gang members take much more personal weapons than yourself — saw-off shotguns and machine guns included. If you manage to pick off one of these guys you get the chance to pick their weapons up. The gun is displayed on part of the screen and you must "click" your gun over it and you've got yourself a new weapon.

Unfortunately you only have one hundred rounds in the machine gun so the bloodshot never lasts as long as you'd like. Manual.

The machine gun, the shotgun and the grenades are very useful for getting to gangsters that are hiding behind tables, barrels and



door) and the game's scenario provides one — a kidnapped girlfriend! The game begins with your girlfriend being abducted from outside a cafe in Napoli and bundled into a car driven by several mean-looking gangsters.

It's here that you begin your task of rescuing the girl (and killing your revenge on the gang members on the side). You only have a single hand gun and a supply of three hand grenades to help you to dispatch all the animals. The gangster don't give you an easy time, they appear from everywhere, jump from windows and take behind opened tables, raising the odd grenade or two in your direction.

Some of the villains are fairly easy to pick off, needing only one bullet to put out their lights. Tougher gang members need several shots and the big boss

bullet-proof windows — they blast everything away, including the utility meters.

At the bottom of the screen there are two energy meters which display the numbers of men left in the particular Family of gangsters you are trying to destroy. The other meter displays how much "Molotov" you have remaining. It's funny, but your Molotovs also seems to drop very much more quickly than the other one. Strangest...!

Once you've managed to get rid of the first gang — you'll almost certainly need to make use of the game's extended play feature to get far — you are then transported to a darkened scene in Napoli. Most of the action takes place on an Ocean liner docked in the harbour.

The graphics of the boat are excellent and the effect of your

machine gun spraying holes in the ship's hull and smacking through windows has been very expertly executed. This level is a lot more difficult; your intended victims are much more adept at ducking, dodging and hiding behind odd objects... shooting the odd grenade, of course.

If you complete this level, a stop of the world is displayed and you board the ship (and are whisked across the Atlantic to New York City. Again the fighting begins in that darkyamb but this time you have to deal with a huge warehouse full of oil barrels — and gangsters. Shoot the barrels and you often find some money to pick up — other times the barrels are full of petrol

and explode into flames — the graphics are, as always, excellent.

Dead Angle's two most impressive features are its graphics and animation and the soundtrack — the kind you only get with real talent "on tape."

The graphics and graphics are huge and animated extremely well. It's true that the game isn't going to win any awards in the computer games — there are several similar games including Operation Wolf — but I personally think it's the best of the bunch.

Give it a shot.

SEAMUS ST. JOHN



# ARCADE ACTION

## • SUPER RANGER

Well, before I even walked the 150 miles Super Ranger, I was pretty sure I'd played this game before. "Hey, I've almost got it," I'd brag to all my pals, and after the usual round of "I'm better than you" boasts, I'd usually concede that the game was a little better than I'd thought. I was sure that being to go through the same routine of winning and losing at a certain price.

Well, after the fact, there's no reason to doubt.

Some's Super Ranger is just your basic action game. The battles have regular enemies, and at least you can see the "end of game." In fact, the whole game is something almost as regular as that as it's possible for a game, and it's a struggle into the action.

You get to play as one of two hero-themed Rangers, who, in fact, it would appear, who armed with only a few items, must take on the entire lot of baddies on numerous levels as they fight their way to the lair. The game is obviously designed to be a two player

affair. The first time you meet an enemy, you take time to read you can when you're just starting out, but you soon get caught up with a constant of "bought" items, power-ups and such, so you're not off with any more "new" items, and you're not off with any more "new" items.



▲ Hanging from the edge, it's a good idea to have a few items on hand.

game of numbers, but it's obviously just a game of numbers.

The first level is set on an air force base, with a number of "1" to be taken up to the top of a slightly more interesting platform than the standard one. This is the first level, and it's a good idea to have a few items on hand.

The game is a two player affair, and it's a good idea to have a few items on hand. The game is a two player affair, and it's a good idea to have a few items on hand.

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The game is a two player affair, and it's a good idea to have a few items on hand. The game is a two player affair, and it's a good idea to have a few items on hand.



▲ Watch out for the great guys, they're better than you.



▲ You can't let your Ranger being surrounded, or you could slip into

affair, and I could see that there may well be quite a lot of potential in one of you handling each level, and taking on the baddies together. I'd watch your back if you'd watch mine out of this.

