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ARCADE ACTION — THE GAMES OF '89 — SHOW REPORT

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REVIEWED: DRAGON'S LAIR, BATTLEHAWKS, WEC LE NANS, MAN HUNTER, DRAGON NINJA

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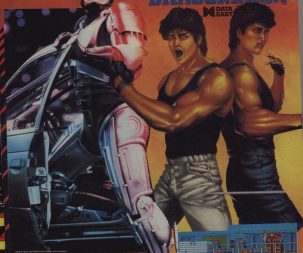
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At the beginning of '89 the talk is all of pushing the frontiers of game technology. With state-of-the-art Amiga games, the revolutionary new Kona console, and stacks of gadgets at the C.E.S. show you had better read your C + M carefully if you want to stay informed. Plus there's a chance to win an ST.

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Dare you enter the

His immortal Highness—
Overlord of Chaos, Master of
Mammon, Prince of Demons,
Kadis Ra challenges the adventurous
and courageous to mortal combat
for a treasure of pure gold.

the game of your life?

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and dial 9 to hear your character status report.

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Send for your free adventure pack today for the background and rules to the game, a membership form for the adventures gold, information on how to get a time dialler (helps speed up the adventure if you have a rotary/pulse phone) and news of the latest *FIST* developments. Send an A4 card c.a. to:

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that bursts to life within your racing imagination. As blood-curd in hand you hack your way through hellish screaming hordes towards a fortune in real gold pieces. Or at very least the glory of a grotesquely good flat iron chair.

0898-800-876

Steve Jackson



Call charged at 25p per minute (day) and 35p per minute (peak and standard)

Fax

Titus Titan

It's Interceptor time again... thanks to Titus, who takes us to Megacropolis in the year 2014 for the first game of Titan. The man behind Titan is a certain Professor Pityalis who has invented something called a future code, which is apparently fundamental to this rather deadly sport.

When it all boils down to it, steering your power ball across 80 huge scrolling playfields using a magnetic ruler is a real death dealing toon. It's fast, it's funny, it's available in reputable software catalogues from February on the 26, Amiga, PC, Amstrad and C64 with a Spectrum version to follow. Review next month.



Burning



5 Gold go Wacked

Michael "Oscar" Jackson's new "Off the Wall" adventure movie, Moonwalker was no sooner screened than licensed by major licensors, US Gold.

If you're one of the lucky ones and haven't actually seen the film, here is a brief synopsis courtesy of the PAO (Polaroid Action Office) (Lamp Movie Deal):

North left Big is out to wreck the lives of children worldwide, by getting them addicted to dangerous drugs, but luckily, Michael and the Under Seven World Saving Team are on the case. Impaired with guitar inspiration by a passing motorcycle, the hero Mr J transformed himself from multi-millionaire pop star to a multi-millionaire multimillionaire and saves the day in the process. (Gorn, we've given the ending away).

US Gold are convinced this is perfect material for a computer game and are planning an unprecedented marketing campaign to lead up to the Moonwalker launch in the autumn. Will it be a "Thriller"? Will there be anything on the market to "Beat it"? Or will it be totally "Bad"?





You Hurt it, Son...

Another interesting widge on show at the Las Vegas Consumer Electronics Show in January was the Vocaloid 1000, which although it has more buttons than a Commodore 64 (600), should be one of the simplest musical instruments to play. All you have to do is hum, whistle or sing your tune into the supplied microphone and the machine records that varying-pitch tone so that it can play the tune back with any one of 28 instrument sounds. The Vocaloid comes with several built-in songs for you to sing along with, and the plug-in cartridges you can see lined up on the unit can provide even more melodies to harmonize to. You can even plug your Vocaloid into any MIDI-compatible equipment on form or install it on a PC by connecting it to a MIDI interface. The unit is available in the USA where it's apparently selling like hot McMuffins.



