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ISSN 0013-0133

COMPUTER

+video

GAMES

BARBARIAN II

The Warrior is back
Great Money Off Offer



WILD RIDES — THEME PARK ROUND-UP

THE KRISTAL REVEALED, MAPPED: OBLITERATOR

WIN: SIGNED COPIES OF RED STORM RISING!

REVIEWED: VIRUS, NIGHT RIDER, CHUBBY GRISTLE,

TRACK SUIT MANAGER, SALAMANDER, STAR WARS,

HOPPIN' MAD, SKATE CRAZY AND THE PRESIDENT IS MISSING

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Don't miss...

I want you all to give a huge welcome to new writers of exceptional talent – Julian Rignall ex-Editor of Zap and Steve Jarrett ex-Editor of Crash. This month they give you their views on Virus, Barbarian II – the Dungeons of Gnaa and Chubby Gristle.

There is a not to be missed chance to save money on Karby II should you fancy a bit of hackin' 'n slashin', a pull-out-and-stick-on-you-wall Rocket Ranger cartoon strip, a guide to the best ride available in the UK's burgeoning theme parks, an Amiga to win, a hundred free novels to read by the pool of whichever exotic resort you jet off to and, most importantly of all, The Fiend has returned.



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I M A B I

A D V A N C E M E N T T H



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Travel far and through Rastan's
adventures in his quest. SEE
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SHAKES UP THE REALITY AND THE
LEGENDS OF THE SARAZI. Ready to
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and weapons to kill the 1000
DRAKES, to open what is hidden
in a secret transmission
level!

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£7.95
SPECTRUM

© Control Series
Manufacturer M2 (MS)

RASTAN
the new
of the 90s

Advanced Dungeons and Dragons

UD Gold has a whole string of Advanced Dungeons and Dragons titles planned, bringing an entire line of role playing games to your computer. The first two are out in subtitle, developed in the Streets by top RPG artist E.T.

Plunder of Middle-earth casts displays of monsters, dungeons and swinging weapons in the standard AD & D gameplay, and allows you to personalize the weapons and armor of your characters. This is followed by an arcade style interpretation of heroes of the latter series, all major systems in September, followed by other D&D products.

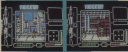


PLUNDER OF MIDDLE-EARTH
 The first of the new titles, this game is a classic AD & D role playing game. It features a variety of monsters, dungeons and swinging weapons. The game is designed for the PC and is available in both English and French.



Vindictive

This is The Vindictive, a virtual reality "bunker" game that takes you all the way into the heart of the action. You'll be able to see the action from the inside of the bunker and from outside the bunker, too.



E.T. comes home

E.T. - The Extra-Terrestrial - gets a world wide release on video this October. While some of you may have been a bit grouchy already - you "naughty people" - this is the first time Steven

Spielberg's magic - which has been officially available. Released only back in '82 - it will cost \$49.95, or a couple of quid from the corner shop for this night. There are no plans to make the world's biggest grossing film available on TV for a good while yet.

Walls have ears

It's a little game, but it's a good one. It's called Walls Have Ears and it's a game about spies. You'll be able to see the action from the inside of the bunker and from outside the bunker, too. The game is designed for the PC and is available in both English and French.



TOP 10

1	Dragonball - Adventure
2	Star Wars - Action
3	Star Wars - Action
4	UD - Action
5	Star Wars - Action
6	Star Wars - Action
7	Star Wars - Action
8	Star Wars - Action
9	Star Wars - Action
10	Star Wars - Action

Source: The charts are based on the sales of the top 10 titles in the genre. The charts are based on the sales of the top 10 titles in the genre.

TOP 10

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10	Star Wars - Action

Source: The charts are based on the sales of the top 10 titles in the genre. The charts are based on the sales of the top 10 titles in the genre.

Move over BROTHERS!!! Make way for ...

The Great Giana Sisters



Where one famous double act stopped short, another begins. Headbuts and demons, platforms and pits – all delivered with a glamour and style that really disguises the cunning tricks and tantalising terrors of a couple of wild cats.

"This is one of the most addictive arcade adventures I have ever played, the gameplay is fabulous."

Zero Gold Medal

"Having been totally addicted to the original Super Mario Bros., it is no mean feat to say that I found the Giana Sisters as compulsive."

C + PG

**A TERRIBLE
TWO-SOME WHO'LL
STOP AT NOTHING TO SEND
YOU OUT OF YOUR MIND**

CBM 64/128 – £9.99, £11.99d

Amstrad – £9.99, £14.99d

Spectrum – £8.99, +3 £11.99d

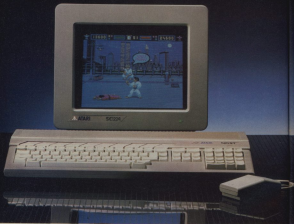
Atari ST – £19.99d

Amiga – £24.99d

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*** Arts**



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ATARI
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Fax

Breaks back



Another classic is *Flesh Eaters* from Activision. In *Spore* and *Clay* (distributed by Activision), you fly to small planets and return to earth to build a colony, creating a multiplatform city. *Flesh Eaters* is a top-down action game. You fly to planets and return to earth to build a colony. You fly to planets and return to earth to build a colony. You fly to planets and return to earth to build a colony.



Flesh Eaters

Anything could happen when you go to a large and busy planet. *Flesh Eaters* is a top-down action game. You fly to planets and return to earth to build a colony. You fly to planets and return to earth to build a colony.

Storm Warning

This here is *Typhoon from Ocean*, an arcade conversion shoot 'em up out in September for both Sega and CD-i owners.



Does the world need another shoot 'em up? If you decide that it does, and you have an ST or Amiga, then Amiga's new space police blaster *Mars* could be for you.

A simple saving of the day from alien invasion (being it storms through 25 levels in part one, and loads more later on). You get to fly your Hawk ship against the bad guys, coping with the old "equal and opposite reactions" rule (fighters fly, in late August).



Time Flies...

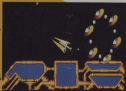
Or at least it should when you've got one of these dynamic **Batman** titles. And things get even better when you watch a superhero battle back. The **VIDEO** (available on CD) has only seven characters: you can play as Batman, Superman, The Flash and The Flashback. You can also play as you (under CD) from CD-i and Sega Saturn in *Superman* among others. But not to mention you can play as you (under CD) from CD-i and Sega Saturn in *Superman* among others. But not to mention you can play as you (under CD) from CD-i and Sega Saturn in *Superman* among others.



Curly Whirligig

These are reproduction tracks of Everett's Whirligig, a space shoot 'em up for ST and Amiga (CTA.95).

"Whirligig's" are apparently a sort of targets that you have to fly through in order to kill the people of the past not to embark on the course that eventually was to put you and your kind into slavery (or something).



We've promised a nice 3D light effect, and 8 bit versions to follow.



Dizzy Droids

These crazy French boys have been at it again, with a weird-looking cartoon-style arcade game called Droids, out in September. Wacky robots push each other about and knock down walls in that inevitable galactic style, available in September from London Native (ST £19.95).



Fax Box

Amiga Company, Elm Systems Limited

Address: 4 South Avenue, Letchford

Leics LE15 8JL

When ordered September 1988

Postmaster: Enclosed by cheque and our terms of Sale and

Basic Warrant, also sent by Standard Dispatch on

CTA.95

Contact: Please refer customer orders on 0203 619600 or, preferably, to:

ST-100 game Evaluation 888 enclosed September '88 and our company's website. Fax: 0203 619600

Free ST-100 Manual, which explains how to use the software, is included free of charge. Standard Dispatch is available to:

September Order Paper-Boy (with optional set of 48) or the September 88 Manual and Manualities.

Once we receive your order a cheque or bank card on the enclosed form will, of course, speed your order. We'll be delighted to have a great order today.



A Nintendo's version of much to Commando



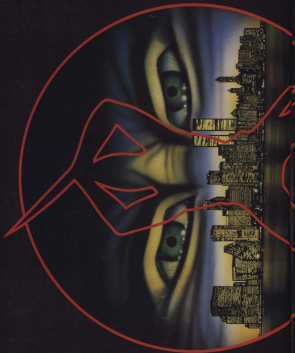
A Paper-Boy, the other big success

English X Men

Despite all the talk of a British Renaissance in comics, you know it must be true when it has involvement from Marvel. Excellent, a brand new British comic brings the surviving members of America's favorite super-team to the UK, and teams up with our own Captain Britain in a series of exciting adventures that are more fun than an average comic has been for years. Meanwhile, Marvel UK are for the first time reprinting their own comic books in the States, a new 400-page AD (Advanced) Captain's Team which takes it to influences from

Spider-Man and Harlem Nights. British creators have been put under the spotlight - it's time to see comics get there for a change.





Reviews

EMPIRE STR

► MACHINES: SPECTRUM
GEM 32, SAMSETT/BRIC/STABI
STAMPA.

► SUPPLIER: DOMARK.

► PRICE: £9.95 (SPECTRUM)

► RELEASE DATE: 1983.

► GAME CODE: 01818 (STABI)

► MFM88.

► REVIEWED BY: JAMES BURNELL.

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After their successful assault on the giant Death Star (reforestation), the Rebel Alliance has gone into hiding on the ice planet Hoth. However, they're forced to scatter when the evil Empire discovers their location and sends forth a large attack fleet. Following a series of adventures, the characters resemble on the cloud world of Bespin, where disaster strikes to tell you more would run the ending if there's anyone out there who hasn't seen the film.

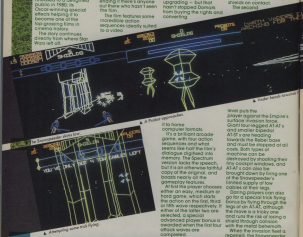
The film features some incredible action sequences ideally suited to a video

game. So, in similar fashion to Star Wars, Lucasfilm's Games Group joined forces with Atari to produce a vector graphics arcade game-of-the-line. It appeared in late 1983 in the guise of a conversion kit for Star Wars arcade coinops. Because of this it never appeared in any great numbers — unless on arcade had an on-site electronics engineer handy the operator had to send the machine back to the manufacturer for upgrading — but that hasn't stopped Domark from buying the rights and converting

Once a level is selected, the game begins proper with the player at the controls of a Snowspeeder (a blimping line over the planet Hoth in support of the Empire's Probe). These scout ships have landed on the planet base, and are destroyed with one blast from the Snowspeeder's laser.

Care has to be taken not to run into their defensive laser bursts, which deplete one of the 'speeder's lives unless on contact.

The second



► Snowspeeder flies low.

► Rebel ship attacks.

► Attempting wave track flying.

to home computer formats. It's a brilliant arcade game with four action sequences and what seems like half the film's dialogue digitized into memory. The Spectrum version lacks the speech, but it is an otherwise faithful copy of the original, and boasts nearly all the gameplay features.

At first the player chooses either an easy, medium or hard game, which starts the action on the first, third or fifth wave respectively. If either of the latter two are selected, a special advanced player bonus is awarded when the first four offset waves are completed.

level with the player against the Empire's surface invasion force (four-legged AT-AT's and smaller bipedal AT-ST's one heading towards the Rebel base and must be stopped at all costs. Both types of machine can be destroyed by shooting their two cockpit windows, and AT-AT's can also be brought down by firing one of the Snowspeeder's limited supply of low capacity of their legs.

During players can also go for a special trick flying bonus by flying through the legs of an AT-AT, although the move is a tricky one and runs the risk of losing a shield through collision with the main behemoth. When the invasion force is repelled, the Snowspeeder

RIKES BACK

lands on the rebel base and the scene shifts to outer space, where the player flies the Millennium Falcon against rebel TIE-fighters. This level is very similar to the first in *Star Wars*, only this time the beautiful, Darth Vader's huge starbases loom menacingly in the background instead of the Death Star battlestation. TIE-fighters zoom in from all angles,

and the Las Vegas arcade in London) and have been looking forward to the conversion since Demarc announced it more than a year ago. The Spectrum version isn't all disappointing, and looks

the rocks as they whiz by. When that level is completed, it begins a tutorial and the player returns to the first level again, only this time the enemy forces are far stronger.

Presentation is excellent throughout, and there's an on-screen help instruction

UPDATE . . .

Good news for Amstrad owners — the conversion for your machine is looking very good indeed, and Demarc reckon that it'll match the Spectrum version for speed and gameplay.



4. Under the jets of an AT-AT!

4. Father and son.

twisting and turning and firing rounds of shield-reducing laser blinks. The pilot defends himself against the attack with the Millennium's laser cannon, but because it's a rather weak TIEs have to hit directly on their engines before they explode — a difficult task under pressure.



4. An asteroid streaks into the Millennium Falcon.

4. Ever shot laser bolts.

Finally, the player guides the Falcon through an asteroid field to safety. The craft has no means of defending itself from the myriad of spinning rocks, so it's up to the pilot to skilfully fly the spacecraft through the densely-packed field without hitting an asteroid. This is definitely the hardest of all the levels and requires some very nifty joystick twiddling to avoid

and plays very similarly to the arcade original. The second level is absolutely superb, and depth is incredible. The only thing that lets it down is its occasionally slow screen updates, but other than that the game is excellent and well worth loading up.

I must confess to being a great fan of the arcade game (the only two I ever found were in Blackpool

manually which can be accessed before play to display all enemy craft. Programmers have also included the JEDI bonus, on each we have a bonus and a letter — either J, E, D or I — is awarded for shooting down a given number of targets.

- ▶ GRAPHICS 7
- ▶ SOUND 4
- ▶ VALUE 6
- ▶ PLAYABILITY 8
- ▶ OVERALL 8

The Commodore 64 isn't tops when it comes to vector graphics games, and sooty it looks like *Jungle* will be rather janky and sluggish — so take a good look before parting with your cash, did?

The 16-bit versions are looking extremely promising; not only do the Atari ST and Amiga conversions boast super-smooth vectors that are identical to the arcade machines, they also include large chunks of speech digitised directly from the coin-up original.

Reviews

► **MACROS: COMMODORE 64/128K, SUPPLER, COMM.**
► **PRICE: \$12.95.**
► **REVIEWER: KEITH CAMPBELL.**

In a daring helicopter raid on a summit meeting in Lichtenstein, the

THE PRESIDENT IS MISSING

```
LEAD? THE WIFE PRESIDENT ANNOUNCED THE
ANNOUNCING OF A SPECIAL INVESTIGATION
INVESTIGATION INTO THE ABDUCTION OF
THE PRESIDENT AND THE OTHER MEMBERS
OF STAFF.
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SEARCH FOR THE PRESIDENT AND OTHER MEMBERS OF STAFF
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SEARCH FOR THE PRESIDENT AND OTHER MEMBERS OF STAFF
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```

1. SUBJECT
2. PHOTO REFNO
3. SOURCE ID
4. RECORD
5. CASE PENDING
6. RPTG
7. REPORT
8. SOURCE IDENT ID
```

SEARCH FILE TYPE BY NUMBER

► **The President is missing**... But where do you begin? President of the USA, along with most of the Presidents and Prime Ministers of the EEC, are abducted.

Below (and, a recorded message from the President is received, having refused to reveal a preplanned statement, he has been allowed to send his own message. It becomes clear that all the hostages are separated, and none of them have had any contact with the others, nor knows of their whereabouts.

A number of impossible demands are received from the kidnappers. Destruction of the state of Israel, re-establishment of Palestine, nationalisation of Islamic oil, an end to Russian occupation of Arab territories, sovereignty of the Persian Gulf, and unification of all Arab lands are among the list of 8 conditions for the release of the top

politicians.

This is where you come in. You have been appointed Special Investigator to the Commission on Abduction and Terrorism. To carry out your duties, you have been given access to all security files and databases, in order to expedite the recovery of the President and his fellow victims, and to bring these responsible to justice.

The action takes place on a simulated computer system.

Information is accessed by entering the command FILES, which displays a menu of 8 file-types available.

SUBJECTS gives a selection list of all the characters in the game, each of which may be called up, to display a photo and biographical data. DOCUMENTS holds the text of official papers



► **Overlooked by services, the President delivers a message.**



► **Not enough troops are engaged.**

► **On-line** CONFIDENTIAL offers two files, each requiring an access code, so unless you discover any on your way through, you may have to look them without authorization.

PHOTOGRAPHIC files consist of full-screen photos, with

accompanying text. A facility is provided to magnify these into an almost meaningless set of pixels, who is, by using the joystick, the rest of the picture can be scanned for any useful detail hidden in the basic picture.

Competition

BETTER READ THAN DEAD

Red Storm Rising is the latest blockbuster from Microprose — taking as its inspiration the best selling novel of the same name.

In this amazing £499 deal we are offering one hundred lucky readers a chance to win a signed copy of the chilling novel.

In **Red Storm Rising** you are in charge of the tactical operations of an American nuclear attack submarine in World War II.

The Warsaw Pact countries are mounting a huge offensive against Western Europe. The USSR is disrupting the shipping bringing men and supplies across the Atlantic Ocean from America. As the Commanding Officer of a crack Class 999 nuclear submarine you must seek out and destroy the Soviet submarines as they leave their base near the Arctic Circle.

The game was coded by Microprose's top man — Sid

Meier — of *Secret Service* and *Solo Flight* fame.

In typical jargon Microprose fashion Sid Meier describes the similarity with *Secret Service* as being "like the difference between the F-51 Mustang in World War II and today's F-15." Only a Microprose simulation expert could come up with a quote like that but he does have a point about the sophisticated gadgetry of your fingertips as you 'drive' the 999.

Most important of these gadgets is the sonar that is so sensitive it can pick up the sound of submarine propellers at great distances. There are also computerised databases that list the speed and weaponry of enemy subs, and 'satellite' torpedoes that can turn and home in on their targets.

P	F	A	L	Y	I	S	T	S	R	G	W	A	
O	I	A	R	T	I	R	T	I	U	I	U	I	C
L	G	R	B	E	E	L	A	E	T	N	L	R	
I	H	B	A	L	S	E	P	A	T	S	D	O	
C	T	O	A	T	A	N	A	L	E	H	B	J	
A	E	R	B	O	E	T	N	T	R	I	E		
B	R	N	B	U	M	S	A	H	A	P	L	T	
W	O	E	T	I	T	E	Y	O	L	L	L	H	
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T	U	N	G	I	T	V	O	L	L	E	Y	S	
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W	H	Y	A	S	T	E	A	L	Y	R	U	N	

Name _____

Address _____



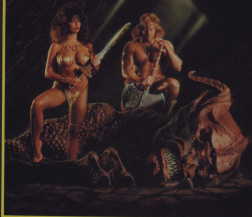
Reading Tom Clancy's novel will not make you an ace at the game but it is a good read in its own right and if you do buy the game the insights it gives you will be most helpful.

Red Storm Rising will be launched on the Commodore 64 cassette of £14.99 and £19.95 disk on August 11th. Amiga, SL, and PC versions will follow shortly at £19.95.

For your chance to win a signed copy of Tom Clancy's *Read For Red* (October) all you have to do is spot the names of Microprose games hidden in the world square. The name of the company and of their larger than life, six-fingered pilot boss, are also hidden in the puzzle. Cut out the box, complete the name and address panel, and send to Red Storm Comps, 6895, Fryday Court, 38-32 Farnborough Lane, London EC18 3AG.