However, the pre-launch version I played would only operate on single player option, which was a bit annoying since I'd bought a mate along "specially," so it is, there's not so much to it. The game is a good 'n' long, though not probing forward the variety by any means, and not too badly



▲ If it's not too late to climb over

either. However, there are a fair number of you out there who played and played Kalling Thunderbolt made it a success full, some people even liked it on the C&A, so it's a fair bet that if you were one of those people, you'd like this too. It is just different enough to add that extra interest to get you playing. Right, enough of that, I'm off to blow my remaining cash (what there is of it) on something a bit more daring, like Dead Angle, or Twin Dragons, or even good old Car Run . . .

MATT MILBY

# DARK BLADES PLAY · BY · MAIL

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1988

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# DARK BLADES PLAY · BY · MAIL



*A Living Adventure*

1988

## ADVERTISEMENT INDEX

Amrad/Unicore	47	HomeSoft	50	Shikano	47
Apoll	10/11	Incentive	16/17	Standard Games	117
Byte	56	KCC Games	110	StorSoft	43
C.S. Software	51	Kawasaki	48	Superior Software	65
Charwood	47	Mallot	56	System 1	23/24
Classified Section	55	Marsoft	105	Telecomsoft	26/71
Dotbase	68	Megacore	66	Telegames	56
E + J Software	47	Microaid	48	Tomado	50
Elite	IPC 129	Microspace	61/67	US Gold	08C 20 21 22 23 24 25 27 28 29 30 31
Erwin/Winter/International	57	Midland Games Library	53	Verson	17
Emouth Micros	47	National Computer Library	56	W.C.H.M	18
Grandcom	49	Ocean	0C 11 22 44 74 79	Worldwide	18
Gremlin	34, 48, 59, 65	Poyon	43		
HomeSoft	55	SilcoShop	101		





▲ 3D Space Marine

As you move up and down the horizon this and it is easy to collide with the spikes, you also have to zap big green butterflies, or the end of the more large transformer type alien robots firing spheres poles.

I have been up to level five and you get a mixed bag of items, backgrounds (purple with colours and strong 3D) and non-stop zapping.

It is a great game and this alone justifies buying the space!

It is not a game for wings or those who recall words. So what are you waiting for!

#### ▲ ALEX KIDD: THE LOST STARS

If you own a Sega console then the essential platform games are *Zillion*, *Quartet*,

*Manderley* and *Alex Kidd*. *Sega* has also the great success of these games and produced sequels for three out of the first three.

The latest sequel to fall into my worthy pantheon is *Alex Kidd: The Lost Stars*.

The original *Alex Kidd* was a great game. *The Lost Stars* (1988) is a worthy follow up with far better graphics, more playability and depth.

There are 14 stages to complete with you trying to recover the miracle ball by getting through all 14 planets and their dangers.

When you start you are faced with an alien in the corner of the screen and the words "find the miracle ball" are uttered (very close English speak).

You run along a left to right

scrolling backdrop and have to get to the exit at the end of the planet before your time runs out. You can collect the power, extra leg strength and bonus time as you go along by touching pads which drift down the screen. You can also pick up treasure and money along the way.

Planet one has you in the country, you have to jump over a dog spitting letters and (B) (O) (W) (O) (W) there are also trapdoor blocks to spring you higher, walking playing cards, floating teddy bears, an overhead trainline you can hold on to but watch out for the train!



▲ The Lost Stars

	ALEX KIDD	MANDERLEY	WONDERBOT
▲ GRAPHICS	4	4	4
▲ SOUND	4	4	4
▲ PLAYABILITY	4	4	4
▲ FUNNESS	4	4	4

- ▲ SUPER MARIO BROS 4,000,000
- ▲ ICE CLIMBER 47,870
- ▲ DUCK HUNT 314,010
- ▲ PINBALL 680,300
- ▲ KING FU 1,216,800
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- ▲ HAND ON 3,181,500
- ▲ BLACK BELT 3,548,200
- ▲ SECRET COMMAND 1,319,750
- ▲ TRANSBOT 1,240,760

## NINTENDO SEGA SCORE

- 000000000 Michael Daly
- 720,100 The Breaker
- James Wallace
- Tony Wright
- Tony Wright
- Tony Wright
- Lee Davidson
- Henry Pang
- Francisco Costera
- Francisco Costera
- Francisco Costera
- Paul Becker
- Alex Bell
- Sheel Solano
- Sheel Solano
- Anthony Holmes
- David Hillhouse
- Janis Dillman
- Darren Newtonson
- Gary Woodington
- Alexandro Terilo
- G. Gibson

- 642,450 Mark Foster
- 853,400 Martin Moore
- 322,500 Simon Fields
- 3,854,800 S. Higgins
- 1,116,250 Brett Collins
- 780,900 Gareth Edwards
- 1,000,200 Keith Lynch
- 1,330,300 Chris Shaw
- 754,200 Chris Shaw
- 246,000 Chris Shaw
- 636,900 Mike Reid
- 340,420 John Conlon
- 64,300 Nicholas Brown
- 168,500 Simon Fields
- 373,010 Alan Clarke
- 700,400 Jonathan Stevens
- 528,630 Ian Green
- 98,010 Ian Green

Come on, I want to see high scores for the following: *Afterburner*, *Zaxxon* 3D, *Tommy Gun* 2, *Global Defense*, *Gunstar* Town.