Bright



Much loved software adventurer and Tetley fan, Gary Lobban, is following up his success with Mastertronic's Riscobat by joining forces with art supreme, Paul Deekham to produce Tyger Tyger for Firstlight. In it, you guide a fearless "Gamo-tyger" (a "cat luty") through four levels of medieval mayhem and swordwork to what promises to be "a mind blowing finale". It's sure to be a game with tragedy, passion, comedy, multi-directional scrolling and extra weapons, and it'll be available on C64, Spectrum and Amstrad CPC before you can say "Jack Robinson". If not sooner, visit

Video Nazis

While the West German authorities are willing and able to ban games like *Blam* Service and even mags like (gasp) C+VC because of the corrupting influence they may have on their children, they are unfortunately powerless to stop a more sinister form of computer entertainment. According to a recent report in that prestigious journal, *The Independent*, there is a network of neo-Nazi hackers in Europe who produce blatantly fascist software that circulate via MDECIM operated mailboxes and bulletin boards. The perpetrators are then untraceable, and are free to wrap their software being circulated via electronic mail and even playground disk swapping. The software usually takes the form of strategy games with a strong anti-Jewish tone, one such going under the title "Mikar (Shogun)". This nasty bit of propaganda asks the player such questions as "Should your SS colony not be wiped clean on the Jews?" and "Do you want to put 10,000 marks and 1,000 horrible Jews into your camp?"

Thankfully, the Nazi hackers hope just to make a serious impression on the beliefs of a potentially impressionable audience, and let's hope a way is discovered to stop them before they die.

Charts

TOP 10

1. *Blam Service* - C64
2. *Blam Service* - C64
3. *Blam Service* - C64
4. *Blam Service* - C64
5. *Blam Service* - C64
6. *Blam Service* - C64
7. *Blam Service* - C64
8. *Blam Service* - C64
9. *Blam Service* - C64
10. *Blam Service* - C64

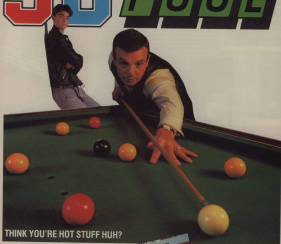
TOP 10

1. *Blam Service* - C64
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10. *Blam Service* - C64

TOP 10

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5. *Blam Service* - C64
6. *Blam Service* - C64
7. *Blam Service* - C64
8. *Blam Service* - C64
9. *Blam Service* - C64
10. *Blam Service* - C64

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A LEGEND IN GAMES SOFTWARE

Fax



Zappy Snaps

This little baby is the Canon Zap Shot, a revolutionary new camera which has just been launched in America. Instead of forcing the amateur David Bailey to tangle with film, the Zap Shot stores up to fifty images on a special video floppy disk, just over two inches square. So how do you view your pics? Just plug the camera into your TV and you can look through the disk-camera lens at your leisure. Then, when you're tired of your old photos, just wipe the disk and start again.

The fact that the pictures are stored digitally also means that, if you have the necessary hardware, you can juggle around with them and use them in home video productions, print personal messages on them, or even print them out in full colour! The Zap Shot is priced at around £299 in the UKA, which should translate to just over \$700 when it gets over here. The C-V6 camera sells again just can't wait.

Crown still

being Defended



Tanks a lot



The first in Demarc's series of larger licenses due for release soon is the swirling tank shoot 'em up, *Indicators*. You and a partner take your little tanks through fourteen heavily defended square stations, knocking out gun emplacements, mines and, of course, enemy tanks. Use all the best blasters these days. *Indicators* has facilities for customising your fighting machines with such wonders as speedups, extra armour, bomb sensors and smart mines.

All the conversions are being programmed by Concept Computer Systems, who worked on the *Robot of the Jedi* license, and judging by our screenshots they have exercised a little creative license, providing a radar scanner on the Amstrad version, and some slightly colored graphics on the ST game. Still, hopes are high in the C-V6 office, especially those of a certain Julian Rignall, who claims the world record on the coin-op. Quote: "I can't wait", unquote. Thanks, Jan.

If you thought *Defender of the Crown* was the best lesson in the Amiga2/104, you might be interested to know that it has just been put onto CD-ROM, turning it into a truly cinematic experience. If you have the right hardware (an 486/PC5 PC, any of course a CD-ROM), along with you can atmospheric soundtracks, live-quality sound effects and even spoken dialogue (French, and other medieval) called. As ever, quality comes at a price, and after digging out much muck for your PC-CD combo, the disk will set you back £49.95.