BARBARIAN II

THE DUNGEON OF DRAX



Spectrum Version



Amiga Version



CD32 Version



Check your local stockist for availability.
In case of difficulty, available by mail order
from: Palace Software, The Old Forge,
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WARS



Programmed by
TIGER
GRAPHICS

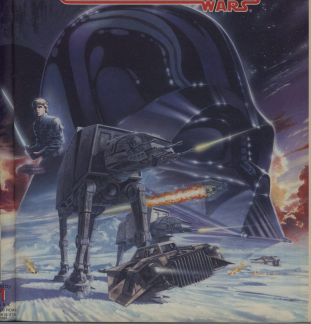
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STAR
**THE
EMPIRE
STRIKES BACK**
WARS



by
1
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Reviews

DREAM WARRIOR

► MACHINE: CEM 44
SPECTRUM, AMSTRAD, IBM
PC.
► SUPPORT: SE 4042.
► PRICE: CEM 44 £7.99 Q&Q
£14.99 Data, WFO/IBM £8.97
Data, AMSTRAD \$9.99 Q&Q
£14.99 Data.
► VERSION TESTED: CEM 44
Data.
► REVIEWED: GARY WHITE.

Here's a surprise! After a seemingly endless stream of arcade conversions, US Gold have come up with a game with absolutely no coin-op conversions at all. Dream Warrior has a really strange and complicated scenario, to turn on your brain and read on.

The time is the future (2040?) and in an attempt to put an end to messy physical wars with lots of blood and intestines all over the place, the FOCUS Federation (aka Hoo) have developed a system whereby they can plant Demons into people's dreams to kill them while they sleep.

To prevent this nocturnal

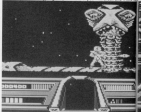
reconnaissance, a team of scientists called collectively ASHEN found a way to control the evil Dream Demons. Unfortunately, HOCUS snatched their plans and planted Demons in their dreams to kill them, and the only way to save them is for you, the Dream Warrior, to enter the heads of the scientists and flush out the Demons.

The game is basically a sort of quasi-sideways shoot-em-up with strategy elements built in. The scientist head interiors are depicted as a long horizontally scrolling playing area that takes up about 30 screens. You, as the Dream Warrior (jiggy shiftery in green motorcycle leathers) run around the dream blowing away dream demons with your laser rifle. The noises come in various colours and shapes and by just you sit spaced hoping to collide with you and knock your energy level down a bit.

Every time you kill a nasty foe leaves behind a little coloured globule that can be picked up, the more you gain when doing so being dependent on what colour the globule is. Read the glossary for examples.

► The big main thing is green.

boost your energy level, while grey globules allow you to access the lift and move between the two available floors. By picking up a green globule it's possible to journey to other floors (there are three in all). For those of you with blood and white



► MACHINE: AMIGA.
► SUPPORT: MICROSOFT.
► PRICE: £14.95.
► REVIEWER: CHRIS JENKINS.

Who-ho-ho! This looks pretty familiar! Like many a piece of European software, Giganoid is immaculately programmed and very polished, but relies on ripping off established ideas rather than coming up with anything original. In this case, the subject is Asteroid, the brick-bashing Breakout variant.

Giganoid features fifty screens of pretty background patterns and complex constructions of bricks. As usual, there are several different types of bricks: normal ones, indestructible ones, ones

which need to be hit twice, and those which drop spinning cones when hit. Along the bottom of the screen moves your ball, under mouse, keyboard or joystick control. Just keep the ball bouncing off the bricks, and pick up the cones for bonus features, such as an extendable ball, sticky ball, multiple balls, lasers, wind life and instant exit.

The brick patterns, including tricky disks, computers and geometrical shapes, aren't particularly challenging, though there's the odd tricky one where you have to tip the ball along the top of the formation to get around the indestructible bricks. However, after the

GIGANOID

first half-a-dozen levels you fall to the Demons. Reducing the number of bricks, if you're faced with four wiser heads, one of which spins out a ball without warning, you get to play as many levels as you can perry balls.

Further on you'll encounter the Gatekeepers and the Grandmaster, demons

► Giganoid: combs like Asteroid, but with



WARRIOR

all via the dream hoppers, and blue globules are used to slowly put together a picture of the scientist whose head you occupy. If you succeed in managing to complete all three scientist's portraits,

you can progress to the final section where you do battle with the ultra-nasty megademon, Ogrye. There's also a strange 'Interlude' section where you hop on board a strange-flying Subaru (shown

as a Sloop (don't worry, I don't understand it either)) and have a punch-up with huge green monster money called Wyvns.

All told must be concatenated with producing a game. That's original in both scenario and concept, something of a first for them, as well as some extremely nice graphics and sound, which deserve a mention all on their own. The Dream Warrior sprite has been very well defined and animated and is surprisingly large for a game of this type, although he doesn't actually seem to be there, instead he looks like he's floating about. The background art is very pretty, even if they aren't original (yet more borrowed) and scroll smoothly enough. The Wyvns have been drawn well, but unfortunately they're a bit too big for the poor old 64 to handle and the end result is a little jazy.

Sound is good too, either sparse, with a pleasant soundtrack on the title screen and reasonable in game effects.

Unfortunately, of excellent aesthetics aside, there isn't much personality there, and after the initial novelty of turning around floating aliens and collecting globules has worn off, there's little more to keep you coming back, which is a shame. Some excellent graphics and sound have been wasted on a mediocre game.

► GRAPHICS	7
► SOUND	6
► VALUE	4
► PLAYABILITY	4
► OVERALL	6

UPDATE . . .

The C64 version of *Dream Warrior* should have been released by the time you read this, along with the Spectrum and IBM PC and Amstrad versions, none of which we've seen as yet. ST and Amiga owners, however, will have to miss out on this slice of sodium, as the 64 has no plans for 16-bit versions. Oh, well. You can always dream . . .

ANOID

©1987, Acorn Computers

which shoot fireballs as you try to hit them.

While *Aganoid* doesn't feature all the aliens and gimmicks of *Arkanoid* or *Adoboball*, it does have some marvelous sound samples, a hard grinding into sound, a shout or "Everyone out there ready?" before each round, a dispendious on the high-score table, and changing music.

percussion each time the ball hits a brick, the side, or your ball. With several balls in play, the noise starts to sound like a Ben Leppard drum solo.

Uniquely original, then, basically an *Arkanoid* clone, but great fun and smoothly programmed. If you liked *Arkanoid* or

Adoboball, and your life isn't the same since you finished them, *Aganoid* is well worth a bash.

► GRAPHICS	7
► SOUND	9
► PLAYABILITY	7
► VALUE	6
► OVERALL	7

UPDATE . . .

Aganoid is the first product from Davis Computer Arts to be handled by Microprod. There are currently no plans for other versions.



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Reviews

- MAGNUS ARCHONIS
- ALAN ST. JAMES, SPECTRUM
- DAVID BROKEN
- PAUL ST. JAMES, SPCG ST. J.
- YVES TROTT, AFARI ST.
- JULIAN BISHALL



VIRUS

Virus was first exposed to the public at the last PCW show. Then it was called Zorch and was only available for the mighty Acorn Archimedes. Since then, author David Broken has been busy converting it to the Alan ST and Amiga – and the end result is nothing short of spectacular.

It's a unique game, and is as much an innovation as Illwaco's 3-D forced perspective simulation launched just four years ago. The plot doesn't break any new grounds – the player takes command of a hoverplane and controls a map of islands, mountains and sea, defending it from invading alien spaceships who are trying to infect the land with a deadly red virus – it's the approach and presentation that makes Virus very special indeed.

The action is played over a vast, free 3-D perspective world, with the player having a remote view of the hoverplane. The visual effect is incredible: the landscape is made up of an undulating, subtly-shaded checkerboard of greens and browns and scrolls smoothly as the hoverplane flies around. Dotted across the land are different types of trees, bushes, rock towers and houses, all of which move in smooth 3-D.

As you zoom in and the ground scrolls off the bottom of the screen, fly higher and the craft runs into glowing 'space debris', a sort of high altitude snowstorm which moves in a highly convincing parallax fashion, giving the game an even more solid look: the ultra-realistic shadow



■ Fly 'so slowly' incredibly... coast by the hoverplane, which changes on the craft zooms over the gently rolling landscape. A really nice touch is seen when flying low over the sea: water drops – complete with shadows – spray everywhere as the 'plane's jet blasts the surface.

The hoverplane is mouse or keyboard controlled and lifts and thrusts in any direction. It must be said that the control method is very tricky indeed – the hoverplane responds to the slightest twitch of the mouse – but

you never played a game so 'real'... perspective plays off, and once you're used to the way the craft pitches and yaws, flying becomes second nature. The hoverplane is also equipped with a laser cannon and three homing missiles for use against the marauding enemy.

A game begins with the hoverplane parked on the landing platform. Within a few seconds the invasion starts; the location of all enemy activity is displayed as coloured dots on a rectangular board in the top left of the screen.



■ Scroll fast for skywards and you confuse the space debris.



■ An Asteroid Approaches the Hover Plane.



■ Scroll fast and when you fall on the top left of the screen.



■ The beautiful crystal like effect is...

LS

There are eight types of alien craft. Seeders roam around polluting the landscape with toxic spray while Bombers fly at high speed dropping parasitic bombs that contain minicons of concentrated virus. Neither are aggressive. Attackers, on the other hand, fire lightning bolts at the landscape and use

boasting similar armament and manoeuvrability to the hoverplane engage in daylight whenever they can. Finally, there's a mystery spacecraft which appears later in the game and 'may have' a lethal weapons system fitted.

Whenever a craft is destroyed, bits fly everywhere, and larger chunks of debris float

to enhance the feeling of 'being there'.

When an entire attack fleet is destroyed a bonus is awarded for the amount of uninfected landscape remaining, and the player goes on to tackle the next, more aggressive invasion force. Every fifth wave the landscape is destroyed, and the gravity is increased on waves three, five and seven. An extra life is awarded every 5,000 points.

Virus is simply incredible. I've never played a game that has felt so real. The hoverplane's inertia, the gravity, the way the sound works and the amazing 3-D effect generated by the graphics all conspire together to make a game of classic dimensions a landscape in total entertainment. Time and patience are required before enjoyment is gleaned, but to be honest I don't think of a game more deserving of such perseverance.



▲ The Hoverplane casts a shadow on the evolving terrain as it flies.

their tractor beam to drain the hoverplane of its energy, shown as a diminishing bar at the top of the screen. When energy is low the plane can return to the landing platform to refuel.

The other five craft are entirely aggressive. Drones kill the hoverplane and attempt to destroy it. If one shoots a fire or bush infected by the virus, it becomes a mutant, a similar, but bigger and more powerful craft. Pests home in on landscape-styles and deadly fighters

slay each other, snaking as they fall. Indeed, destroying anything results in a plume of smoke, and trees and the like continue to burn for long periods of time, adding to the game's realism.

The sound effects are a little harsh and busy, but they have been intelligently used. Each craft makes its own distinctive noise, which increases and decreases in volume as it approaches and retreats — yet another clever ploy

▶ GRAPHICS	9
▶ SOUND	5
▶ PLAYABILITY	9
▶ VALUE	8
▶ OVERALL	9

UPDATE...

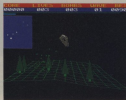
Virus is available now on the ST and Spectrum.

Commodore 64 and PC versions will also be available later in the year but no firm dates are available as these as we go to press.

If owning David Braben fans can look forward to a version of his first and most famous game — *Battle*, which is just being polished up in readiness for a late summer launch. Amiga owners are also going to be on the *Battle* near version list we are informed.

If you are a Virus owner — and pretty nifty if it was worth to hear from you.

We are offering a reward for the best strategy guide to Virus — so write it now.



▲ Rottenized graphics on the Speccy but game play is on point.

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Reviews

► MACHINES, STARTUP, SPECTRUM 48K AND PLUS 2, COMMODORE 64, AMIGA, PC.
► PRICE: SPEC £7.99, + £3.43 DV, C48 £9.99, ST £19.99, AMIGA £14.99.
► VERSIONS: 1988, 1F+1.
► DEVELOPER: BARRON GAMES.

Night Raider strikes a nice balance between simulation and arcade play whilst at the same time teaching you something useful about one of the most exciting sea battles in the history of naval warfare.

The Bismark was the pride of the German fleet in World War II and the scourge of the Royal Navy. She claimed amongst many ships the Bismark cruiser herself — before being sunk by a prolonged aerial attack from planes launched from the Ark Royal.

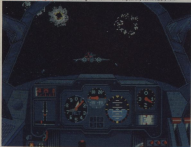
Night Raider lets you take the joystick as if one of these planes as it weathers the fax and dive bombs the Bismark to drop its

torpedo. The game has a multi-screen design — enabling you to flip from boat view to full view, cockpit controls, scrolling map of the battle theatre, and also the menu and game play options by pressing the number keys on your computer.

Your plane is based on the German Avenger — an American designed torpedo bomber which delivered the killing death blow to the Bismark. The game is at its best in the mission mode when the Avenger comes under



► Choosing a mission — don't expect any scenic supply runs.



► How often it'll get a Bismark in its cross-hair gun sights.

NIGHT RAIDER



► Churchill makes a stirring speech in attack from German fighters. It is a case of blasting away with your forward and aft guns — flicking through the screens whilst also keeping an eye on your course.

The Avenger has several controls on board which you can operate with the aid of on-look pointers which you move around the cockpit with your joystick. These are: altitude, attitude, artificial horizon — of particular use when flying off light, vertical speed, inverted T-bar to show the position of the rudder, brakes, throttle, ignition, and torpedo.

Arrangements are just the torpedo (and forward and aft guns). You can only load one torpedo into the Avenger so you must hit the

NIGHT BLUNDER



HOW DO YOU
RENDER THE
BIRD, THE
TANK, OR THE
TANKER OF
THE NIGHT?
HOW DO
YOU CONTROL
THEY MUST
NOT BE
CONTROLLED.
THEY MUST
BE CONTROLLED.

Control panel for early 486 3D-bit versions.

target when you get in range.

The various controls of the Avenger sound similar to those you would expect in any flight simulation. In practice they are much easier to use than a pure simulation. The tolerance levels have been set low – so that you have a fair amount of time to put things right should you take too much throttle, or over heat the engine.

Night Blunder makes a justifiable claim to being a challenging strategy element. Particularly during the mission challenges. A Commander offers a list full of stoves. Yep – you guessed it, they are pretty tough challenges, and you always have a short show of some description.



Tail gunner late fly as the Commander's in the Sperry Plus 3 version. Best of all are the German fighters – if you bag one of these they plunge head dramatically sea-wards with trails of flames pouring from their tails.

Commanders old enough to remember the Dark Skies (recently out of budget) will see some un-missable resemblances in game design.

This is the best launch from German for some time. I found it a thoroughly enjoyable game to play. Just right for people who want something a little more challenging but don't want to plow through a fairly page manual – and get involved in some game options, as for example in something like Carrier Command. Night Blunder finds the middle ground most effectively.



Scrolling map screen shows the Avenger closing on the Bismarck.

The scrolling map is full of enemy hazards. There are cruising German fighters, U-boats, destroyers, floating mines and many other hazards. Sometimes you have two tasks to carry out at the same time – like destroying the Bismarck and defending the Hood.

Essential skills apart from the obvious ones of mastering the flight controls and perfecting aim with the torpedos you must also learn to set the course, navigate, and manoeuvre the Avenger.

There is a real knack to this – particularly when in combat. The cross-hairs lock the plane into a certain course. You must therefore take the cross-hairs off the screen raising attack from enemy fighters. Then quickly flick to the map screen and get your Avenger pointing in the

correct direction. It is not easy but it is challenging and rewarding when you successfully correct your course and get your guns operational quickly enough to take out some incoming fighters.

The graphics are worthy of mention both on the Plus 3 and Atari ST – the two versions tested. They are solid filled on the ST but resort to 3D line drawings on the Plus 3.

Nice fills are included like a picture of Adolf Hitler with digitised speech as the Führer celebrates the first victim of the Bismarck. Seen after Winston Churchill is an on screen making his famous speech about lifting the curse of Hitler "from the brow of Man".

Of course these fills are reserved for 16 bit owners – but the main game play graphics are also sound on

▶ GRAPHICS	7
▶ SOUND	7
▶ PLAYABILITY	6
▶ VALUE	7
▶ OVERALL	7

UPDATE . . .

The ST and Spectrum versions of Night Blunder are now on sale.

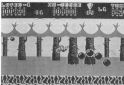
Expect to see the Commodore 64 version in the shops shortly. An Amiga version will follow in the autumn.

Most of the game play is identical in all versions. The Spectrum version a combination of vector line drawings and solid polygons.

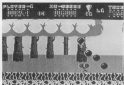
HOPPIN MAD

► MACHINES: SPECTRUM, CEM 64, AMSTRAD.
 ► SUPPORT: SLITS.
 ► PRICES: CEM 64 £9.99 (C&A), £11.99 (D&D), SPECTRUM £5.99 (C&A), £7.99 (D&D), AMSTRAD £9.99 (C&A), £14.99 (D&D).
 ► VERSION TESTED: AMSTRAD.
 ► REVIEWED: GARY WHYTE.

Those of you with a good memory will have taken the look of the screenshots



1. *Cateball* returns in the guise of *Hoppin Mad*.



2. *Score* those balls and *beat* that balloon.

accompanying this review and through them that looks remarkably similar to *Cateball*, one of the games on EMI's ancient '3-games compilation Trio'. And of course you'd be absolutely right, 'as EMI were obviously quite chuffed with the original developer for that game and have released it follow-up in the form of *Hoppin Mad*.

Taking control of four shiny bouncing balls (no empty holes please), your objective is to guide them, in a long collection-like string, across a series of surreal landscapes, collecting floating balloons as you go.

Collect 10 balloons and you can progress to the next level. It sounds simple, but as you would expect, there are lots of nasties who are just waiting to puncture your balls (stop laughing at the bait).

Nasties come in various shapes and sizes,



3. *Shades* of *S&S* as a quartet of shiny balls bounce through a desert.

including a strange plant that looks like a cross between a Venus Flytrap and a bird, nasty mutant seaquils, fish, and oooh, just loads of other things. The levels have been remarkably well designed.

There's a *Wonderboy* style forest section, *Steven Rain*, a desert, a seaside and an aquatic underwater level as well as

a few others that I haven't seen yet (because the game's so difficult).

And the gameplay? Rather than each ball on screen representing one life as I thought it would, each life is represented by the entire string of four, so you can lose one ball and the rest will keep bouncing on undaunted, until you lose all four and are sent

back to the beginning of the level. The controls are simple enough: left and right for movement and the fire button to jump.

I wasn't disappointed by *Hoppin Mad* of old, mainly because I wasn't expecting much in the first place, having seen *Cateball*. If EMI had wanted to release it again, they should have done something to spruce up the gameplay and graphics rather than just add on more levels, as all they have succeeded in doing is turning a boring game into a long boring game.