The same goes for all you Nintendo owners, what about the games: *Wracking Crew*, *Aluch Rider*, *Alucha Bros*.

# Mailbag

• I don't usually write to magazines but I am compelled to write to yours. Last month I recall we had all this hype about more reviews and better marking. This is totally untrue; last month you reviewed 34 games. This month 24 were reviewed and they were centred around the Atari ST. Why don't you call the magazine Atari ST and Video Games!

I'm glad your tips section is being updated; for months it was total drivel. The arcade section is good, but the layout's all wrong. Keep up the front covers, they are great.

I also get Amstrad Action, which is much better than C+VG. I'm afraid to say, its review system is much better than yours - they mark in percentages, which is a better way of marking the game they are reviewing. Richard Gregory, Bolton.

**Editor's reply:** It might sound like an obvious thing to say, but we can only review what games come out each month. Some months there are more than others! Yes, we'll keep up the front covers - otherwise the magazine would start on page 3...

• Currently, Amstrad owners are having a rather bad patch, only redeemed by Gryzor and

Thundercross. Just recently, an awesome run of coinops have been converted; Gryzor, Outrun, SideArms, Gauntlet II, Bionic Commando, etc.

Of these, the only ones to grace the Amstrad are Gryzor and Gauntlet II. Going back to the others, a lot of the conversion work is done by Probe Software; Outrun, SideArms, Rygar, Stop Right and Arkonoid. Arkonoid's great, but the rest, as the Amstrad or at least, one miles below standard.

Companies like Elite, Falcon and Imagine squeeze things out of the CPC I didn't believe were possible. Games like *Rain Warriors* and *Obit* or *Goldies*, *Barbarian* and *Rimrunner*, *Manegade* and *Gryzor* - but it seems that there are some programming teams, like Probe, who can't be bothered to take time over a game to get it right. They set out just to make good Commodore bit games, and to hell with the rest of us. Don't get me wrong, SideArms etc are good games, but hopeless conversions. I don't think for a moment that an Amstrad's capabilities match that of a Commodore, but if we can get Atari and Manegade out of the CPC, why not OutRun? Why is it that certain games are so rushed?

Why do some

companies just wait until a game's finished, however good or bad, then just put it out? Please tell me if Probe are converting Bionic Commando! I've already spent £50 on Probe games, but only got £10 of pleasure from them, and I don't intend to waste any more.

Andrew Amstradowner, Surrey.

**Editor's reply:** I suppose software houses do it because they're only human, and the answer is to read the reviews before you fork out your cash!

• Over here in New Zealand C+VG gets the red carpet for a very impressive magazine. Take November's issue, crammed with pages of all variety. And December's offering was nothing short of a fab. Pioneer of Doom was great and I'm looking forward to more adventures.

One thing has me a little confused though and that's this month's. It shocked me when I picked up the latest copy of C+VG and it read December and the month was April. Has someone sabotaged the C+VG calendar? Is it the same people who kidnapped Melissa?!

Anyway I thought December's ish was hot especially the '90 competitions. Which reminds me. Is it possible for a person like me (and

If you've got something to say about the world of computer games, don't keep it to yourself. Write to Mailbag, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AA.

many others) who live so far away to enter your competitions? If so could you extend the closing date so our entries can reach the C+VG office? Hope this scroll reaches you in time for your January issue.

B. Strain, New Zealand.

**Editor's reply:** It's always great to hear from readers down under. I guess the problem of your issue dates is due to a combination of factors. Firstly we work so far in advance and, secondly, New Zealand. The December issue of C+VG, which is published during November in the UK, turns up in NZ in April. We can't really extend competitions done by four months or so. I guess the answer is special competitions for overseas readers.

• Dear Sir or Madam for any creature of the demon, giant, cat, robot or any other alien race that might happen to read the C+VG mail (no offence).

There are two reasons for me writing this letter, but I'll just waffle a bit in between. Every month I read the adventure section of every mag on the shelf, and then I buy C+VG (and occasionally OUG). This I tear out the pages and hang it on the wall (I'll have to stick them to the



calling soon) and then I read the rest of the mag.