Anyone with a smaller bank account and a Nintendo might be cheered by news from the CES show that Ultra games are releasing 3 of the 4 on cartridge. Of course, it's only for available in the States for a while, but who knows what the future may bring? Not us, alas, but if Britain continues to become a rising console marketplace, there is a chance that this and some even more exciting algorithms will reach these shores by the end of the year. Keep checking Mean Machines for the latest news!

Virgin's Arctic Antics



Would you have the skill, judgement and thermal underwear to get you and a team of explorers to the North Pole? Well, if you have access to a BBC Commodity System (a BBC Micro connected to a video disc player) you can find out with Virgin's *North Pole Expedition* package. It comprises a video disc, computer software and a set of manuals and maps to first up to five "explorers", each of whom have different roles on the expedition. The computer works up problems for the team to solve, illustrating them with scenes from the video disc, which contains stills and live footage from Sir Ranulph Fiennes' 1974-82 expedition. What more could a budding Arctic adventurer ask? The package is aimed at students of Geography and Social Studies and, as such, is priced at a misanthrope £150. Interested futurists can get further information from Virgin on 01-737 9873.

Jack Jack-Jacket Your Body

What are those funky fashion-mongers looking so pleased about? Why, their jackets of course! The ordinary jackets are those, however, for they are Safe and Sound Stereo Jackets, branded "The Audible Stereo" by its manufacturers. Plug in your Walkman and listen to the sounds flowing out of each lapel! Apparently it creates a natural stereo crossover effect and in tests, 30% of the people tested prefer this concept over headphones. The survey fails to record the opinions of those people sitting next to the wearers on the train.

And it doesn't stop there! The manufacturers, Sport Electronics Inc., are also offering Safe and Sound earbuds, sweatbands and headsets to headphones-weary punters. Only in America...

Stereo Jacket



It had to happen... The elite social actions over in the USA have finally run out of ideas, and in a fit of desperation have turned their designer minds to... black video tape! Soap is the purveyor of the cassette, currently only available in America (but bound to wind up here sooner or later), and they come in how easy-to-reel filmstrips. For the kids to record those really exciting episodes of *The Care Bears* there are Video Pops, 120 minute tapes done out in "fun colours" such as "peach" and "blue". Alternatively, soap baths can pick up a five-pack (carrying handles included) labelled Video Soaps, upon which a week's supply of soap can be recorded, put in boxes with colour-coded lids and stored forever, providing a source of eternal joy and saving the world from the perils of the Greenhouse Effect. Yeah, well...





8 SPECTACULAR GAMES IN 1 SPECIAL PACK

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COIN-OP

Hits



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"Castle of the Dragons" is a side-scrolling platform game where you control a knight who must slay a dragon. The title is a real 3D game!

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"Legend of Kage" is a side-scrolling platform game where you control a ninja who must slay a dragon. The title is a real 3D game!

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THE GREAT ESCAPE
"The Great Escape" is a side-scrolling platform game where you control a prisoner who must slay a dragon. The title is a real 3D game!



CAPTAIN JACK
"Captain Jack" is a side-scrolling platform game where you control a pirate who must slay a dragon. The title is a real 3D game!

THE GREAT ESCAPE
"The Great Escape" is a side-scrolling platform game where you control a prisoner who must slay a dragon. The title is a real 3D game!

JUMP!
"Jump!" is a side-scrolling platform game where you control a character who must slay a dragon. The title is a real 3D game!

THE GREAT ESCAPE
"The Great Escape" is a side-scrolling platform game where you control a prisoner who must slay a dragon. The title is a real 3D game!

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C+VG REVIEWS

[illegible]

Julian (J.J.) Higgins
Invisible inside your who you
name without every computer
and games console going, it's a
not-wondering-whether
finger console, but usually
found at home during the last
month or so of the year.
I don't know, maybe Africa,
Singapore (not PC engine),
Germany (not PC engine).



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 one-dimensional. We're better.
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[illegible]

5 STAR DELIVERY DELICIOUS
 Kony's first head-to-head match
 got who would like nothing more
 than to write for the next 100 years
 the first time to make his
 (and his) first, sports commentators
 and (and) games - which put
 him into controversy
1000 DELICIOUS Perfection, War in
 the Middle East, the Middle East.

BLASTROIDS Get your rocks off with Image Works' superb conversion of the Atari gem-op. **10**



BATTLEHAWKS 26
Lucasfilm's World War II combat simulation
blocks in for a HIT review



WRC LE MANS 23
Dowson's thrilling race game is more than just a 24 hour affair.