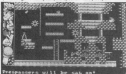
Hoppin Mad is one of EMI's few titles not to be linked to some famous coin-op or personality which just goes to show that EMI should stick to what they do best: arcade conversions or, if they're going to stray in producing original titles, make sure they're playable ones.

► GRAPHICS	4
► SOUND	3
► VALUE	4
► PLAYABILITY	5
► OVERALL	4

UPDATE . . .

All of the *Mini* versions of *Hoppin Mad* (Spectrum, 64 and Amstrad) have been reissued and are available now, but if you're an ST or Amiga owner, don't hold your breath, as EMI have no plans for 16-bit conversions.

■ The Amiga version speaks, the Spectrum merely sleeps.



Progressers will be sub-ot!

CHUBBY GRISTLE

- **TRACKING, SMUGGLERS FROM INTERACTUM**
- **DIFFICULT, GRANOLAM.**
- **PRICE:**
- **VERSION TESTED:** SPECTRUM.
- **REVIEWED BY:** JAMES J.

When the Amiga version of Chubby Gristle arrived, the whole office stopped in amazement. Not of the game itself now, but of the increasingly realistic speech: "Ye can't park 'ere", it says in a distinctly northern voice. "One o' world w' commissions". However, without the speech the game is really dull, especially the Spectrum version...

The aim is simple: blubberman Chubby Gristle has only (about 13) levels of platforms, ladders, lava pits and streams in order to get home to his G, and make little Gristles.

Each screen has Monty-esque decor, comprised of the usual pot-pourri of brickwork, platforms, pillars and pots, interspersed with patterned areas for a bit of variety. However, they're nearly plain and a lot less gash than many games of this type. Chubby needs a

completion of certain screens. For instance, the firing stream can only be negotiated once a pair of wellington boots have been retrieved...

Released scores are low, Chubby Gristle has the added advantage of some excellent digitised speech on the larger machines. The Spectrum version is not afforded this luxury, and has to rely on gameplay to provide its entertainment value — an unfortunate occurrence since it doesn't really have that much to offer.

In fact, Chubby Gristle has some very shoddy faults: both the character and sprite collision detection is a bit lacking,

allowing Chubby to fall through the edge of a platform and get bumped off by the missiles, even when they aren't touching.

Also, death sends Chubby back to the exit of the last screen rather than placing him near to where he'd last appeared. Once, it even went further, sending him back to the screen before that. I was not impressed.

With a price tag of nearly nine quid, I'd expect a little more for my money than the archaic and unoriginal platform action on offer here.

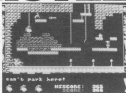
► GRAPHICS	5
► SOUND	1
► VALUE	3
► PLAYABILITY	4

CHUBBY UPDATE . . .

It comes as quite a surprise to discover that Chubby is practically identical across all formats.

Although Amiga owners can laugh at the comic speech, at the end of the day what you're left with is a crumbly-looking platform game of three-year-old Spectrum ilk.

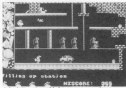
The Commodore version is particularly poor, being on almost equal par with the Spectrum, and Atari ST owners won't be impressed when they discover that the version for their machine looks alarmingly similar to the C64!



Chubby ladders around a stack of food.

selection of beings along the route, most of which are to be avoided since their touch is fatal to each of Chubby's four lives. Similarly, falling large distances results in a Blubber Gristle and the removal of a life.

There are various objects scattered throughout the landscape which are collected for various effects: fishing food boosts Chubby's weight and score; objects such as money bags, coins and tools are collected for extra points; and a number of items are necessary for



Surely the guy's one of the funniest ever computer characters.

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SKATE CRAZY

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 ► **SUPPLIED ORIGIN**
 ► **PRICE: SPECTRUM £14.95, AMSTRAD AND C&G £19.95**
 ► **VERSION TESTED: C&G**
 ► **REVIEWED: MAIT BILEY**

Skate Crazy is perhaps the world's first roller skating game. You play yet teenage street cred skate kid, zooming through what amounts to two games in one, a multi-directional scrolling thing where impressing the judges with your cool jumping is the order of the day, and a

side is the way the impression of skating is conveyed. When you push over and you drift to a stop, oil sends you spinning out of control, and you can't easily slip back down a hill if you don't have the momentum to make the pop!

Of the four city scopes, the multi-directionally scrolling skate park is the section most similar to that earlier skateboarding game, 720°, now as the skater has to negotiate a series of twisting gates within a time limit, while at



The Skate Race — impossible time limit.

also have to contend with the initial difficulty of the controls. Jumping is achieved by releasing a button (and pressing down the fire button, and managing to land the right way round after a mid-air pirouette can be tricky to say the least).

One nice thing about this section of the game is that if you fail to qualify for the next round you are given another chance in a large car park where you simply have to collect a number of pieces of litter within a time limit.

Even better, though, is the horizontally scrolling section which utilizes yet another control method again. Here you race along ducking some obstacles, jumping others against an almost impossible tight time limit. The scrolling action is rather cleverly reproduced by the fact that you have to move the joystick back and forth to move, each movement represented on screen by a push of the

skater's legs. Again collecting litter is of importance, giving you the wherewithal to purchase pads, clothes, skates etc, which improve your performance.

Jumping is achieved by pushing the firebutton, while pushing the joystick up throws some of your collected litter. The result is

that you often find yourself checking everything you've collected by mistake, though if it should hit one of those birds or other creatures that spill down for your skater, it isn't a total waste.

An enjoyable, varied game that still looks perfectly good alongside such other fine skating games as Skate or Die.

► GRAPHICS	7
► SOUND	7
► PLAYABILITY	8
► VALUE	9
► OVERALL	8

UPDATE . . .

Spectrum and Amstrad versions are both out now, and though we haven't seen them we are told that they will be very similar in all but graphics. However, there are no plans for 16 bit versions of the game.



► Collecting litter gives you a greater buying power.

horizontally scrolling obstacle race. There are four levels of each, so you can either play one all the way through, or you can skip about playing rounds alternately — if you can stand the multistage!

Sound and graphics are very good throughout, with large well defined sprites and colourful backdrops backed up by a suitable jaunty tune. Especially

the score line adding points by kicking over cans, picking up litter and doing free style jumps which are marked by a panel of judges rather like in ice skating.

It's not as easy as all that though, because not only do you have to contend with bouncing balls, lethal flames and a whole bundle of obstacles from all sides to eyes, but you

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THE NAME BEHIND THE GREAT GAMES

RESOLATOR

Reviews

► **MACHINES:** AMSTRAD 486, AT, 586, SPECTRUM/CBM 64, ► **DISPLAYS:** VGA, SVGA, ► **PRICES:** SPECTRUM/CLAY £49.95, CASH £54.95, SPECTRUM/CBM 64 £49.95, DISK/CLAY £54.95, SPECTRUM/CBM 64 £49.95, DISK/CLAY £54.95. ► **VERSION TESTED:** SPECTRUM. ► **BY:** STEVE JARRATT.

US Gold's *Resolator* is based on the little-known Sega coin-op. Well, if *Resolator* perhaps isn't the best Sega coin-op, it might be a better price, for indeed I know has been seen the machine).

Involving the exploits of the imaginatively titled hero, Mac, the player is sent on a rescue mission inside the forbidding walls of the castle owned by the great Satan, Kairo.

The castle interior scrolls vertically down the screen as Mac winds his way through corridors and chambers of the same fairness. The aim is to release the many tiny infants — or 'Pests' (P) — who have been captured and are held captive within mirrors adorning the castle walls. A press of the fire button sees Mac batter each mirror with a mighty punch, allowing the children to escape and scurry about. Mac then attempts to collect the vanishing kiddies before they disappear off-screen. On collecting six Pests, a temporary Power-up is granted, turning Mac into the invincible macho-man and enabling him to put a decisive end to destruction through the castle without gaining so much as a scratch.

Castle Kairo is a veritable menagerie, containing a variety of weird and wonderful opponents to beat. Depending upon the version played there are



▲ Mac the hero battles the evil Kairo.

up to ten different adversaries, ranging from morose henchmen who simply rotate around scoping Mac's every move on canvas, to the dreaded Kairo himself. Mac's punching abilities are not limited to inanimate objects, however, and he repels his aggressors with a single deft blow.

Further opposition is provided in the shape of laser-spitting cannons, land mines and barrels which roll around the floor.



▲ Crossing a bridge in Resolator.

contain a limited supply of bombs and perform acrobatic forward 'flips' — in practice, a totally useless activity.

The action offered by *Resolator* isn't the most original or interesting I've ever seen. Progress is slow and the gameplay is marred by niggling faults, such as the fact that Mac can't move and punch at the same time. The incessant hordes of enemies which constantly assail our poor hero also help to make this game a rather short affair.

Overall, *Resolator* is an average game that offers a reasonable amount of entertainment — take it or leave it.

► GRAPHICS	7
► SOUND	4
► VALUE	6
► PLAYABILITY	5

UPDATE

The Commodore 64 version is colourful and fast, but is let down by the gameplay. It's just for fun use. Another big niggle is the very awkward and clumsy controls, which always play very badly. The same can be said for the Amstrad version.

The Amstrad version has extra features not seen in the 8-bit versions, including extra weapons and a wider range of enemies. The graphics are also far better than the 8-bit versions. Still, there's no getting away from the fact that there are only four levels to battle through, and at £20 many experienced ST gamers mightn't think that enough to spend their cash on.

Reviews

BARBARIAN

► **MACHINE:**
SPECTRUM COMPACT
HARDWARE-DULCIN
STANDARD

► **SUPPLIER:** PALACE
► **PRICE:** £9.95 (SPECTRUM)
£12.95 (SPECTRUM COMPACT)
► **DEVELOPER:** PALACE
► **VERSION TESTED:** 044

► **REVIEWER:** ALAN
BIDMALL

Palace's classic slain 'n' slain game caused quite a stir when it was released this time last year, and the sequel looks set to follow in its footsteps.

There can't be many who don't remember the extensive advertising campaign that resembled like product — Palace cleverly used pictures of a very scantily-clad Maria Whittaker to promote their game, which whipped up considerable public debate. The game itself is brilliant: a very gory one-on-one sword fighting game featuring such delights as blood spurts, a

sequel and an occasional lime green humphreys who boosh about the severed heads of the defeated. Needless to say it caused an outrage when it appeared and, because of that, sold in vast quantities.

Later 24-bit versions were released, sporting similar gameplay, but incredible sampled graphics and screens — and of course improved graphics.

Barbarian II bears some

resemblance to its prequel: it features the same characters, and has the same graphic style and six humour of the original, but the gameplay is sufficiently different. Basically it's an arcade adventure, there's still plenty of bloody fighting action, but the essence is on locating and picking up the right objects to complete the mission.

The plot is very straightforward; the Barbarian has been

Princess Mariona from the clutches of Drax the evil sorcerer, who has fled to his dark castle and is currently plotting his revenge on the Jewelled Kingdom. He must be stopped, and the only people capable of doing so are the Barbarian and Princess Mariona.

At the start of a game the player chooses either Princess Mariona or the Barbarian. She is armed with deathbeats' sword, while he brandishes a

► There is nothing like about this green giant



► Gory and detailed in the 24-bit version as Barry battles the dragon slayer



► Escape the tiny head taking game



► A puff of green smoke as Barry wins



BARBARIAN II

stunning great axe — ideal for hooking about one unbreakable, both have similar fighting abilities and can perform a variety of attacking moves, including a front kick, head chop and the deadly flying neck slice, which often has spectacular results. The hero and heroine can also run and jump, which is useful for crossing the pools of green slime and bottomless pits that are frequently encountered.

The power stone the quest with five lives, each with a set amount of energy, represented by a bar at the top of the screen. As his ore sustains the bar shrinks, and if it diminishes entirely, a life is lost. A life is lost outright if the player falls down a pit.

The action is set over three flick-screen levels, each of which has 20 screens. The player can move left or right onto the next screen, or 'into' the screen when a door or

over entrance is present.

As the player progresses through a level, the direction he walks constantly changes; fortunately there's a compass at the bottom of the screen to avoid confusion and make mopping easier. The objective on each level is to locate and pick up two different objects. When both items have been collected the level is completed, and the next one loads from cassette.

The Wasteland outside Castle Drez is the first part of this an inhospitable landscape inhabited by a very nasty range of creatures. Pink, bold, round chickens attack an intruder by pecking at knee height, but can be swiftly killed by a few swipes of a sword or axe. Worse are Madbats, green lizards which have a sharp knife protruding from their stomachs. Saurian Scats, apes and Hoovers also make an appearance, but by far the most deadly are the Recondental men who don't mind the landscape armed with skull-cracking clubs.

Next comes the Dungeon, a dark, dank and dangerous place. Here, carnivore rooms, ready to wrestle a hapless adventurer to the ground and tip of the throat with its sharp fangs. Green, skinny Orc guards manuever about with their swords at the ready, and cave bats prove handy foes in corners. There are also scuttling crabs, sizzling things and scorpion-like stingers to keep the player on his toes.

Finally there's the Dungeon, a maze of doors, pits and highly dangerous creatures. Giant grubs, foating eyes and optic-named gobblers provide the real surprises.

Illustration by Barbara L.



Illustration by Barry van der Meer



Illustration by Barry van der Meer



BARBARIAN II

Reviews

the pit monsters on the other hand are very dangerous. These purple horrors lurk in pits and rears up and grab anyone who tries to leap into, dragging them down to their doom. Players of Barbarian I should recognize the Green - they're little green hunchbacks with spiked grins and a peculiar affinity for kissing about severed heads - only this time they're armed with axes and it's your head they want!

The great, fat, Dungeon Master also makes off appearances, and kills

and punishes as soon as the player closes their eyes. When the two Dungeon objects are collected, the player enters the Sanctuary of Dax, a three-screen long room where a Living Idol and giant fire-breathing Demon lie in wait. On the final screen Dax himself appears... and it's kill or be killed. Barbarian II is an

incredible-looking game. The graphics are absolutely superb, with convincing sprite animation and visual effects. There are so many great touches, like the skull being split out when a pit monster drops

the player down, and the Dungeon Master's head dropping out when he's on the hovering end of a flying head chop - gore fans will certainly enjoy the content! The sound effects are very good too, particularly the Dungeon Master's laugh!

The game itself is both enjoyable and challenging, with plenty of mapping and hunting required to defeat Dax. That, coupled with the brilliant visual presentation and choice of characters results in a game that'll keep you hooking long into the

night. If you're fed up with blasting plans and want some REAL action, look no further than Barbarian II.

▶ GRAPHICS	9
▶ SOUND	8
▶ VALUE	7
▶ PLAYABILITY	9
▶ OVERALL	9

▶ The great set will escape fairly unless he catches her before it plunges



Wagner - Betty almost dies to balance when jumping the wall

UPDATE . . .

Barbarian II's perspective is identical to all formats, with the same map, objectives and control method as the 64 version. The 16-bit version, however, will feature improved graphics and fabulous digitized sound, including speech, laughs, splats and crashes - look out for them!



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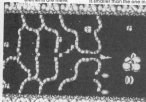
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BARBARIAN II
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SALAMANDER

► **SALAMANDER**
 ► **MACHINE: COMMODORE 64**
 ► **DUPPLIER: DIGITAL**
 ► **PRICE: \$14.95 (APERIODIC)**
 ► **REVIEWED: CHRIS JENKINS**

Salamander is, of course, the sequel to the coin-op *Mermans*, and all the same elements are there:



► A top-down ship steers its way through the maze.

Special weapons, attacking aliens, huge explosions, hectic environments. But then, you would say that about *Top Gun*, *It's a Wonderful Life*, and dozens of others...

Still, *Salamander* is a clever conversion of the coin-op. The most impressive bit (apart from the nostalgic funky music and sound effects) is the way in which the sprite routines have been fiddled to give equilibria of objects clashing around the screen at the same time.

Admittedly, most of them are missiles, but to keep everything going without loss of speed (or even the fastest movements) is a great achievement (and one which is well deserved).

Most of *Salamander* is a horizontally-scrolling format, though on some levels there are vertically-scrolling

sections. One or two players can compete, flying through the six levels which take you over the surface of the planet Linn, through an orbital storm, over a volcanic landscape, through a mechanical base, through sub-space, and finally to the final fortress level.

Control of the ship, which is smaller than the size in

ings, tapping space-birds, giant tank-singers, and the most hideous guardians of the end of each level. The demon-headed snake at the end of level three is a particularly horrid, requiring dozens of head-shots to polish it off.

But the landscape is just as dangerous: huge objects reach for you, jets of flame shoot from the surface, and networks of tentacles actually reform as you attempt to shoot your way through them. In some places it's important to develop the correct pattern of movement and shooting if you hope to blast your way through.

If you're terminally

chance to recapture any weapons (jets which you dropped if you're fast enough).

So what you get for your money is an absorbing and challenging blast, but nothing in the way of originality. To be honest, this doesn't look as good or play as well as *It's a Wonderful Life*, but the programming is a little slower. If this is your kind of thing you'll enjoy it, but *Salamander* won't convert any converted shoot-'em-up habits.

► GRAPHICS	7
► SOUND	6
► PLAYABILITY	7
► VALUE	6
► OVERALL	6

UPDATE

This conversion of Konami's hit coin-op has been a little slow coming, and to some extent has been pre-empted by other similar games. Arcade fans will enjoy making the



► Fused-looking shot' 'em up. 020530



► *Mermans* is pretty smooth. As you'd expect, if you can destroy a whole flight of aliens, they leave behind a weapon pod which you fly over to pick up. Features include speed-ups, whirling laser pods, two-way and three-way lasers, and spinning energy bolts. Once you have picked up a selection of these, the screen becomes filled with missiles every time you hit the fire button.

The pod aliens subjected to this barrage include simple dancing



► Impressive yellow flame effect has been widely copied. damaged, your ship just flashes, disappears, and reappears on the left hand side of the screen, giving you a few seconds of invulnerability before the next level starts again. You do, though, get five

most of it, though, and might even save themselves some money.

The only other versions in the pipeline are for Spectrum and Amstrad CPC, both due at the end of July.

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• **DESIGN:** JONATHAN ASHTON (CONCEPTS)
 • **DESIGNED BY:** KEITH CAMPBELL

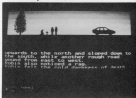
Mindlighter is based on a novel of the same name, by Anna Popkewitz. This full-length (150 pages) paperback has been published especially for inclusion with the game. It was originally written for publication as a stand-alone book, with no thought of an adventure game in mind.

The story centres on a group of youngsters studying parapsychology at Southington University. Robin, the youngest, is an orphan, and only eleven years old. His room is with T. Robin arrives in postmodern Southington.

Matthew, and manages to bring himself up on his own remarkably well for a kid of his age, as well as coping with the final year of his degree course. He has some remarkable powers (or might be expected for an 11 year old degree student) — and as the story opens, he has just successfully gone into a trance and managed to reduce the rate of radioactive decay of a lump of uranium.

Alison is nineteen, and a bag of nerves. In her childhood, her father beatled her mother brutally, and she terrified suicide after he raped her. However, after a long absence, he traces Alison, and re-appears to try to rape her. His own daughter, as well, this is prevented by another student, Robin, who is a tower of strength and support to Alison.