One thing drives me mad. When I see all these ads for all these games of a lifetime, but there is no Amiga version. How can I supposed to get all those games of a lifetime when there isn't a version for my computer? Why the \*\*\*\* DS are those petty 8-bit micros and the even pettier ST getting conversions from coin-ops, but the only micro which has a chance of being better than the coin-op is left out! An obvious example is *Garibice*, which of least equals the Gauntlet arcade, although I miss the speech, and the four player option.

Maybe the coin-op companies are afraid that when people see the amazing quality of the Amiga version, they won't play the coin-op any more, but will all go and buy an Amiga!

Enough of that. Now I can get to my two reasons for writing this letter. Firstly, I want to know what happened to Tim Maccolle (just that the new Ed doesn't fill the gap). Was he sacked or did he resign, or did he just take his Canon wig and six-foot wooden sword and disappear into the sunset in search of Melissa RavenHornell.

Secondly, I wish to purchase old copies of C+VG, January, February and March issues of 1986, to be exact. Somehow, these issues never made it to my home country, Ireland, and my good friend there wants them to complete his collection. (Mine only starts with November '87, his somewhere in '85).

DI,  
Edinburgh.  
**Editor's reply:** It's a shame about Amiga conversions, DI, but

things are picking up. The basic rule for software houses appears to be they produce games for the machines which are in the majority. Yes, Tim has gone off in search of Melissa. He's just come back from yomping around New Zealand. But Miss R wasn't there. For Back issues of C+VG, you must write to Computer & Video Games, BM&P Frontline, 1 Lincoln Court, Lincoln Road, Peterborough PE1 2EP.

• I think there should be a separate part of C+VG dedicated to programmers (or those willing to learn). As you may have noticed, no other magazine on the market gives Spectrum listings or tips. Instead of having one small book of programs every four months or so, I believe you could boost your sales by having a monthly supplementary book and write, pull out section with lists and tips on basic and MiC programming.

Steven Robinson, Oban.  
**Editor's reply:** I'm afraid we've given up publishing listings for nearly a year now. I can't remember any of our readers protesting. However, if enough people write in saying they'd like listings or programming hints we'll think about it.

• I am the lucky owner of a fab MSX. Why, I want to know, do the software companies not take much notice of this machine, in my opinion, and a few other people I know who own Commodore 64's, the MSX has better sound and graphics than the 64, so software manufacturers

take not of this letter and check out this macho machine.

Enough of that, now the C+VG review. I like your mag and especially the reviews, but now a complaint.

In your Jan '88 issue you said next month there would be a special on the MSX.

Saturday morning approached, I leave my house and jump on my bike, cycle five miles into the nearest town to collect the magazines. I leave the bike at the door of the shops and run inside, leave my money on the counter and grab the magazines.

I race home on my bike to read your magazine. I open the index to find out which page the MSX special is on. Shock, Horror. I begin to pull my hair out. No special.

It's okay to make a few mistakes like articles on wrong pages, upside down pictures but this is the last straw. No article at all. Please explain why.

Finally C+VG is quite brilliant but please try not to make a mistake like this again, in the next issue please include the MSX special.

Dudley Colley,  
Cahinchillan, Ireland.

**Editor's reply:** Sorry about the disappearance of the MSX feature. The truth is that we changed our minds at the last moment and decided we couldn't afford to give what is a minority machine, that amount of coverage. That's the truth, Dudley.

• I buy both C+VG and Commodore User. I think your mag is much better. The reviewing system is much fairer. CU is very stodge with it's marks. I think C+VG is far better in its layout with all the good games at the front and C+VG is far more varied in the games and movies reviewed.

One gripe, though. To enter one of your competitions you have to be able to draw well. It's not right. You don't have to be a great artist to like games or to want an Amiga or ST. Why don't you have more competitions centred on general knowledge? Can we have more free games, giant posters etc as well.

Oh yes, and which man writes the replies to your letters. Tell me and I'll come and look him for you. Print this letter or else, Eugene.

AH, Bolton, Lancs.  
**Editor's reply:** Sorry about calling you, AH but quite honestly we can't make out your signature. You're wrong about the competitions. Most are NOT art ones. And you don't have to be a brilliant artist. Prizes have often gone to people who have good ideas rather than technical talent. Guess who writes the "Editor's replies". That's a bit of a clue isn't it? But, of course, it may not be true. I may not be the editor. I may not even be a he or she. Perhaps I'm an it. You'll never know. HA!

# M Mailbag

# Out to Lunch

May — and soon again it's time to spring clean my software shelves. Which is where the terrible realization hit me. Ninety percent of the programs I've collected over the past twelve months don't deserve to be loaded into anything more sophisticated than a cardboard box, to wait a few weeks for Disk-2 — which is the most useful thing they'll ever achieve.