Mindlighter



Life doesn't seem to be particularly kind to Robin, does it?



For *Mindlighter*, I turned Robin's world and created one of my own. Robin is a young man of eleven years, and he is a tower of strength and support to Alison. He is a tower of strength and support to Alison.

The students are currently planning their latest jolly release — an attempt to metamorphose themselves into the bodies of animals. They need up about the subject of werewolves to get a few hints and tips on how to set about the task. Well, I'd need a clue or two on that itself, wouldn't you? Their professor, well in the know, conveniently gives them a insight off from their studies, or they seem to be too pre-

occupied to get down to any serious work. Before long they have realised it, although disappointed that they can only hold animals form for about fifteen minutes at a time. Meanwhile, Robin becomes whitelover, and eventually goes into a trance, speaking to them as if from another world. It soon becomes apparent that he thinks he is in Southington of the near future, after a nuclear war. The group, together with

Uninvited

• **SUPPLIER:** MICROSOFT/EPICROM
EPIC/ROM
 • **MACHINE:** ATARI ST/AMIGA, C&A VISIONS EXCEPTED
 • **PRICE:** \$24.99
 • **DESIGNED BY:** KEITH CAMPBELL

just manage to force the door open and proceed out before it closes up. You'd better get out, too — but where is the door? There is no sign of him. You find yourself outside a dark and forbidding mansion, slowly illuminated by the wind flapping of lightning. Probably your brother sought shelter inside, and so, quelling the creeping doubt opens your step inside. As you look around the

comfortably furnished lounge, you realise, as the door slowly closes behind you — mopping you inside. As it all and cleared within, yet you feel you're being watched. A nightmare search for your missing brother is about to begin at this haunted house. You are soon startled by the sudden appearance of a ghost in the hall. Do you have the power to exorcise it — or is



• If it's not 'haunted' plus, it's

It's a stormy night, and your car is out of control. You struggle with the wheel for no good reason after the impact.

The Fiend

The Farringham Fiend has returned. No one knows where he has been or what he has seen — but one thing is for sure, he's back. Loud and proud and sounding off about role playing/adventure demarcation lines. But it's not all rant. Our opinionated mystery man also has a dozen copies of Dungeonmaster up for grabs.

Those of you not too overcome by raging apathy, may have noticed a most significant event recently. Yes, The Fiend has returned! But where have I been and what have I been doing? The whole awful truth may never be known, but part of the time has been spent completing Dungeon Master.

Fairly enough, The Fiend left quite a hole in the depths, and the deeper I got, the more pleasure became the surroundings, and the more attractive the contents. All of which begs the issue, for it is controversy time! Oh joy! for it was decided by a magazine editor not one million miles removed from C+VG, that Dungeon Master was NOT an adventure, but a role playing game. Therefore, the review copy went to the teacher break instead of IC. All of this set The Fiend to

thinking: When is an adventure not an adventure? Is a role playing game, strategy or adventure?

It drives the last question first, the answer depends upon the game. In the case of DM it is undoubtedly an adventure, full of puzzles and problems. All right, there is no text input, but there have been icon driven adventures before. I quote Dale Yu as a good example. And yes, I admit that there is no text input, thinking just jolly good but it is fun! but so far Beyond Zero.

And what of the role playing aspect? Well, isn't it? Adventures role play? Isn't the mark of a good adventure that the player gets into the role of the hero, into the mind of the programmer? And who set the boundaries anyway? There is no clear cut demarcation line between good adventure



and role playing games — the boundary is fuzzy and obscure. The one thing that separates the superior adventure player from the mindless alien-basher is his ability and willingness to use his brain, to exercise his intellect. And THAT is how The Fiend classified games. Adventures to me, are any that make me think, and I have

discovered one or two cracker games over the years that fall into this category!

Besides, any game that has an imprisoned princess with a removable chastity belt has to be something of an adventure. Where she is, and how, and with what, I will not tell!

Fiendish Compo!



■ *Dungeon Master* — The game that got role playing on the map — and launched a debate — when it was published on EPIC and role games.

In the history of gaming 1986 may well go down as the year role playing games came of age.

Everyone is talking about them. You have read about them in FGS, John Meehan derives all of this month's Out to Lunch to discuss them, V&V find one going to spend a fortune purchasing you a copy from, and even the Farringham Fiend is ready to get in on the act.

If you have never played a role playing game then perhaps it is time you started to consider it.

C+VG and The Fiend are offering you a unique chance to get into this absorbing type of game play.

We have ten copies of *Dungeonmaster* — perhaps the best role playing game launched yet to give away. Five for the II and five for the Commodore 64. The 64 version is not quite ready but as soon as it is — five copies are reserved for C+VG readers.

All we want you to do is answer some simple questions about role playing, and cut the coupon below, and send it before August 15, to C+VG, Fleet Campus, 20/22 Farringham Lane, London, EC1R 3AB.

- (1) AD&M stands for (a) A Demon and Gnome, (b) Advanced Dungeons and Dragons, (c) alternative Demons and Dragons. (2) The excellent *Dungeonmaster* game is produced by (a) West End Games, (b) TSR, (c) what do these letters stand for. (3) What is an EPIC?

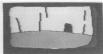
Answers

Name

Address

Address

Wiz Biz



A dark and moody atmosphere is just what you need to get into the mood for this game. The graphics are superb, and the music is a real bonus.

▲ Great plot, great graphics and a great price!

- SUPPLIER: ALTERNATIVE SOFTWARE
- RELEASE: C&A
- PRICE: CASSETTE — £1.99
- REVIEWED: C&A

You have been incarcerated in a dungeon by Mike, a colleague who was present (or last night's date for local wizards) — a booby-trap of the Duck and Plunger. As usual you showed off — this time by turning someone into a pink and black spotted salamander. Too bad you picked on Mike, who doesn't have a huge sense of humour!

Your magic powers are now at a low ebb, and you have a feeling if it's magic you're going to need if you hope to escape this

hell-hole. If only you could summon your familiar... But that's out of the question — you seem to have forgotten his name.

Eventually, of course, you will manage to escape the cavern that imprisons you, and will find yourself in the labyrinth of caves under Mike's castle, where the game proper really begins.

Q&A? Yes, I think so, and with fairly ordinary but acceptable graphics, some humorous replies, and reasonable problems I liked it — especially its price.

- VOCABULARY 7
- ATMOSPHERE 7
- PERSONAL 8
- VALUE 6

Quest for the Golden Eggcup

- SUPPLIER: MAJESTIC/DIGI SMART 1990
- RELEASE: SPECTRUM, COMMODORE 64/16, AMSTRAD CPC
- PRICE: £1.99
- REVIEWED: C&A

Written by Harvey Loddar and Nigel Brooks, *Quest for the Golden Eggcup* is a zany romp, in which you are given your quest by the highest authority — God!

He appears before you ("Hello, I'm God," he says) and commands you to retrieve his stolen golden eggcup, or be hurled into

an egg and eaten for breakfast.

"Probably poached," he adds.

After all, I imagine a soft-boiled egg is none too easy to handle without an eggcup — even if you are omnipotent. Mind you, not that God is ever chuffed with his omnipotence — throughout the game he is prone to turn up and whine about it not being all it is cracked up to be.

This adventure has superb graphics, full of detail and colour.

Remember the instant graphics of Scott Adams adventures, generally reckoned to be among the best on cassette of the time? These are better, certainly on the Spectrum version which I played. They display

instantaneously — there is none of that blinking flicker from which Adventure International Adventure Soft games used to suffer. They are the work of artist Simon Dunston, who

Smart Egg enlisted for this, and future, projects.

From Smart Egg, the people who brought you *Ripe's Revenge*, comes this professionally produced, totally irrelevant (and comic) adventure, that doesn't offend, at a wonderful price!

- VOCABULARY 7
- ATMOSPHERE 8
- PERSONAL 8
- VALUE 10

Cloud 99

- SUPPLIER: MARLIN GAMES
- RELEASE: SPECTRUM 48K, SPECTRUM 128K
- PRICE: £2.99
- AVAILABLE: MAR GAMES ONLY FROM MARLIN GAMES, 19 BRISTOL CLOSE, BANBURY, OXFORD, OX11 1AA
- REVIEWED: C&A

Did you realize that the weather is controlled from Cloud 99, where, currently, Jack Frost has gone berserk, and messed

it all up? After a strange dream, you awake in bed, to find your bedchamber bathed in a bright light, and a voice calling your name.

After gathering up anything useful you find lying around the house (well, adventures often do, don't they?) you pop outside to see what on earth is going on. There, hanging above your

garden, is a bright white cloud, with a ladder suspended from it. You hop on the bottom rung, and climb up.

Soon you arrive outside the gates of Cloud City, and once inside, your task is to put things right. The weather is controlled in a series of specialist rooms, like the Hall of Mist, Sun Squares, and Snow Hall. But all is not well, and soon, the hammers and drums in Thunder Hall are quiet.

This is a light-hearted adventure that is not too deep, not too difficult, and is fun to play. Pleased the game supports speech to characters as well as full sentence input, plus a

RAMSAVE option.

The two separate versions (48k and 128k) come on the same tape. The 48k version is best only, but the 128k has some attractive graphics, more detailed descriptions, and more objects hidden, rather than just lying around.

A recommended budget adventure, that is a lot better than many commercial adventures available for the same price.

- VOCABULARY 7
- ATMOSPHERE 7
- PERSONAL 7
- VALUE 8

CINEMAWARÉ

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TRAIL HAS
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BUY AT THE HOME OF ROCKET RANGER BARNSTORM
ACCOMMODATE TO VARY OR HIGHER THAN
YOUR BELIEF... DANGER! DIES!

CAN ROCKET RANGER
DESIGN THE ROOF
WHAT IS THE TRAMPLE
IN THE TRAMPLE
AND WHOSE THE GEMBS
LADY FROM THE MOON'S
ONLY YOU CAN FIND
OUT WITH
ROCKET RANGER!
FROM...



FIRST WITH THE REVIEWS

**ROCKET!
RANGER!**

THE SENTINEL

■ MACHINES: BBC B, COMM 66,
 MICROVISA, AMIBUS, ATARI
 85, SPECTRUM
■ DEVELOPER: CRYSTAL
■ PRICE: \$14.95
■ SYSTEM REVIEW: AMIGA
■ REVIEWED: CHRIS JENNINS

Love it or hate it, you can't ignore the Sentinel. More than just the Amiga version has been reviewed, practically everyone has the opportunity to try one of the weirdest games ever written.

The Amiga version is a bit of a disappointment, in that it doesn't make any significant use of the machine's superior graphics and sound abilities. Turn the sound off and you could well be playing the BBC version.

That's not to say that the graphics are poor. Indeed, they're quite unlike anything you'll have seen in any other game.

Created using fractal techniques, the endless 3-D landscapes of *The Sentinel* consist of slopes, planes, and strange objects. Using the keyboard or mouse, you can change your viewpoint freely, scrolling the landscape to reveal ever new vistas of strange complexity.

Your aim is to defeat the hooded Sentinel of each level by converting objects into pure energy, and using it to transfer yourself to higher levels. To do this you must create new bodies for your Sentinel robot, and move into them.

You are first shown an overview of the landscape, showing the Sentinel, its nearby henchmen, and the details of the topography. You can access an aerial view of the landscape at any time by aiming your viewpoint into the sky and pressing HELP. Around the landscape are dotted crystalline trees. These are your raw energy building blocks. Using the cursor, centre on a tree and press A to absorb it. You'll see it disintegrate and your energy reservoir on the top of the screen will increase. As you absorb energy, the Sentinel will become aware of you, turn to face you and start to absorb your energy. This means that you have to keep moving to survive.

As you progress you will come across other

Reviews

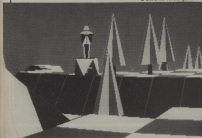
entities including Moons, which prevent you of course through hyperspace unless you absorb them first. Losing your vantage point is bad enough, but unless you have enough energy, a jump will kill you.

You might find the strategy and test thinking involved in *The Sentinel* fascinating, or you might



PRESS ANY KEY

▲ One of the weirdest games ever written.



▲ Another 3-D landscape created using fractal techniques.

find it stunningly boring, but the fact is that you will probably never finish it. There are 10,000 levels to complete, each with an 8-digit access code which is revealed when you complete the previous level. Make sure you see the Sentinel, but before you buy, ask whether the first is likely to last for 10,000 levels.

► GRAPHICS	8
► SOUND	5
► VALUE	7
► PLAYABILITY	7
► OVERALL	7

UPDATE . . .

This conversion of *The Sentinel* has been slow coming. It was released on 8-bit machines quite some time ago and was just as weird then.

THE FURY

► **MACHINE:** SPECTRUM/COMMODORE/AMSTRAD.

► **DEVELOPER:** MARTECH.

► **PRICE:** £19.95 (SPECTRUM), £19.95 (AMSTRAD).

► **VERSION TESTED:** SPECTRUM.

► **REVIEWED BY:** MATT BELL.

"Foster your liver being honest for the Space Age Demolition Derby," says the blurb for Martech's latest release, *The Fury*. It's an attempt to thrust your right-to-left progress over the track, where cars appear and try to bump you off the road or

continually drive directly in front of you to stop you from getting up to a healthy decent speed.

There are three types of race in all: Speed Trial (go as fast as you can), Killing Race (go as fast as you can and shoot a few cars while you're at it) and Fog Race, where one car is randomly selected as "it", and has to touch another car in order to rid itself of the fog.

The killing race is by far the most dangerous of the three, as although you can buy rockets and flame throwers to destroy the other cars with, your opponents are constantly trying to blow YOU over. To make matters worse, from time to time the screen will turn red and a targeting cross-hair will appear on the screen, and if you're not quick enough to avoid it, it'll lock onto you and BOOM! It's all over for you, mate.

The weapons available to you come in all shapes and sizes, and generally the bigger they are, the more cash you have to fork out for them. The flame throwers come in two sizes, one with a range of 8 metres and another with a range of 20, and although they're ideal for forcing the other cars out of the race, they will up your car's

► Cars don't go quickly around

petrol like there's no tomorrow. Besides, the standard form of weaponry and course already fitted to your car, but ammunition needs to be bought in order for them to function.

Although this all may sound jolly exciting in theory, it is in fact very dull in practice. I was very unimpressed with the graphics of the cars. They are small and poorly defined, and the amateurish scoring fails to give me real impression of speed.

Lost, but certainly not least, are the semi-guided missiles, which although they cost positively ridiculous amounts, are pretty devastating if used

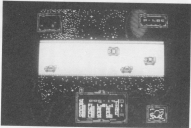
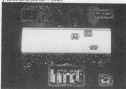
► Use as fast as you can to win

correctly, and can wipe out a whole group of opponent's cars with one shot.

► GRAPHICS	3
► SOUND	3
► VALUE	3
► PLAYABILITY	4
► OVERALL	3

UPDATE...

Spectrum and Amstrad versions on sale now, with C64 cassette and disk versions on sale in July. No 16-bit conversions are planned.



BIONIC COMMANDOS

**• MAINTAINS
SPECTACULAR
ACTION PACE
THROUGHOUT**
**• SUPPORTS 16 SOUND
FILES, 16 MUSIC FILES
(CHANGING MUSIC AT THE
START OF EACH
LEVEL)**
**• VIBRANT, TESTY
COMBOSUBJECTIVE
• BY STEVE JULIA
OF NAL**

Bionic Commando made a brief appearance in the grades towards the end of last year before sinking without trace — a shame really, it's a real little game.

Well, that hasn't stopped US Gold from converting it to just about every home micro available.

Chances are that you haven't seen the arcade game — it appeared in very few provincial arcades — so here's a quick peek at the scenario. The player takes control of said Bionic Commando and attempts a solo infiltration of a two-level enemy fortress. Each multi-directionally scrolling level consists of platforms and obstacles which the commando negotiates. The objective is to reach the top right of the landscape, whereupon a points bonus is awarded, and the next level loaded from tape.

The mission starts in a forest, and the commando climbs through the foliage using his bionic arm, an extendable metal limb which is shot or objects above the commando and men reticulated to lift him upwards. Shooting the arm diagonally and then retracting it slightly causes

the commando to swing horizontally — ideal for crossing chasms or moving from side tree to distant.

As the mission progresses, things get decidedly harder. Level two has the commando climbing up the walls of the fortress, ducking out the way of concentrations,

deadly electronic firefields and heavy boxes thrown down by soldiers in the battlements. On level three the heroic commando enters the fortress and negotiates the hazard-filled sewage system inhabited by giant robots and soldiers in large mechanical fighting machines.

Although Bionic Commando is essentially a platform game, it has enough neat touches to make it worthwhile. The extending arm is a brilliant idea which has been beautifully implemented, it really *FEELS* good, and swinging across gaps in the landscape is great fun. The action is frenetic throughout, with all manner of hazards to keep you on your toes. The graphics aren't mind-blowing, on both the Spectrum and Commodore the sprites are a little on the small size, but colour is used well, giving both games a generally pleasing look.

One thing that mustn't go unmentioned about the 64

version is its amazing soundtrack. Each level has its own fabulous piece of music, varying from a whacky 70s-style pop theme tune to a psychedelic mood piece. I thoroughly enjoyed

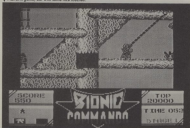
Bionic Commando, it's tough, yet highly enjoyable arcade adventure and is well worth buying.

Every time it's outstanding, and surely must rank amongst the best tunes yet written for the Commodore.

✉ Turn up the volume for the brilliant soundtrack.

	SPEC	64
GRAPHICS	7	8
SOUND	5	9
PLAYABILITY	9	9
VALUE	7	8
OVERALL	8	9

UPDATE . . .
Both the Atari II and Amiga versions are virtually interchangeable with the arcade version. The Amiga version is also lacking printing.



FRAME UP

Frame Up is being a little devious this month – but there is a good reason. One of the computer graphics masterpieces on this spread is not a reader's effort. It is a professionally produced image for the Commodore Amiga. If you can spot it you win a free game of your choice. Anyone can enter this competition – whether you are a micro artist or not. Just goes to show doesn't it – how good our readers' art is becoming. Keep sending them in – there is a super prize every month.



▲ Creative cartoon artists step into Monday



▲ Ready to take loads of pixels upon Monday



▲ The ghastly Evil Dead C+VG mascot



▲ The 3D scene with lights on



▲ Pyramids and balls



▲ **PAUL HAGGIS**, *Millions* comes to *Frame Up*



▲ **Mark Jull's Spectrum** produced the Testarossa



▲ **Francis Ford Coppola**, *The Godfather Part II*



▲ **Ballie Geil**, *The Untouchables*



▲ **Tom Fawcett**, *The Flashback* enters *Frame Up*



▲ **A Night of Sorcery** by *Studio Lambert*



▲ **The Untouchables**, *The Untouchables*



▲ **More Snow**, *More Snow* from *Studio Lambert*



▲ **More Kelly in Paris**

ME U P

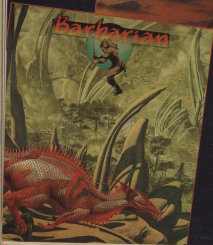


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Where was you in '82 in Baltimore they were added to dance like The Eng, The Honey Collins Show — and enough Hairspray (PG) to push a hair through the ocean layer!

Appearing on Disney's TV movie show in every town a candidate and when Tracy Turnblad wins her place in the audience it changes her by beauty, Amber Van Tassel. Meanwhile Tracy's best friend Penny Pingleton is dating seaweed, a black kid, and runs into the harsh realities of racism when he's lashed from the show!

The era of beehive hairdos and beathies has been lovingly recreated by John Waters — the cult film maker responsible for outrageous such as *Pinkster*, with its scratch and sniff card which let the audience share delights like dirty sneakers and worse.

Now he's turned down the femininity to produce the funniest, sexiest film of the summer. But it's still got its — *POP* — eccentricities. Hairspray-ing heroine Ricki Lake makes most teenage stars look positively anorexic while her mother is played by the equally overweight female impersonator Divine!

But it all serves to keep Hairspray spaced out in its own daffy dimension. It's a musical filled with fantastic starless tunes! It's a message movie with two messages — black and big are both beautiful! It's weird and wonderful with a host of special guests, including Debbie Harry and Pia Zadora — the happiest, wackiest movie this year. Start spraying that hair!

It's only the dance contest in Salsa — *The Motion Picture* (PG) was so much fun. But this Dirty Dancing imitator takes its tale of budding youngsters and dance hall heroines all too seriously — and trips over its shoelaces before it hits the floor!

Set in a Spanish quarter of Los Angeles, working-class life centres on La Luna — a salsa dance club. Here is determined to win the annual contest but tension runs when the former 'Queen of Salsa' Luna, tries to replace his girlfriend and partner, Vicki, and teach him some lessons — not all of which have to do with

BIG Screen

If music be the food of love . . . movie man Ward H. Street will need a diet after this month's melodious feast!



▲ The Monster Squad



▲ The star singer Fisher Morgan lives it up in *Cash Trip*

movies on their toes but everyone else will want to sit this one out.

Meanwhile the Transylvanian badman team of Dracula, Frankenstein, the Wolfman, Gill-Blain and the Mummy have all turned up in small-town USA. Who ya gonna call? *The Monster Squad* (PG) — that's what!

These teenage fear fans discover a book by one A Van Helsing — a dead guy who says the undead are about to turn up on their doorsteps. Suddenly their favourite film lightnesses are flesh and blood — or in the case of the Mummy, bandages and dust. The problem is, nobody will believe them.

So Sean, Patrick, Rudy and 'The Kid' — this really is the month for overweight heroes — set out to do the impossible before they do for the towns. It's one hilarious thrill after another as they discover new ways to dispose of an ancient Egyptian and why two snakes were required. They even promote one classic creature to join them.

This isn't the first time the teenagers and monster plot has been used but it's one of the best — a delightfully daffy roller coaster ride which parks more invention into its 83 minutes than most movies manage in two hours. It looks great, it's well acted and keeps you on the edge of your seat. You'd be mad not to like it.

While we're talking about madness — strap on your seat jacket for *The Cash Trip* (PG), in which a convict escapes from the mental institution where he's enjoying a relaxed regime, and poses as a psychiatrist who hosts a popular radio show.

As the cast includes Dan Aykroyd and Walter Matthau you might expect great things of this farce. But obviously something went wrong somewhere along the line. Aykroyd is fat in the car, gathering his radio audience on buses and taking them down to a hospital game for some group therapy, and Charles Grodin provides stalling support as the real doctor, recovering from a nervous breakdown in London. But there's too little sanity in this tale of madness. It really is one trip you might want to forgo.

There's a similar lack of

near about *Deadly Pursuit* (15), a thriller which goes way over the top — 7,500 feet over the Canadian border, to be exact — as it tells of an FBI man and his mountain guide in pursuit of a psychotic killer. The catch is that the murderer is holding the guide's girlfriend hostage!

It's a promising idea and begins well as the weary psychics escape from a house where he's holding the occupants hostage — even though he's surrounded by police. But by the time screaming Tim Bevan has dragged Sidney Poitier back in action after many years at the Fed, up the mountain, it's climbed the gaily melodramatic heights of *True Life Mexico*. **Advised ones.**

Nobody would call Woody Allen 'macho' but every so often he feels the need to flex his dramatic muscles. *Unholy September* (PG) finds him in serious mood over more and despite a packed cast, including Kathleen Turner and Mia Farrow, it's as enjoyable as a rainy autumn day.

A family grifters in their rural house to birth, fight, hunt and quarrel about non-friends and the like, against a background of memories as they prepare to sell the place. When Allen gets serious he seems to lose his self-critical facilities. With its measured dialogue it may all work better on stage.

In such a crowded month we can't mention everything, but a special word for *Miss Veruca* (PG), the tale of a father and boy who he magically swap identities. It doesn't open till 25th July, so I'll review it at greater length next month. Just soon to tell you that it's an hilarious comedy thriller to gaze at.

Back to the dancing with *Good Daze* (R), though it's not actually a musical. Then again, it's not quite anything. There's some *Animal House* comedy, there's romance and there's a message about intolerance and integrity.

But what makes these university toasts really different is that Boston College is for blacks. Spike Lee, who brought us the highly acclaimed, Sagan basement *She's Gotta Move* A, has thrown in a bit of everything for his first big

BIG Screen



▲ *Woody Allen's September*, budget movie, it's messy — and at two hours it's twenty minutes too long. But it's also bright and breezy and heartful.

▲ *Mission* divides the students into two groups. The hard core blacks are politically aware while the



▲ *Michael J. Fox* may come more to grips with his rapidly closing image.



▲ *The Fat Shop Boys* acting? It wouldn't happen there.

Tommy. Phil Gamma invariably seems more interested in imitating the ways of white students. It focuses on the hilarious results of the Gamma, and the rivalry of radical Dap and cool dude Julian and their girlfriends — rivalry which is likely to turn into a dance number as the drop of a challenge?

Don't be put off by its heavy soundings though — its lack of discipline thought. For the most part *Good Daze* bubbles along like they really are the best days of your life and it's a true original. The report reads: "Bugs of red herrings. Will it ever better in his own?"

Better school than *The Fat Shop Boys* in their first film, *A Certain Y's Happen Here* (15). *Michael J. Fox* Here is a failure to live up to his mid-range of supposedly meaningful and heartful images — rather like their songs too may say.

"What? You don't say! There you're probably a *Fat Shop Boys* fan so ignore all my grumbles about this trip through a Britain stacked with second-hand surrealism in the hope of convincing us that Chris and Neil are really deep and sensitive. For the rest of us, this is what we always feared — a ninety minute porno film!"

At least *Prince* concentrates on doing what he does best — which is performing on stage. *Prince — Sign 'O' the Times* (15) is a brilliantly well made documentary of his show. Now I'm no fan of the Purple Power, but the night of March 8 pointing the drum kit in our eyes I won't forget in a hurry.

Salome's Last Dance (18) isn't another *Shirley* *Passing* imitation but a revision of Oscar Wilde's scandalous play, set in a brothel, with the two taking the parts and Wilde and male friend in attendance. Only one director could be responsible — the capably scandalous Ken Russell.

It tells the story of the princess Salome, who demanded the head of John the Baptist on a plate, presumably because she'd heard of Big Macs. Russell's idea of intragender adultery is to have everyone's nipples painted gold or silver, which is neither wild nor Wilde! He should take a few lessons from John Waters.

- **MACHINE:** SPECTRUM, CIBII 64, Atari ST.
- **TYPE:** 1st-2D SHOOT.
- **PRICE:** £19.95, \$9.95 (U.S.).
- **VERSION TESTED:** Atari ST.
- **REVIEWER:** CHRIS JERRARD.

The eagerness with which each new Ghouster clone is greeted never ceases to amaze me. After all, the original is still the best, and you endlessly fantasise hundreds of boring copies on countless similar levels, you might as well stick with the devil you know.

Mind you, *Shackled* has a lot going for it. Apart from the Commodore 64



▲ *Ghouster* done with a little more variation.

enough variation between levels, though I admit I haven't completed all 142. Not missing them, but not perhaps original enough to sustain your interest in the long term.

The Amstrad CPC version is almost (but not quite) as poor as the Commodore 64. The characters are

SHACKLED

version, where both the graphics and sound effects are truly dreadful. It looks good, and there's a little more variation to the gameplay than you'd find in *Ghouster* itself.

The plot's pretty straightforward. Four comical-in-come have been captured by the forces of evil, and chained up in cells situated in a labyrinthine castle. Your task is to save them, fighting off the enemy monsters as you go.

The scenery is seen from a top-down perspective, fairly similar to that of *Ghouster*, but rather than a lot of open spaces there are large areas full of narrow corridors. As you find cell doors, you open them with magic keys (conveniently left lying around as usual) and enter the cell to rescue your slaves.

Each level carries a special weapon which can be used against the baddies, which include fire-breathing lizards, giant ogres, energy-draining bores and snakes.

Your extra weapons include knives, arrows, balls of fire, shields and speed-ups.

You'll notice the

speed-ups, because lively-slowly though your friends die, they don't fall slow you down as you try to make for the exits. If you reach the final door on each level, you get through to the next and score bonus points according to the number of enemies you've saved and the number of enemies snuffed.

Although there's no strategy to such involved in *Shackled*, there's a certain style of play which you have to adopt if you

want to survive. Move fast, but don't get trapped in corners, and extract yourself as you become narrow corridors. Because the scenery scrolls in four directions, it's easy to run into a squadron of archers hidden, say, at the top of the screen.

While the characters and effects (such as jets of flame) on the ST version are very attractively designed, the background is a bit of a disappointment, featuring large lumps of unvaried colour. There also isn't

► GRAPHICS	7
► SOUND	7
► VALUE	6
► PLAYABILITY	7
► OVERALL	7

► *Shackled* lives up to graphics and sound effects.



UPDATE...

Although *Shackled* is a conversion of a Bolex level coin-op, the machine doesn't seem to have been widely distributed in this country. Basically the 16-bit versions seem to have come out quite well, while the 8-bit games are disappointing with the surprising exception of the Spectrum.

You can expect to see versions for Spectrum Plus, Amiga and MSX in the next couple of months. A more sophisticated Amiga version is also in the works.

JUST THINK

FRANKIE



What if you could buy all these hit games in a special pack for the price of one... Wouldn't that be fantastic?

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Reviews

- TRACKING: CDM
- SUBJECTS: 1
- SUPPLIER: SOLIATH GAMES
- PRICE: \$4.95
- VERSION (TESTED): CDM 84
- SYSTEMS: IBM PC/XT

Soliath is a name you may not have heard a lot about, but it's a name that will be talked about quite a lot, considering the strength of this, the company's first entry into the software market. It is, and this is no exaggeration, the best ever football managerial game, ever, in the history of the world, so missing straight up, friend! A claim you'd normally only hear from a PR company, but for me to write it, it must be something good.

You are given the task of managing the England squad, or any of 54 other identities, and gently persuading them through first the European Cup (Masons Cup) and then the World Cup. As far as I can remember, and that's quite far despite my tender years, there has never been a true managerial game. There's always been a bit of administration and accountancy thrown in, which I have always found

TRACKS MANAG



▲ The action is described in *English* here, sport.



▲ The press approve of a *manager* transfer deal.

to put a dampener on the fun.

In *Tracks Manager*, you are only the manager. You know how they're going to play, and above all, win.

Blanking back over the four managerial duties, some of you might stop and think to yourselves that one and two have been done before, but what's this thing about 'how they're going to play'. As well as tackling an almost untapped field of the game, namely international football,

Tracks Manager have gone for a far more involving and sophisticated approach to the match. With the use of a couple of menus, you can piece together a very complicated strategy very quickly.

Using the Team Tactics menu, you can set formation, playing style (attacking, defensive), length of passes, tackling, style, general defence system (sweeper, offside trap) plus a general guide to how you want the team to play the full match (slow build up, fast build up, fast

SUIT GER

The incredible thing about the matches is the commentary. Whilst playing, you see given a running update on all action on the pitch. Stuff like "Lacey gets the ball. Lacey runs upfield. Williams brings down Lacey" and so on for the length of the match, which incidentally, is variable. Anything from sixteen seconds to 90 minutes, by using the joystick to give all the details about the match, such as the number of goal attempts, fouls, bookings, sending off and more besides. The same thing happens after any

less than five statistics of brilliant level.

All of the usual stuff is also contained, such as group tables, fixture lists and the most impressive about reports I've ever seen. The one thing that really adds pleasure to the game and can decide whether you feel good or not about your 1-0 win over Albania are the newspaper reports. After every match you play, you are given two newspaper headlines from the Daily Star and the Sporting Life. "Cure" little messages like "Simmons goes up" and "Gene leads us to victory" along

with many more can boost or drop your ego.

The whole game is joystick controlled and all options are selected from a little bar at the base of the screen. The presentation is very clean and professional, with the screen divided and divided into various windows and any and all useful information is always on-screen. As I've already stated, Football Manager is the best ever managerial game and it was impressive start for Goleigh. If you like football get it. If you like strategy, get it. If you want one of the best 8-bit games around at the moment, get it.

TEAM TACTICS

FORMATION

4-3-3

MARKING SYSTEM

ATTACKING GAME

ATTACKING STYLE

NORMAL BUILD UPS

MARKING SYSTEM

ZONAL MARKING

PASSING STYLE

LONG PASSING GAME

TACKLING STYLE

STANDARD TACKLING

DEFENCE SYSTEM

SHEEPER SYSTEM

EXIT

- ▶ GRAPHICS: 7
- ▶ SOUND: N/A
- ▶ VALUE: 9
- ▶ PLAYABILITY: 9
- ▶ OVERALL: 9

Update...

The Spectrum version is identical to the 8-bit version in presentation and layout, with some screens slightly altered with different character sizes and different sized windows.

Even as we speak, plans are being drawn up for 16-bit versions later in the year.

▲ Individual strengths and weaknesses are listed

(counter attacks). All this generalisation not involving enough for you? Fine, just switch to the player tactics menu. With this you can tell a player exactly how to play, who to mark, where to play, whether to take free kicks, penalties, throw-ins or corners and lob runs.

The matches themselves are a piece of masterful programming. A small diagram of the pitch and a highlighted ball provide all the graphical bits with the purpose only to show where the ball is.

other matches, which amazingly only take less than a second to play.

The main aim of the game alongside providing hours of fun, I am told, is accuracy. Over a thousand real players are contained within the program, and statistics are held on all of them, such as passing accuracy, confidence, skill, heading accuracy and lob runs, along with their home clubs, caps and goals scored. Needless to say Manchester is the best player I could find, with no

FOOTBALL MANAGER

L. LACEY ATTACKER

PASSING : 8000
SHOOTING : 8000
GOALS : 1000
CORNER : 1000
CONFIDENCE : 8000
SKILL : 8000
HEADING : 8000
LOBS : 8000

CLUB : 8000

EXIT

▲ Just look at these shooting skills.

Play By Mail

PBM'ers MEET IN SHEFFIELD

Yes, they have confirmed to me that this year there is going to be a SIXTH PBM CONVENTION and taking under the name of "The Great Northern PBM Convention", it will take place on 15th October at Sheffield Polytechnic, Sheffield, between 10 am and 5 pm.

As I write they are in the process of inviting 20 of the biggest PBM companies in the UK to the convention, as well as a handful of smaller ones. Further details of the actual companies attending will be included in my next column. However, at present I can confirm that they are organising Live Role Playing sessions (Participation and Demonstrations), an Open AD + D Competition, Wargames Displays and participation, a Bring and Buy sale, loads of Fantasy Role Playing Games to get involved with, the "Alternative" PBM awards (your Company etc), quizzes and competitions, a Fantasy staff, PBM lectures and seminars, plus Computer game competitions. Also, thanks to the forthcoming changes in the licensing laws, the professionally run bar and cafe will be open all day!!

Sheffield Polytechnic is directly opposite Sheffield BB station. The event is taking place in the Main Hall, plus surrounding lecture theatres, on the Pennal side.

The entrance fee is £2.00, but next again I have managed to secure a discount for C + W readers. Anyone who writes in to me at C + W with a cheque P/O for £1.50 made payable to the PBMFA, plus a year will not only make a saving of 25 per cent but will be guaranteed to receive a ticket.

The Sheffield venue has a smaller capacity and there is a realistic possibility of a sell-out. Consider yourself warned!

PANGAEA SHELVED

I know for a fact that one PBM company that was left hanging up to the Sheffield PBM convention will be Pangaea

It's me, Wayne. Lots to write about this month, like board games featuring your favourite superheroes, and a couple of Fanzines. No time in waste,

Games, who used to run Playbox. I have received a letter from them stating that due to personal reasons they have had to close down their company and cease running the game. The GMs have assured me that all players who have credit in the game will receive their money back in the long run.

As for the game or old players who get wiped out and wish to recommence will be placed on a waiting list for the moment, until a new place is available. To speed up matters, Andy is exploring the use of a modern word processor which will also allow him to update the taken on a daily basis.



A. Bunch of females - essential tips for PBM'ers.

CRASHWORLD LAUNCHED

Another big chance in the PBM world is that KIC have recently listed off the rights for their first ever game, *Crashworld*. Word to a new company called "Crashworld", run by Andy Smith. Andy, who was one of KIC's long serving GMs, has asked me to mention that all correspondence should be sent to him c/o Crashworld, 4 Greenway Avenue, Chelmsford, Blackpool, FY5 3JE and that as the measure he is limiting the membership of the game to keep the rate around there in a minimum. This means that new players who wish to start

MIDGARD NEW RULE BOOK OUT

With the aid of new rulebooks, Midgard now has just listed version 1.1 of the Midgard rulebook. This rules out anyone the idea that there has just been announced took the UK and is now to be published in the UK and it seems to me that the incorporation that existed between both versions of the game, on different sides of the Atlantic, is looking much better than and the rules are explained with a welcome clarity. I especially like the new rule revisions in respect of ships and combat. The rule book costs £5.00 and further

bring the £3.00 each. Anyone interested in this thinking PBM's PBM should make all cheques payable to Mike and forward them via C + W.

Standard Games will run a few places left in their C + W game of *Dark Skies*. You could win a gold plated dragon, which measures over 12 inches in length and breadth, and is valued at over £1,000, as well as many other prizes! Full reports of the C + W game will be featured in my next column. If you are interested in taking part in what I consider the best presented PBM game to date, drop me a line with a cheque/P/O for £5.00, made payable to Standard Games and I will ensure that you get in the correct game.

FANZINES

■ PBM SCROLL, No 3

■ (Eds) by Philip Buxton

Contains hints and tips on the Best level of A's A Game, plus reviews of *Crashworld*.

A History and Future Society, as well as part one of a PBM directory, giving the full details of certain PBM companies. Although the printing quality varies from issue to issue, it is beautifully written.

■ PBM SCROLL, No 2

■ (No price given, but worth about 50p in my estimation) by John Woods

Very well put together issue, with A's A Game and *Crashworld* covered once again, plus a few other sports games, including European football and American football. Other games covered include *Spidey Arm and Crisis*, as well as a couple of amateur games that I have never heard of.