I can remember, back in the days of computing, how history (in five years ago) when we used to marvel at every new release. *Space Invaders* flew in from Japan. *Pitfall* and we played. How we laughed when *Horus* went along.

So what if they look cruddy nowadays?

But there was another factor, which is probably even more important — new games were fully 1000 occurrences in price/disk!

Recently two new publishers have joined the throng of companies opening out product. If *Excerpt* hasn't torpedoed itself with its singularly tacky theme it may launch (as) some success. It's aim (is) to produce at least six to eight good titles a year. I'll hang fire (and) until I've seen it, but the main selling point of its first ST release, *Foundations Wars*, appears to be nice graphics rather than innovative gameplay.

**Manderin** also promises to put quality before quantity, using respected programmers such as Level 9. Though the reputation of Noble Bui's potential arcade adventures, *Starblades*, hardly lends weight to originality.

Products from these two new players will flood into an already saturated marketplace. Many labels, titles, versions, and in 1988 success is judged more by sales than the ability to thrill. The computer software industry is suffering from diarrhoea and, not surprisingly, much of what

it's never was being an investigative reporter — heavy breakfast meetings, heavy lunch times and heavy sessions in the pub in the evening take their toll on even the best of journalists. But John Mason lives in a state of eternal angst and this month he starts his new column on what is and isn't happening in the software industry... in between drinks, of course.

puts out is far from fragrant.

How can it be if you're obliged to produce so many games a year, building up to a massive dump at Christmas, in the hope that you'll drown the competition in various brown waters, how can you afford to develop a game which does something totally new?

There's little enough time to

rush out a clone — and you do it at double speed, to beat the official version.

According to software agent Joseph Lyons, who represents some of the country's best software, it can take two and half years for research — this is a non-steam cultural years to write a big game. But how many software houses can afford to

ream and steam? But... BT... there! And... to be one they? Well, they are the people who don't like the classic games, the different games, the innovative games that make people of taste and discernment. John — now that is you and you go 'they! 'What! 'Ouch! 'ouch-ouch!' when we see them.

They are the people who coo on buying the dress even though, after so many cheaply bought, they should smell the cynical stench of quick-buck exploitation immediately. This is not a perfect world and if you let people rip you off, they won't hesitate to do so!

Eventually though, the world will wake up. They'll say, 'Thought I don't want another anything about 'em up! And they'll stop buying the dress. Which will sink the volume publishers unless they can reduce the supply more quickly. Now, as we all know, volume publishers = victims, and into this bleak hole our headlinery will flow... the Americans!

I'm not saying that *Starblades* software is better than British. It's not even as good much of the time. But look at the best of it and you realize that the spirit of experimentation is not dead. Whether it's something as quirky as *Little Computer People*, as clever as *Maniac Mansion*, or even a superlative and playing program like *Card Sharks*, which offers far would be better and interesting than the mass before, there's a feeling of freedom about it.

It's not that we've not got the talent to produce programs of this quality — it's just that we use the wrong way to attract stand-up in the first-end of the market or it does what many supreme *Bob Hubbard* did — goes over to work in the States with EA.

So if we want to bring back the magic of British software, all jobs in, to the court of three... 'We don't need another home...'. At least not one who's made up of pixels!



John Bailey can't stand with his mouth

grind out the standard bill of fare. So you stick to the tried and trusted route, looking for inspiration in the classics. I guess the fact that the full-size machine had 16 bit graphics and a moving cart. You'll do it in more on the Spectrum and the quarters can use half-an-inch off their dear legs to get the motion.

Never lets out on a big score. 1941, 1942, it allowed them of jobs-as yet get your name down early for 1986. It's only later you realize the war ended in '45.

Okay — so what if you do miss out on the bonus to *WEC La Mans*, for example? After all, only one company can get the chequered flag. Simplex Two

will that long. In the limited number of programmers are pushed flat-out to produce, produce... rather like botany here.

Then, if all the competent coders are tied up, you resort to those who are less dependable. In the knowledge that the odd dull game will be quickly forgotten in the flood.

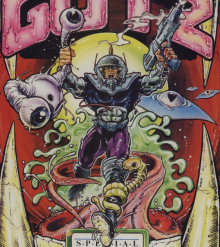
By now the poor old software houses should be coming for cover if the work of an angry journalist meant anything. Either that or they'll be talking the odd dull back in my direction but — and here's the real shocker — it's not entirely their fault! No — it's yours and mine!

Well, okay — not exactly

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