GOING DUTCH

To close this month's column, a large PBM company, which is based overseas, has asked me to recruit foreign players that use all PBM's as written in English. *Fantasia Arena*, a Dutch company owned by Paul Buisson, runs a wide range of PBM's that are written in their native language. If you can read Dutch and are interested please contact: Fantasia Arena, Van Bommel 5, 1044 11R, 1067 PBA, Breda, Holland.

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The interest in FRP is growing on a daily basis out there if the size of my massive mailing is anything to go by. This month we take a look at the game based on Marvel Comics' super heroes, the latest *Dark Wings Expansion*, plus a round up of all the latest FRP news around the country. By the way, don't forget to keep that mail flooding in!

FANTASY

Marvel Super Heroes

- PUBLISHED BY: MARVEL, INC.
- SUPPLIED BY: GAMES OF LIVERPOOL.
- PRICE: £15.

As an avid comic collector and AD & D aficionado, I imagine my delight when I discovered that Marvel comics and the creators of the world's most popular role playing game, TSR, had got together to create a game whereby you could play your favourite comic superheroes if A million and one possibilities swept my mind, as I ripped open the box and began to read the enclosed "Introduction".

The 18 page Introduction is aptly named as its main function is to inform you how to resolve the many combat situations you will inevitably find yourself in. It also explains how to play the game. Basically you can choose to play one of eight pre-determined famous heroes: Captain America, Captain Marvel, Spiderman or

Wolverine, or any number of the Fantastic Four.

All heroes have seven major abilities, which range from Strength to Psychic and four minor ones. Playing the game is simply based around "The Universal Table". This allows you to calculate every result you will ever need, quickly and efficiently. The table is divided up like the bar graph, with numbers from 1-100 down one side, and all the characters abilities down the other. All you have to do is roll two six sided dice (which are enclosed), giving you the random number you need and then cross refer from the result between the two on the table. The result you get is a colour, which tells you whether you have failed, succeeded, done something special, or done something spectacular, which is not always to your advantage.

If you find this too simple, then there are some advanced rules that take the game a step further and introduce other

special environments. A nice touch is that the relevant Marvel characters introduce and take you through the subject that they specialise in. For example Dr Strange takes

careers, which means recalculating the results of certain actions by moving up and down the table. However, even this is not that complex



All the Marvel role playing gear for less than one quid.



This art includes the *Table of a few years ago, and the present team.*

and takes only a short while to master.

The 48 page "Campaign Book" makes very interesting reading indeed. It explains that the game is run by "The Judge", who controls all the super villains, thugs and other "Non" Player Characters like Auntie May, Spiderman's relative. The judge's job is not easy but, by the same token, it is the most enjoyable. You have to have a bit of a knack for telling stories and entertain the players. Furthermore, you have to tailor the game to suit your players' needs. Find out what your players prefer and adjust your adventures accordingly.

The book covers many topics such as magic, vehicles, heavy artillery, building special



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And comes eight pages

ROLE-PLAYING

items, after technology and magic, while Mr Fantastic takes you through the building special items sections. It helps you flesh out your whole game and provides you with a constant source of invaluable aid. It can also help you create the role playing version of your favorite superheroes, such as Dare Devil and Iron Man who are not covered in this game.

The aim of the game is to achieve more Karma. The more Karma that you can score, the more you can increase and improve your normal or unusual abilities. However, be warned, Karma is most easily lost than it is gained, as not only do you effect your karma by being a super hero, but you also effect it when you are in your secret identity. For example, if you stop a major crime, then you will gain a certain amount of Karma, but if while you were stopping the aforementioned crime you were supposed to be taking your loved one on a date, then you will lose the Karma that you have gained! Karma can also be sacrificed to temporarily effect your powers in certain ways. How you do this is up to you.

I then flipped through the official game adventure, "The Day Of The Dragon", by Bruce Nesmith. Without giving too much away, you have to defeat Dr Outrage and his team of super villains who are intent on stealing a suit of power armour. The Mighty Thor is on your side to help you in this tough challenge.

Overall, I liked the game. It is easy to play, fast, exciting and full of action. It is well written in a humorous, non-condemning manner and excellently packaged. The drawings are superb (they should be so they have a host of the world's best artists as their fingertips) and the enclosed large double sided map is a nice touch.

My only real criticism is levelled at the dice and the character counters. The dice are so awful, that they give you a reason to colour them in with so you can see the results better and there are simply not enough character counters to complement the game.

I liked the game overall, especially the way that you could customise your Karma and eventually end up being hated by the public. To Quote the booklet: "No-one said being a superhero was easy!"

- ▶ PLAYABILITY 7
- ▶ COMPLEXITY 4
- ▶ BASIC GAME 4
- ▶ ADVANCED GAME 6
- ▶ ENTERTAINMENT VALUE 7
- ▶ VALUE FOR MONEY 8

Dark Blades Expansion Set

■ SUPPLIER: STANDARD GAMES,
■ PUBLISHER: STANDARD GAMES.

This booklet contains twenty scenarios for you to play in association with Standard's board game, Dark Blades. However, as you probably know by now that all Standard's games are based on one system throughout and therefore these games can also be played in conjunction with the likes of City Heroes, Sage and Overrun.

Some of the scenarios require

and you can see that standard have come up well again with another winner of a package. For example, take the case of Quill the Wizard who has been challenged to a magical duel by a rival Shaman. The aim is to see who wins of them in the final round. Quill has been forbidden to attend by his leader because he is not valuable to be killed in a petty squabble, but



Dark Blades expansion set contains forty-eight tokens.

additional maps and these can be cheaply purchased from Standard via mail order. This is not a great however, as with so little imagination, even less paper and a minimum of artistic skill you could design your own maps to suit the relevant scenarios. The decision is really up to you.

The scenarios cover all different kinds of encounters and they range from trapping a dragon in a dark gully-night! They have one thing in common though, and that is that they are interesting. Add to this the fact that they are original to face

while he was otherwise engaged, Quill slips out of the camp with a few of the most evocative companions to create this master of Sorrow. Meanwhile, the rival Shaman is waiting with his "Companions", that consist of two war dogs and a slow thinking Bunker! An interesting conflict would arise naturally, however, Standard have to begin to come up with more rules that take it even more interesting.

The Expansion kit also includes 40 types of 100 level magic items which change the game. (Cont. p. 74)



IRONMAN

FANTASY ROLE-PLAYING

Continued from p. 72

thematically. Some of the new spells are very powerful and they serve as useful spell counters more relevant and important to the game. One spell, "After Evanesce" has led to "Standard" including a new sheet of certain spells with the package in cover for the first of the spell. Also, not being people to waste space, Standard has included various cut-out calculators and pieces of a D20 wizard's cover.

The other spells include "184 night's pain", which causes certain lengths to cut for a pain to increase that they have in being their heads against the floor to get rid of it, which causes certain other damage, to "Waste Finger", which causes everybody in a certain area to suffer wounds from a fireball. There are a great deal more spells but lack of space stops me going into greater detail.

If all this is not enough, Standard has added two more items which enhance the game greatly. The first is the additional optional modular rules, which give realism and depth to all the magic systems, and this includes everything from throwing daggers to Longevity. The second is the Character Advancement rules, which enable you to improve the fighting skills of your favorite characters. By using the tables

provided, and by recording accurately your character's experience, it is possible to progress within the game's time work. You should bear in mind that the system is portable and you can enjoy it in hotels as well as at home. A general rule of thumb is that if your character's ability to fight and use weapons, they will gain skills, however, if they drift from their principles and fall in battle, they will find themselves on the slippery slope down the skill tables.

A good value for money package that will provide hours of entertainment. This is because the scenario fits in with so many of Standard's games.

- PLAYABILITY 8
- COMPLEXITY 8
- DESIGN 8
- VALUE FOR MONEY 8

Ogre Forest

■ Mega games, who brought you the all time Mega Role Playing system, (reviewed in June's *CR*) HQ has now released their first scenario. Titled *Ogre Forest* it is

designed to give starting adventures for inexperienced players, characters and GMs. These ready to go play adventures are very useful when a GM plays the Mega



■ *Ogre Forest* is an example of various maps.



■ Some from the huge supporting scenario *Ogre Forest*.

System for the first time.

The module contains two separate adventures called: *The Return Of Favian Aldern* and *Ogre Forest*. They may be linked together if necessary or can be run individually.

All the maps, outdoor and indoor are shown on the cover in colour as well as on a separate sheet. The outdoor maps are designed in such a way that they will fit easily into an existing world or campaign.

An experienced GM should be able to make even more out of the adventures than is just supplied, as special missions, interesting encounters and so on will give the players more to deal with. Many additions could be made as a direct consequence of the players' actions in each scenario.

Both scenarios are interesting. The Return is a short encounter based around a theme that is reminiscent to the

CR 73

FANTASY ROLE-PLAYING

Continued from p. 75

hazards. It is ripe for thieves and the like to use as a hide out, however, whatever way you play it, you should find a twist in the tale. *Cape Peeper* is the longer scenario, which mixes up Caves, Kidnappers and a trip through the forest together with an interesting story line. Success depends a lot on strategy and luck and players

Manish AkarTM vol II, a lot of you have asked me to give you more details about the actual game. Well, at the moment the game is available in two forms, a boxed set and the ordinary rulebook.

The boxed edition sets for £9.95 and is beautifully packaged and the artwork is just one of this world. For you

Cardboard Characters

■ OK, so you've bought a fantasy role playing game, played it for a while and are just getting to grips with it. You want to improve upon your game's settings and make it more vivid, but you cannot afford the lead figures or accessories, so what do you do? Easy! You go out and buy the latest *Dungeons Accessory Pack* from Standard Games, which is No 2 in the series. For £3.95 you receive 12 A4 hard cardboard sheets that can be cut up into many individual objects.

The sheets range from small things like swords, treasure

plugs, vegetation, and paving stones, to larger items like traps, boxes, ships and noobs. They are all very well illustrated and sturdy, so they will last for a long time. My favourites were the doorways and windows, which are uniquely designed. One tasty double doorway is like going through the mouth of some hideous demon and the windows above it are designed to make them look like eyes! A good use of any brave adventurer's moral. Also if you have a steady hand you could cut out the picture on the cover of the box and use that as well.



▲ Role playing adventures in *Cape Peeper*.

could be in for a bit of a hard time.

My booklet came accompanied with a big, colourful *Dungeons Masters* screen which, for the uninitiated, is plunked in between the *Dungeonsmaster* and the players to stop them peering at classified info.

Once again my main gripe is with the artwork. It is splendid! The colour maps are acceptable, but the black and white artwork just makes me wince. However, as the price is around £4.50 I can forgive them this time because the rest of the product is well put together and it is easily convertible into other games systems.

After reviewing the *Middle Earth Role Playing System* (MERPS) scenario, "The

money you receive the MERPS rulebook, a 32 page introductory scenario booklet, a 16 page layout booklet, a set of full colour stand up characters and the relevant dice.

The rulebook alone sells for £5.95 and the game can be played straight from the booklet. The rules cover combat, magic, professions and everything else that you can think of. Also included is a complete starting adventure in the *Trollshaws* region. The whole package is written in a player-friendly way and if you like Tolkien, this game is definitely for you. Personally, I believe that it is worth laying out the £3.00 for the extra background that is covered in the boxed set alone.



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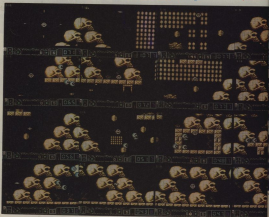
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Here's an exclusive preview and map for a game that's about to hit a shop near you soon on every format you can think of. That means all the Spectrums, Amstrads, C84, Atari ST and Amiga.



Netherworld, covered in *Fax* last month, is a brand new shoot 'em up from Romania, programmed by Jukka Tapponvala, a Finn who they insist on calling "Charlie T".

There are twenty-four levels of a mysterious limbo state where a set amount of diamonds have to be collected in order to buy your way out of a level using a teleport. In your way are a host of monsters - from dragons to fireballs - created by the monster generators. Dead aliens leave behind glowing ions which you can pick up in your revolving ship. These include extra points, extra speed (these look like arrows, but slow you down if you collect more than three of them), a shield and

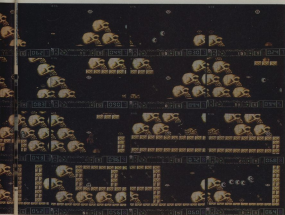


▲ Level 3. You can see your ship's multi-directional ship.



▲ Level 8. Things are getting

ETHERWORLD



Crablike shaped thing that destroys everything you touch and surprise bonuses which can give extra lives, invulnerability, or can send you out of control.

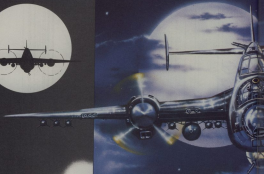
The game includes movable rocks which you can use to block off the alien

but guys, or can squeeze until it becomes a diamond, teleports and time bonuses.

Here we take you through level five, a fairly typical level, and normally about the place in any game where it all starts to get a bit hard, and help becomes pretty damn useful.



Against a silver moon ...
an awesome shape emerges ...
rumbling towards its destiny.



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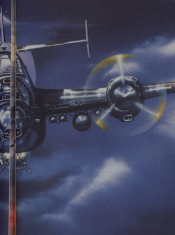
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Play Masters Winner Stays On.

You saw the champ last month. Looked pretty hot, didn't you think? Or maybe you didn't. Neither did Eugene, and look where that got him: trashed good and old proper at Sidewinder.

What I'm getting at is this: it's Winner Stays On it time. This is where our champ gets to prove himself against the toughest opposition we can rattle up, and you may be, just maybe, get to whip his chances for an SI derby from right under his eyes. In fact, we're beginning to size up the list of possible challenges even as I write this, but no matter: even if you're too late for part two, still send in your most impressive high scores because it doesn't stop here. We'll be running challenges throughout the year. What are you waiting for? The chance for fame and glory and 16-bit-ship starts here. Don't delay, post today!

Name

Address

Phone

Age

Game	System	Score
.....
.....
.....
.....
.....
.....
.....
.....
.....
.....

OBLITERATOR MAP

In addition to the map, worked out by Brian Webster and drawn by Rick Grant, we have for you these playing hints from Mark Irvington. Thanks guys.

1) Leave Component 1 (Drive) until last since once you have all the components your score starts to drop in 40 per cent chunks and when it reaches zero the ship blows up. Before picking up Component 1 make sure you have at least 5,000 points or else you won't make it to the shuttle. I had 2,500 and ended up with a final score of nine (Big ah!) which was cutting it a little fine.

2) When these one aliens appear or below, but on the same screen, shoot them through the floor.

3) If you know there is an alien on the next screen (after you're moving sideways) shoot while your character is stuck on the end of the screen i.e. just before the screen scrolls across.

4) When your path is apparently blocked by a pillar, use the bazooka to destroy it again on the way back.

5) Using defend while running causes the character to roll. This is very useful to get past tricky aliens and hidden guns.

6) Never pass a shield generator without saving the game.

7) It is best not to save the game when you collect any of the component's since if you can't make it back to a shield generator (because you got hammered on the way to the component) you may have ruined your save game and have to start all over again.

8) One possible order for completing the game is:

- Collect the rifle
- Collect the bazooka
- Collect the shield component
- Collect the weapon component
- Collect the blaster
- Collect the bazooka
- Collect the shuttle component
- Collect the drive component
- Collect the shuttle component

JOE BLADE MAP

Joe Blade was one of the big hits of '87, and re-entered the charts in quite a big way this year with its release on 16 bit. As Joe Blade, rock star and SAS-type, you have to infiltrate the enemy's base and rescue kidnapped world leaders. On this map, B shows the initial positions of the hostages, all six of which have to be found, and H shows where the bombs to be primed are. Exit when you've done all that.

EXIT WHEN ALL H BOMBS & HOSTAGES HAVE BEEN FOUND



WE ARE THE CHAMPIONS

ALL THESE CHART TOPPING HITS



L.A.M.F.
 The Bachelors
 The Bachelors' debut album, 'L.A.M.F.', is a collection of 10 songs that are as fun and carefree as the band's name. The album is a blend of rock and roll and pop, with a strong emphasis on melody and a sense of humor. The band's sound is reminiscent of the classic rock bands of the 1960s and 1970s, but with a modern twist. The album is a must-have for anyone who loves a good rock and roll tune.

THE BACHELORS
 The Bachelors are a four-piece rock band from Los Angeles, California. They formed in 1980 and have since released several albums, including 'L.A.M.F.', 'The Bachelors', and 'The Bachelors'. The band is known for their energetic live performances and their catchy, melodic rock songs.

RENEGADE
 Renegade is a collection of 10 songs that are as fun and carefree as the band's name. The album is a blend of rock and roll and pop, with a strong emphasis on melody and a sense of humor. The band's sound is reminiscent of the classic rock bands of the 1960s and 1970s, but with a modern twist. The album is a must-have for anyone who loves a good rock and roll tune.



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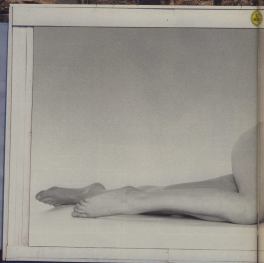
DATABACK



Setting controls for the ship's systems. The ship's systems are controlled by a set of buttons and sliders. The ship's systems are controlled by a set of buttons and sliders.

In *Obliterator* you play *Drak*, a lone hero forced to infiltrate a vast alien space craft, collect five vital shuttle components (Data pack, Engines, Shield, etc.) and escape. There are various guns and armor to

select around the place, the most useful being the Blaster which can take out all hostile aliens, though it is not blessed with a wealth of ammo. The trick is to use the right gun at the right time, selecting the



PSYCHO PIGS

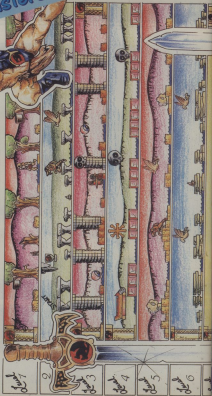
*"I know which one I'd
rather play with."*







*"Yes, but have you seen
the reviews for
Psycho Pigs UXB?"*

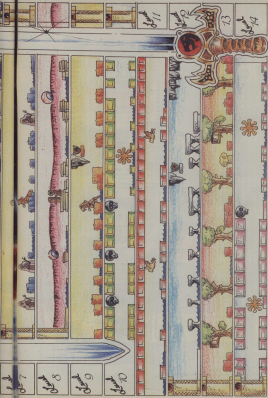


PIG SUKE

ThunderCats



- 1. 
- 2. 
- 3. 
- 4. 
- 5. 
- 6. 



Map of the level layout.

With Elite's Thundereans having caused a stir on 16-bit just recently, it seemed high time for a map of the game, though in fact there isn't a great deal of difference between this

and earlier versions. You play Thundercat leader Lon-O slashing and hacking his way through hordes of evil minions to recover the stolen Eye of Thunder.

Extra lives and firepower lurk on pillars or old trees, pits must be leapt and bad guys smited. All in day's work really.

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For further details call Lora Clark on: -

01-251 6222



A futuristic spaceship with a white and grey body and a tall antenna is flying through space. The ship is angled downwards and to the left. The background is a dark blue space with stars and a large, glowing blue planet. A red and white checkered border frames the entire scene. In the top left, the words 'COMPUTER' and 'GAMES' are written in large, bold, red letters. Between them, a yellow circle contains a blue box with the text '+video' in white. In the top right, the words 'Next' and 'Month' are written in large, bold, red letters, with 'Next' above 'Month'.

COMPUTER +video GAMES

Next Month

STARGLIDER II

Star Glider can justifiably claim to be the first 16-bit arcade game, though most people will remember it as the Get Mucky game – before Xenon ousted it this Summer. The big news now is that Telecomsoft's star programmer – Jez San – has just crafted the sequel.

We have the review, a profile of the man, a compo, and – best news of all – there will be 8-bit versions as well. The full story is in C+VG next month. On sale August 16. Still only £1.10 and now Britain's best selling computer magazine by an even greater margin.

KRISTAL KLEAR

The *Kristal* is the biggest, most amazing 16-bit project ever according to C+VG sleuth reporter Tony Takouahi. For those of you who think TT has cried wolf once too often just remember he was also the first to rave about the PC Engine, *Dungeonmaster* and a host of others.

► Shiny metal effects in the graphics.



It is time to fasten your seat belt and take a firm grip of your seat!

I feel very privileged to have seen and now to be the first to tell you about **THE BIGGEST, MOST PRESTIGIOUS 16-BIT GAMES PROJECT EVER TO BE UNDERTAKEN IN THE WORLD.**

It is called **THE KRISTAL**, and it comes from Addictive Games, a subsidiary of Prism Leisure.



► Could Cinesoftware have it all, that is?

This is a preview of the game to be launched in late October, it will come on Atari ST and Amiga formats and because of its **MIND-BLOWING** size it will come on three disks.

The *Kristal* does not fit into any one category of description, the best I can offer you is that it is a computer film. The nearest comparison is to the software produced by Cinesoftware but even this pales into insignificance by contrast. The *Kristal* is a class of its own! **Brainchild of Mike**

► A true feeling of depth is apparent in the landscape.





Graphic layout



A. Screen screen shows the Kristal universe

Satin and Rodney Wyatt, Mike Satin was wage manager on Hair and Jesus Christ Superstar back in the 60's and Rodney Wyatt was also involved in theatre production work. Satin set up Friendship Software to produce the game.

Like its authors, The Kristal has a theatrical background. Written back in 1978 as a stage play, a sound track was recorded (Klaire Page recorded some of the songs and Patrick Moore did some commentaries) and some of the music has been digitized for use in

the game.

It is basically the story of a good natured pirate called Percie Frake from the Kreema System who has to go around various galaxies meeting and gathering information from some very interesting characters. The ultimate aim is to find The Kristal. If this all sounds pretty vague IT IS MEANT TO BE! Half of the joy of playing is discovering the huge number of characters, locations and where the action is!

Before some of you switch off thinking this is an adventure, DO NOT!

This game has it all, sounds, strategy, interactivity in real time and real charisma. That is a rarity today, very few games have and, I have met most of the people involved in the game, they are totally, totally committed to the concept and absolute perfection in its translation to the 16-bit format.

You get information by asking in question and answer sessions with the characters around you. The interaction has been very carefully designed so that you do not get stuck in tedious circles of asking the

same question sixty four different ways.

Michael Hough is the art director, with Dave Hardy as famous (illustrator whose credits include Asimov books) and a team of six graphic artists. Alex Mills is the Programming director heading up a team of four coders and a variety of sound people.

The graphics I have seen far surpass anything that has gone before, the backdrops and planet scenery are very lifelike and the characters are superbly animated in true perspective in and out of the scenes. There are over 1,500 frames of animation and huge detailed multi-coloured scrolling scenes.

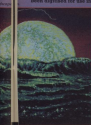
The sound is magnificent, there are sections of sharp, atmospheric speeches sensitively digitized and sampled. An example of this is the start of the game. Here you are shown a void of space with Patrick Moore telling you about the history of the star system you are seeing. As he speaks you are glided slowly through galaxies and solar systems (total gorgeous, gorgeous graphics) to the starting

planet. Those of you with 1 Meg machines can look forward to extra scenes as the software is designed to make use of machines with the extra RAM.

Mike Satin describes The Kristal as an Odyssey, it is an unfolding story where you are the main participant and the story can develop anyway you choose, it is designed to take around three months to complete. There will be a choice of playing styles with an easy mode which allows you to zip around the planets getting to know people and places before you take on the quest proper.

The game will cost £24.99 and comes on three disks, with a Novella detailing events before you get to the game and a scroll which tells the story of The Kristal in heliographic.

It really is an epic game with a style and content not yet matched in breadth of vision and development in the software industry to date. This is the first game to fully use the facilities of the 16 bit machines and I cannot wait to get my hands on a copy of my own.



Competition

EMPIRE STR



PIKES BACK

Danmark bought the rights to the Star Wars movie franchise last year, and the result is two things - Emperor Strikes Back - has just been published. It's a brilliant work of graphic novel art, set up which appeared in a very strong sell following when it first appeared in the magazine during 1983. The magazine version we've now have all managed to retain the original format and photographs of the video original - for more details read the 48 colour no page 14.

To celebrate the release of this top game, Danmark has joined forces with Commodore UK to organize the fabulous competition. On offer is a very fancy member in a Commodore Amiga 500, currently regarded as the world's 7th fastest of home computers, and topped in sports to become THE games machine of the 1980's. With its fabulous graphics and sound capabilities who's arguing?

Even so other to see money on a couple of the Star Wars role-playing game, in which players can take the role of their favourite characters and travel the galaxy in search of adventures.

So, what do you have to do to win these amazing awards? Well, we've managed to get hold of five extra copies of Empire Strikes Back film - photocopies, what we want to know is what order do the scenes appear in the film? When you've decided the order, fill out the coupon below, stick it in an envelope and send it to: **COMPUTER AND VIDEO GAMES EMPIRE COMP.** 100 Ivory Court, 30-32 Farnborough Lane, London SE18 3RD.

It's better to enter than 1984 August.



FORM:

The order of the pictures is:
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Address

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commodore



WILD R

It's no joke trying to keep your candy floss down when your stomach's in your mouth and your knuckles are ice white, but Matt Diehl has been doing his best as he takes in some of the wildest rides around.

It might be better to travel, but it's best to travel FAST! And travel scared! There will be more world-class roller coasters and other wild rides across the country this summer than at any time before, as new theme parks open up and old favorites boost the perennially fashionable pack in the summer months.

A new leisure and pleasure park called **Waterworld** is being built for \$1.3 million just outside Edinburgh, but that's a cakewalk compared to the \$1 million sunk into Dollywood's **American Adventure** for the new season, or the whopping \$10 million spent this spring on three new "coasters" and a 3D cinema at Europe's premier park, **Alton Towers**.

ALTON TOWERS

Alton NT10 4BA, North Staffordshire
Tel: 0524 202000
Open: Daily 10:30-March 4
November 10:00-7:00
Admission: \$7.99 adults,
\$5.99 under 10, senior
citizens \$5.99

Amazingly now the UK's biggest park in the world, and the and away Europe's number one.

ALTON Towers features over 120 rides/rides including the big ones for 18. The **Sonoma** Blast Ride has been modified for this year, and is joined by the **German** built **Blitz** (which carries 1,800 passengers per hour), a smaller roller coaster called the **Atom** (which is a new 3D cinema. Old favorites like the **Confessor**, **Log Flume** and **Grand Canyon** Rapids continue, along with the resident circus, spectacular gardens and holiday parties for



● Riding the rapids at **Alton Towers**.



● **American Adventure**: The gates to the West.

the park.

Set on a hill over-views in North Staffordshire, the former home of the Earl of Mansfield now holds **Crystal Palace**, **Amusement**, **Fantasy World** and other themed areas, served by restaurants, shops and so on. In addition, there is also the **Around the World in 80 Days** Fantasy Ride, five restaurants from **China** to a massive model railway, and car and toy displays.

● **4WD riding**: Most of going to Dollywood, the first day out around. Try and go outside of school holidays or at least during the week though, because at the height of the season it can be a nightmare.

CHESSINGTON WORLD OF ADVENTURES

Leatherhead Road, Chessington KT9 2NE
Tel: 01727 27227
Open: Daily 10:30-March/30
October 10:00-8:00
Admission: £8.25, under 14
and Seniors £5.25
Over a year, Chessington will see lions, giraffes and the rest alongside the rides, which range

CAMELOT THEME PARK

Cherwell, Bedford,
Cherwell, Bedfordshire MK43 0LP
Tel: 0257 423044

Open: daily 10:30-May and
Sept unless otherwise
announced. Beginning of
October if weather good.
Roster, Park Holidays and
weekends during rest of
year: 10:00-8:00
Admission: £4.95; family
tickets from adults, two
children £15.95

Named specifically at three to
fourteen year olds, Camelot is
open for its last year, with a
brand new castle and **Falcon's
Flight** (which carries 1000) in
the attractions. A log flume, water
rides, a dragon motor and a
whole host of live entertainment
from jousting tournaments and to the list. Many
of the log flume have a smaller



● **Monkeys** excitement at **Chessington Studios**.

rides is relatively tame roller
coaster to a good water ride and
the standard pirate ships and
magic carpet rides.

Amongst the best rides we
found were the **Golden Ring** and
magic carpet, both of which are
super scary, but don't reveal its
potential the same as the
roller coaster or **Dragon King**
log flume. You can get down on five
gigs or three in the same time as you
can be standing in line for the
rides.

● **4WD riding**: Nearly lost
out, and just the right one for a
day out. Highlights of our trip was
the feeding of the prize lions,
taken through an underwater glass
wall through if you object to
animals in captivity you may not
be too impressed.



RIDES!

version alongside, as even the really young can join in. U + V4 rating. Despite the roller coaster's Artificial Intelligence – you can buy events as “Amusement’s greatest” and T-shirts “Lashell’s Gummy”, – an excellent park with great live entertainment, and great for youngsters.

PLEASUREWOOD HILLS AMERICAN THEME PARK

Cornwall Road, Llanwrach, NR32 5JQ
Open: 30 April–21 May
weekends only, 21 May–11 September plus 17, 18, 24, 25 Sept; 16 June–4 pm
Admission: £5.95, senior £3.95
Two-year-olds are free

Two-year-olds are free
Waveswinger, just played and a new Haunted Magic Castle feature by one roller coaster, pirate ship and location theme among others. A new



▲ John's Corkcreeper: white of girl



▼ The Waveswinger at Pleasurewood Hills.



▲ Popular Phantom Ship ride at American Adventure.

daily, 11am–5pm, Admission: £4.50

The Great Pacific Maple white water ride, hopefully open by the end of the season, will be the biggest of its kind in the UK. Other UK 4D boat style rides include the Cherokee Falls Log Flume, the Tennessee Tomatoes Octopus ride, and a couple of water cannons. Lots of staged laser shows and about 100,000 and a new section of the park based on a Canadian Eskimo fort.

American Air entry was the first UK park to be totally based around a single theme, a practice followed by other park owners, but previous live shows. The Balloon race ride is one big merit for 18, and the log flume boats (except its highest double-dip. There are also 40,000 sq. ft. of shows area for many days, and supply rides for the old folk.

U + V4 rating: some great rides, live entertainment and a strong Waveswinger make this one of the best theme parks in the country.



▲ Woody welcomes visitors to Pleasurewood Hills!

Fancy a great day out this summer? C + V4 has taken sets of family tickets to Pleasurewood Hills

American Theme park up for grabs. Each set gets you and your folks – or a bunch of three mates if you can't stand the family – into the park and onto the Waveswinger ride, the Haunted Magic Castle and other great attractions. The tickets can be used any day this season, which ends on September 18th, and should make for a truly memorable day out.

All we want you to do is send your ideas for a great new ride at Pleasurewood Hills to the address below – let your imagination run riot – and we'll pick the best ten entries that arrive before August 7th.

Remember, it's your ideas that count, not your drawing skills!

PLEASUREWOOD HILLS COMPETITION

Name: _____

Age: _____

As always, the judges' decision is final, and all entries become the property of the theme park.

computerized system should make parking and ticket buying easier this year.

U + V4 rating: Five really mature spectacular rides, but a bit of grand Hollywood-style stuff and a very good atmosphere make Pleasurewood Hills a winner.

AMERICAN ADVENTURE

Ilkeston, Derbyshire, DE1 2FX
Tel: 0173 700003
Open: 20 May–25 September



BLACKPOOL PLEASURE BEACH

325 Promenade,
Blackpool
Tel: 02123 216000
Opens 31 March-6
September daily;
3 Saturdays
Admission: Free (Pay per
ride)

The £2.8 million Amphitheatre
beachside site is the first of its
kind in the UK, and joins the Big
Dipper, Log Flume, Talyric
Express and many other
water-ride rides.

• 4-1/2 tracks, some of the
best sites in the country all in a
very small area, but could work
out expensive if you want to go on
them all.



▲ Most parks have a cabin or room to see the sights.

GRANADA STUDIOS TOUR

Opening in July inside the walls of
Granada Television in the middle
of Manchester is the Granada
Studio Tour, the nearest thing to
the (BBC) American Universal
Studio Tour we've got. There
and a half acres of land have been
set aside to provide a behind-the-
scenes glimpse of the world of
TV, including reconstructions of
the House of Commons,
Jonestown New York, Downing
Street, Murdoch House,
Edwinia House, St Paul, St
Paul's Church, an outdoor jungle
and, of course, Granada Street.

There will be a room featuring a
game plan and temporary pop-up
walk-ins, as well as a TV studio
recreating today's competition,
show the year's best news items



▲ Alton Towers pirate ship.



▲ Most House of Commons at Granada

THORPE PARK

Hammes Road,
Chester, N.Y. 14 8PS
Tel: 0692 540000
Opens: March-September
Opening hours vary -
please see website
Admission: £16.95, senior
children £12.50, children
£4.50.

The widest attractions route in the
Thorpe River rapids ride and the
Space Station zero roller coaster
is offered by more people things
for the Midland ride.

• 4-1/2 rides: Not too many
really the thing sites and a high
costly price mark this as not
the best value of parks, but it's
for the most convenient for
central London.



▲ Merlin, your best of Canada

a trip to LA (and). You will
be able to watch highlights from 20
years of shows, and learn how
they were made, as well as drink
inside the Star's Bar.

Planned to open on July 20th, it
will be open all year round at
£1.50 entry, £1.50 for under
16s. Phone 0611 811-0000 for
further information.

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The above are just a tiny
selection. There is also
Frankford at Morecambe,
Flamingoland in North
Yorkshire, Lightwater Valley
near Ripon and many others.
Nearly all welcome disabled
visitors, will be open all year
and are the places to go. Get a
good local tourist info place and
they'll give you a list of them all
and more details of any to your
area.

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ARCADE

This month's been a big one, lots of new games have been launched into the arcade. *Forgotten Worlds* and *Cyber Tankers* are the two biggest games around at the moment, but *Clara* Edgeley also casts her eyes over the best of the rest in our Arcade Round-Up.

FORGOTTEN WORLDS

Forgotten Worlds is a hybrid of many games, with extra weapons to collect, money to find and a boss and a dragon to kill to add to your database store of weapons, monsters and gobs which

spring to mind when you look at the title page. You're not in charge of a spaceship, neither are you leaping through death-trap tunnels, but in other respects, the games have their similarities. For instance, when you are on lower the hazards of smoking aliens are just on ropes, and you do have to increase your weapon strength if you're to get anywhere in the game. Controls are by eight-way joystick and a revolving track which gives your character to face all directions while also operating on the trigger to fire guns.

So on with the game. *Forgotten Worlds* is sometimes fast off the ground, but at the ready, the live wire of aliens start the attack, shooting onto the canvas from the right or from on and ground levels. They're large, you can shoot them but they're not too hard to dispatch. I hit in their wake and blow dust of

smoking alien of *Zony Coins*, which must be picked up to help keep you in financial weapons.

It's at this point that you must have full control of your character, moving him up and down the screen with the joystick and rotating him to fire at the monster emerging from behind.



▶ Every good game has to have an awesome monster - *Forgotten Worlds* is no exception.



▶ Don't forget to give the ship a good blast when you master it.

which can be bought at the shop - repeat takes to repair weapons, it's slow. In getting your life and money you may have one of those indestructible items. Although there are flame the users' blood shots which make bullets become a hell really, in *Forgotten Worlds* - the most destructive weapons, while single lasers and so on. Some of these automatically replace your original weapons, others being located at first level, adding to a wonderful bonus to any more weapons you've just picked up. Once you've bought the best you're going, you'll find a new life, its power buttons stream out from all sides, creating some a couple of attack. This is when the game starts getting really interesting.

And now that you're not the first you find a weapon. Long runs in there, you're ready for should be to fire the dragon. The last you find the dust is a highly dangerous area if you're over the starting waters. The others step up their harassment until you're totally overwhelmed and you're totally overwhelmed and you're totally overwhelmed.

Don't think, robot-like growths, shocked with your opposing to shoot you out of the set and about you back to their lair.

As you get closer to the dragon, the growths keep of you through the growths, one after the other on in some ways to show progress. Coming just there, unobscured really you'll release and control of ending.

The end of the dragon. Eventually appears, it's not and every thing. And then the body lying on its back, its strength

▶ The most dramatic moment is when you pick up the dragon's biggest obstacle. The point is, when you see the girl's world a show of your emotions wondrous. The sound adds only to the excitement of this very fast, though not highly original game.

The main score gives way to larger buildings and finally, when you see the dragon, you're ready to fire. A ship soon appears, its size larger, and it shouldn't be missed. You're going to need to fire the power button down to the end and you'll find yourself controlling a girl behind the counter. Using your joystick and rotation knob, you'll get through the bits of weapons and how what you think is going to be most suitable. Of course, the really powerful one's very expensive and you probably won't be able to afford one until late in the stage.

Weapons aren't the only thing



ARCADE ACTION

ARCADE ROUND-UP!

As time goes on, you're limited to playing all the new games for the week, and though there may be a handful of new releases around, there aren't very few surprises. Here's a brief overview of some of the latest offerings to be hitting your local arcades in the near future.

As? It's a heart-throbbing shoot 'em up with you Old, your partner controlling your bombers. Your mission is to knock out ground targets and airplanes while, at the same time trying to blast enemy airplanes and fighters out of the sky. Needs a good software, the graphics are decent and it's well worth playing.

My Koolhaiz is very much in the *Flying Shark* vein. It's a vertical scrolling blast 'em up while whizzing over enemy territory. The good bombs, planes and missiles are featured at the top, and the only way to keep alive is to control all the pickups and so increase your weapon power.

In Star Dual is another horizontal scrolling shoot 'em up — the game starts off going slowly with you controlling your own ship all around while your partner goes through enemy lines

regularly. It's a case of blasting everything that moves or swims. At certain stages in the game, you have your partner to take control of it and this is when the long bonus comes in handy to keep boosted for numbers and objects. **Star Dual**'s graphics are impressive on first sight, though it apparently gets more exciting in later levels.

Kable Kabale War on war! Here for what looks like an arcade game. This is a vertical title game, very much in the Japanese style. Warid with some graphics and not an awful lot else from what I could judge.

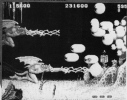
Thunderbolt is a one or two player game which you'll either end in a disappointing or a high score final. It's a vertical shoot 'em up played in four sections, where you have to control a small vehicle, bomb off the bushes.

The other kind of shoot 'em

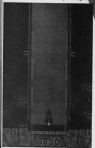
up is **Whoopee**. The graphics are large and very clearly drawn. It's like *Space Invaders*.

The **Moon Events** is another game between several points of irregular shape. While you're supposed to be the ground and field but this is a ball game, or whatever for the sport to be such much. The graphics are well drawn and the special features excellent, though it's far from exciting. I don't see how to play as I'm watching from the box.

Mr. Daifrom begins in a typical way, you play from an aerial viewpoint. The game starts too simple, you have to aim your own self at a target you position and the screen jumping and against a number of other enemies. You play decent, it's not too on the circuit end. If you can manage these all the more, but not the better.



Star Dual — another blast vertically scrolling one.



Welcome to the Moon Event.

of his strike. The current design dragging you into shallow waters to join you against a bank and you have to paddle furiously to stay vertical round and back into the main stream. Two boats must be pushed rapidly and these control your left and right hands. Punch only one button and you'll turn in a circle. It would give but for a little light relief.

The games playing public may be bored to death with racing games but the arcade manufacturers obviously aren't on the launch of **Chaparral** flag poles.

The game does have some original points in its favor but it's making them will make you dash out to the grounds in a rush to spend your pennies.

The game reminds of a combination of **486** and **Super Sprint**. The game is very much like most racing games with on partial perspective but it does have some elements. Like loading into almost everything on the course without blowing up. Having said that your car does sustain damage during the race and you will have enter the pit to repair the car.

The **Chaparral** flag is nothing remarkably new — if you want a real driving experience try **Continental Chase** or **Old Man**

play. Beyond other objects and tracks it is the fact before the line that appears and the whole takes you up in boxes. Some weapons can be bought on route, and unless you've got the hang of the video game controls, it's quite good fun.

Clarity in the spots when you first set eyes on **Advent** **Advent**'s not really original either because the pickups is laid out in a row of the five levels and beat the monster at the end of each scenario. You know that story line conventionalities in the future and the game itself is just on point. **Advent** starts built as you shoot through the screen and accumulate enough to buy yourself into a "super" being. You have some "super" power and mobility" rather

to reach the center. But it's interesting to find that the game comes in an eight column and five or multiple set of vertical with the screen set into a large table-top cabinet so that the players can stand round it.

Cosmos is the most recent game I've seen in months. Apparently the theme of building round collecting points and down rivers while avoiding a fly is now a popular sport in the States. I'm not sure that I believe that one, though I have it so good confidence that if you, hence it's most likely a river with game to play through to some goals, you'd hope to avoid which I'm sure you try, or so it shows and bear with to pick up and ring at your opponent to put

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Chan and Chan

Chan and Chan runs on the PC Engine and is more than a little like Super Mario Bros from Nintendo in style and play. It has the dubious honour of being the naughtiest arcade game I have ever played with humans being down and a little man peeing against lamposts (more of this later!!)

The basic aim is to travel dozens of screens to find some hidden treasure with your partner. Each part of the game is split into sections with four parts to a section (sounds familiar?). On pressing start you are given the choice of either Chan as your character (the Chan not chosen appears in later stages of the game) and you are then faced with a living room scene (VERY detailed and colourful) with a



phone ringing. The Chan you walk to, answer the phone, there are speech bubbles (in JAPANESE!) and then the game starts.

You move around a left to right scrolling backdrop and can collect gold coins by kicking objects along the way (lamps, tables, sofas, water hydrants, and mystery points not marked as in a plain wall). These coins can be used in later stages where you gamble on a slot machine to gain energy, lives and more coins.

You start with three lives and a life is lost when your energy hits 140.

Energy goes down slowly but you lose large amounts if you collide with the resident monster. The boss's initials include which

drop lumps of mud, big for ugly flies, stinging spiders, collapsing ledges, bugs, flying fish, bubbles, dogs, banners and the very lethal fire globes which are instant death to the touch. There is also a beautiful purple dragon which, when killed, flies into the air.

There are many hidden scenes. One jumping on top of a water hydrant and pressing the fire button when you are control on the top third of the screen and hidden scenes is hidden.

Your partner Chan can be found along the way (jumping down lamposts, going to the toilet) or hidden (his face is

Mean Machines

Tony Takouchi has never seen anything like, neither will you - Chan and Chan is the weirdest and whackiest game and the naughtiest game you are likely to see on a games console. Tony also takes a look at new shoot 'em up, Akats, and a shooting game called Rescue Mission as well as delivering his usual collection of tips and high scores.

best, this looks huge into the old and shows shoulders of you. To kill him

you have to get close and kick him in the teeth, his eyes roll and legs wriggle and he stops to his death.

This is a really playable game, great tunes, superb graphics, and many many stages to work through. It really has that addictive urge to it and to progress you have to get very skillful as there are many combos to be done.

▶ GRAPHICS	7
▶ SOUND	7
▶ VALUE	7
▶ PLAYABILITY	8
▶ OVERALL	8

light and and he is coughed down near the floor) you can kick him while he is doing this and the flies into the air doing a moon!

You are not without a secret weapon. You can press the joystick down and tap the fire button to hit at your enemies. Honestly, a big bonus cloud escapes from your bottom and kills the enemy (I know a few people who can do that). Weird but fun.

At the end of each subsection you get bonus points for energy left with an extra life at 70,000 points.

At the end of every four sections you have to fight the big



Aleste

I have been wringing my hands in despair over the stupid number of minutes scrolling down an up across map layouts and when I discovered Aleste on the Sega was a spoiler. I almost threw it out of the window.

But Aleste is like a breath of fresh air. It gives scrolling shoot 'em up a whole new meaning. Oh, as it scrolls, and there are aliens to shoot — but the attack patterns are different, the backgrounds are very detailed and beautifully coloured. There are six sectors to cross, and you can start over at the beginning of the sector you died on (early).

You start with three lives and earn extra ones at 10,000 and then every 100,000 points. You can earn your ship by shooting a number from one to eight which appears in the scrolling backdrop. If you then blow slowly up the screen and you have to dash up and knock it.

Your normal weapons are bullets and a little fat laser which can fire in all eight directions. Hidden one makes the laser fire, two is a big vertical missile, three is a long vertical laser, four is an orb circling you providing protection, five has three or to destroy you and they can be fired, six is white bullets, seven is double bullets and wide circular blast and eight is a long sweeping laser which works up the screen rolling from left to right (but that's what I call a sweep).

The backgrounds are going on the higher levels and you may find shooting up the screen dislodges sections of backdrop which can fall down on you, the ones are good and there is very little filler despite there being so many aliens on screen.

Rescue

Covers of Sega's Light Phaser have very few special toys with their peripheral. With only Gamecar Game and Shooting Gallery supplementing the five Mastercar Shooting/Trap Shooting cartridge given away with the gun.

However, things have taken a turn for the better with the release of Rescue Mission, a fun guided mode game that requires very few missions and accurate shooting.

The scenario is easy enough to understand, called troops have been badly injured and are currently trapped behind enemy lines. They must be rescued, and you've been assigned the task...

The only mode of transport available to the casualty team is by a handcart, which travels its way along an old disused railroad. On board are three medical experts who can dress the soldier's wounds to enable them to make their way back to the safety of headquarters.

The cart travels along the track, which winds its way unrelentingly way across the multi-directional scrolling landscape. At regular intervals along the track are the wounded troops, who wave white flags. When the cart reaches them, it stops while medical treatment is given, and then continues on its way while the soldier runs off the screen to safety.

While this is happening, enemy soldiers run on screen and attempt to kill the medics on board by blasting them with their machine guns. One shot down the cart stops, two reduces it to a crawl while a third is fatal to all.

Mission

in being. This is where you come in. Using the light Phaser, you have to blow all enemy troops before they have the chance to accomplish their evil deed. The gun fires as quickly as you can pull the trigger, and the aim is as fast, accurate shooting.

When the cart reaches the end of the track a bonus is awarded for the number of medics left and for the amount of soldiers.

There are five different landscapes: jungle, swamp, village, bridge and ocean desert, which offer the player an increasingly difficult challenge.

On the first landscape only enemy attacks, but on the second level they're joined by deadly air troopers — jet-powered soldiers who fly around the screen at great speed. Occasionally,

Special Force soldiers appear. These highly dangerous commandos are very fast moving and are capable of destroying the cart with a single hit.

Adding even more trouble are grenades thrown by soldiers, flamethrowers, rocket launchers, ballistics launchers which fire from the side of the screen and guided missiles — possibly the hardest to hit of them all.

When a soldier is rescued, he leaves behind a special package which is automatically picked up when auto within a prototype. It's still in an early stage. Protectors make the medics immune from a Special Force attack, a fire and ice reserves, and points of damage and a smart bomb destroys everything on-screen.

When the cart reaches the end of level five, a stage bonus is awarded for the amount of medics remaining — up to a huge 400,000 points if all these lives are still intact.



I must say that I enjoyed playing Rescue Mission very much — it's a fun and furious game which requires a very high level of sustained concentration to blow the myriad of enemy troops. I had exhausted other one rescues. The appeal might wear off after a while — the game does get a bit repetitive — but it's by far the best Light Phaser game around.

▶ GRAPHICS	7
▶ SOUND	6
▶ VALUE	5
▶ PLAYABILITY	8
▶ OVERALL	7



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M Mailbag

I have just received the June issue of CB&A, and tomorrow will be cancelling my order with the magazine. The magazine has been getting worse for some time and it has now hit an all-time low. The cartoon strip, *Shut + Doodee*, which I have been becoming concerned about since it was first included has openly included blasphemy for the first time, not to mention the implications up until now of demonized associations. This is not, I feel, an appropriate style for a magazine aimed at the younger and more impressionable age group. Your articles have been getting worse and seem to cater for the worst in today's society, rather than, as would be expected in your position of one of the top selling magazines to the younger generation, trying to show wholesome articles to try and improve the society we live in.

I have for some time put up with the fact that you reviewed very little BBC software for the adventure section which I have found very good. However, even that has been going downhill, and to keep up to date with the games world, however, your presentation is atrocious, it is confusing and unclear. In my opinion, you would do well to look at the BBC magazines on the market which have excellent, clear presentation.

I have been a reader of the magazine since issue 3 and regret having to make

the decision I have come to, but feel it is necessary with the trend you are taking, with film reviews tending to be of the horror or blood & guts type of film and existing their virtues, 18 certificate films in a magazine directed at those under that age; the cartoon strip for the reason I have stated above; and articles extolling violence and gore such as your *Gene Zone* article in the June issue about the film special effects.

I must once again say that I feel it is not appropriate for a magazine targeted at the younger age group to include such feature articles; and will be taking my complaints to the relevant bodies, which is the only thing stopping the current issue ending up in the dustbin.
Mike Harvey,
Cornwall

EDITOR'S REPLY: Well, Mark, as a long-time reader you must be aware that a degree of "blood and guts" has always been a part of the computer games scene, just as they have been of most entertainment aimed at young men. Genevieve arguments exist both for and against this sort of fantasy violence — the sort featured in our technical *Gene Zone* item — but we certainly don't see C+VG as in any way "condoning" real life violence.

Similarly "blasphemy" and "demonic associations" have been

the stock in trade of everything from Milton to the better fairy tales. We find it hard to know what games you've been playing all this time that don't feature some quasi-biblical references or sapping something or other.

■ After reading C+VG in March '88, I was most angry when I read Richard Hewson's review of *Mini Pull*.

He said: "How many people do you know who commentively head for the golf course on Saturday morning. It's not exactly the kind of activity you associate with your average computer games player." I consider myself "an average computer games player" and every Saturday morning, Wednesday and Tuesday afternoon I play a round of golf.

After reading this review I am seriously considering not ordering your magazine anymore.
Bobby Wheeler.

EDITOR'S REPLY: Get annoyed pretty easily, don't you?

■ O.K. So what have you done with him? How did you finally manage to shut Mr. P's gob? I'm pretty sure you couldn't have found a piece of material big enough to gag him, or did you compensate his writing card? Whatever happened, I'm glad to see (and hopefully hear) the tail of him in your pages.

Andrew Hoyle

If you're 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 3AU.

EDITOR'S REPLY: I'm afraid you've not seen the tail of old Tom. There are a whole bundle of exciting things happening on the Mean Machines front — not least the PC Engine — which he will continue to cover for us in his inimitable style, as well as writing special items on the best 16-bit games, like this month's "The Knight".

■ I wish to heartily congratulate Tony T. on his wonderful "Mean Machines" section. I have just finished your June issue and... was delighted to read about three new games for the Sega. Brilliant! I am now saving up for a pair of 3-D glasses for the upcoming *Space Master 3-D*.

Unfortunately there is a problem, the whole thing is just not big enough. One month it's full of Sega games, the next it's full of Nintendo games. You could have two pages for the Sega, and two pages for the... erm, other one, and please don't show in needless ranting about the PC Engine, the section is small enough already without a third party joining in.

David Wyatt
Heavit, Somerset

EDITOR'S REPLY: Sorry, David, but if we gave extra pages to each section every time a PBM, or an Adventure or a Mean Machines fan wrote in, the mag would be 300 pages long, cost £2.50 and nobody would buy it.

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Out to Lunch

The next time I make Claire the Barbarian I will take her two-faced hood in a bar double-dealing style! Claire, you see, is a real gem. (Dogs wouldn't sniff I was stuck in a game until I was rescued by a game spinner's work, then reappeared in the bar and fooled me to death. Thanks to Claire I feel all my experience points.)

And that's why Claire is about meat... or dead bytes, to be more accurate, for Claire is more than a collection of coded characters, a form of my master's skin, skins one of the hundred other "skins" in Virgin's *Ultima* AGI, a combination of the original game's adventure which does things with modernity by generating your opponents itself.

But the quest for treasure isn't the real hope of this month's quest. I'm interested in much more elusive quarry—the perfect point. A couple of months ago I lamented the way the industry has dumped itself over the years. Now let's talk to the future. How long will it take, but it's one of the first parts of the test reading that isn't a total waste of everyone's time, from the programmer's to the player's—and it represents a positive path forward.

Yes, I'm talking about role-playing games. Games where you have to think about what you're doing. Games which call for swift reactions, even if they don't use a joystick [you're looking on only if you're in real time]. And what especially excites me is the way it relates to your character, making their skills and attributes, like the part

long. Long ago I remember the joy of a monthly night we'd gather round a glowing log fire—or rather a table in a college seminar room—with Sue and Steve, Colleen and Mander, and David the Viking. And there Yvonne the Wizard, the available, unlogged seminar even remember a *Dungeons*, [pointed the board of adventures] not like an elaborate footstool but a DM tool—based for us.

Great days indeed, and ones which only faded with revision and automation—and somehow... somehow when you're all gone your separate paths and are coming to close in the real world you never get together with friends long enough to role a role

Daring John Minson confronts the devious Claire, explores caves, finds treasure and muses on the future of role playing games — can your computer ever really give you a true role playing game?



3. *Ultima V* — nearly forgotten.



4. *Ultimate Dungeons* shows up.

Two games vying to clean up in the role playing stakes this year are *Ultima V* from Origin and *Advanced Dungeons and Dragons* from US Gold.

Ultima carries a huge cult following of fans who will swear they nothing else comes close to the creations of the mysterious Lord British — whilst US Gold feel that the better known *AD & D* game will open computer RPG open to a whole new audience. Other contenders are *PIL* — seen to launch *Dungeons* after it and *Electronic Arts* with *Bards Tale III*.

playing campaign. The only hope seems to be giving two fingers to geography and logging on for some telegraphic fantasy.

But you're home computer setups with the sophistication of role playing! After all, we're talking about situations which are as open-ended as life itself. It is traditional more adventure game you might hope to lift STONE than GEM RUBY, but a role player could still get the game master. "Claire — I'll get the hanger that's going on the wall and mix it with the black powder from my pistol then light it and wait for the explosion." Even if the GM hadn't allowed for the ingenious use of the given powder, he'd have to consider it — or at least take a few dice rolls to suggest that he was. "TRY SOMETHING ELSE" does not cut it for us.

"I've been looking on computer RPG's recently and we're not there yet. Not even close. But what we do have is still pretty damn clever — at least as clever as a party player, unless GM Takes Over AGI, for example the roots are all firmly based in traditional adventure gaming, which means you're going to want out your M, S, I, and W keys so you have a hand, but the

realization of other, intelligent characters adds in whole new dimensions. We've moved so long way since the days of The Hobbit, when Tark's used to sit there and say about gold for hours or so. The fact that I'm still learning about Claire's little trick shows how convincing it all is, when you get into it.

That games have the advantage of verbal descriptions, and that's a superb. But *Ultima* and *Dungeons* have taken another step, given to programming. As you move around the scenery you see more a realistic little figure across a map. For once the map's scale changes, and only in *Dungeons* do you get a player's eye view. This includes the miniature and floor plans found in many RPG's. These offers limited interaction, which lacks the fluidity of human conversation but at least lends momentary requests to "Please try another way".

Electronic Arts Bards Tale series offers some distance between AGI and CGI and instead of a map you get a small window into the world, with scrolling text to one side. The pop-off for this sophistication is that all commands are multiple

choices, which may go against the grain of game-based gaming, but let's face it, if you're faced by a dozen bits, what are you going to do if you don't have at least 2000 to gamble your soul like *Wizard* (computer about Bards Tale in this regard) control a party of players, which makes character interaction no more difficult.

All these games have their virtues as well as their shortcomings. It isn't hardly surprising considering the scale of today's home market. But what about the *Ultima* EA's Mark Lewis recently told me that the company already has a small adventure which was compact video disk designs up and running in the States. Now that really does sound exciting!

The next generation of technology, much of it centered on faster disk memory, will allow us to move to even more information, including substantially high resolution graphics.

Developments in artificial intelligence will also see CG ROM to produce computer controlled characters who can hold realistic conversations. *Marvel 22*

multi-tasking will allow the CPU to handle your input of the same time as setting up a character map.

What's does this lead to? One day you'll come home and drop a silver disc into the player — which doubles for audio and video CDs — and suddenly your TV screen will become a gateway to another world. Perhaps you'll be looking in a virtual computer file a modern, playing with and against people from all over the country — perhaps the world. Or so they may have fragments of the computer's imagination! You just won't be able to tell.

The maybe a few years off, but I'm convinced that it will come. And when it does, computer games will truly be interactive entertainment — movies in which you can take part, adventures which you tell first.

In view of Bards Tale, playing now. Whether you choose *Ultima* AGI, *Ultima* or *Bards Tale* — or even all three systems — you'll be wanting off on a great quest. And you'll need the thought of coming back to face with a high-res CD-ROM (*Electronic Arts*) — unexpected, just too horrible to consider!

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