ANDES ATTACK Jeff Minter returns with a noisy, very colourful and highly playable shoot 'em up.

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Reviews

BLASTER

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 18-19 (S&P), 204-213 (H&N),
 (PROMOTIONS) CHALSTON DANA,
 18 (JANUARY) 210-220
 ► REVIEWED: JULIAN BISHOP

Blasteroids' roots go all the way back to 1979 in a video game called, surprisingly enough, Asteroids. It was equally quite innovative for the time, taking the

left/right/up/down hyperspace controls of the earlier vector graphics game Space Wars and putting the player in the middle of an asteroid storm. The objective was simply shoot the rocks and occasional space ship (now affectionately as "aggrants" because of their shield) and survive.

The 1985 version (the machine appeared last

year) follows a similar concept, but adds nearly a decade's worth of new technology to breathe new life into the ageing format.

One of the major changes is the addition of a one or two-player option, allowing a team of perspective rock wreckers to battle together. The rocks in question are colourful bits of debris that break down under fire

twice, each part getting smaller until it's time enough to vaporise.

Destroying rocks is the key issue, because it one strikes the ship its shield, represented at the top of the screen by a diminishing bar, shrinks towards a fatal zero. The (player's) start with these credits, effectively giving three lives.

The ships use the open in

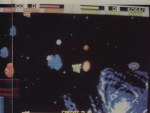
PHOTO PLACE IN SPACE



1. Hello, I'm there the beginning.



EROIDS



▲ The action gets up.

space buster demolition hardware, and are capable of transforming into three different sizes. Small ships are very manoeuvrable, but suffer from low shield and firepower. Medium ships have heavy firepower, but

▼ For ship.

medium speed and shields, while large ships are slow and have medium firepower, but are well-shielded.

In two-player mode the

▼ Hello again! I'm a Spectrum mouse.



▲ Whizz! See the exit portal!

two ships can join together — one player controls the large and manoeuvrable main ship while the other takes control of a gun turret at the top. It's an unusual feature, and one which I found very enjoyable (as well as argument-inducing if you've got an idiot in control of the main ship).

At the start of a game one of four difficulty levels is chosen: normal,

medium, hard or expert. Bonus points are given if the player elects to start on

a higher level. The action then begins with the ships being placed in the first asteroid storm, and the blasting starts.

There are several different kinds of rocks. Grey ones simply vaporise when shot, while red ones drop glowing energy crystals which are picked up to replenish shield levels. Later on blue popcorn asteroids appear and drift around the screen until they're shot four times, whereupon they stop and

ASTEROIDS



OPERATION NEPTUNE



The tranquil surface of the Pacific Ocean belies the battle of wits taking place in the world's last unexplored territory. A perfect hiding place for a determined enemy, or is it? Your jet-fike and technologically advanced bathyscaphe should help, but there are still the enemy bases to destroy, lines of communication to be knocked out, and the natural predators of the deep just waiting for a tasty snack at the first sniff of blood! So check your oxygen supply, and dive, dive, dive...

Alert 50 PC, Amiga £24.95

Clan44, Amstrad £14.95 (disk), £9.95 (tape)

INFOGRADES, MITRE HOUSE, ABBEY ROAD, ENFIELD, MIDDLESEX, EN1 2RQ.

INFOGRADES



BLASTEROIDS

Reviews



4 Action-packed.

form an unmissable starfield. The first asteroid type is a geodesic, which homes in on the ship when shot, forcing the player to take evasive action and target it again and destroy it before it hits home.

When a screen is cleared of rocks, an exit portal appears, which the ships fly into to take them to the main menu where another screen is selected.

As the players progress further into the game, alien space ships enter the fray and attempt to shoot down the ships, or simply crash into them and damage their shields. Fortunately they can be shot, and sometimes a power-up item is dropped, which can be collected to add an extra feature to the ship. Such goodies include

extra shield energy capacity, double shot power, magnets (which attract energy crystals), shields (which give the ship extra protection), extra hit power, speed-up, ripper (a sort of smart bomb) and cloak.

Occasionally space insects are discovered. These homies reside in eggs and are released when the shell is shot, whereupon they head directly for the ship and



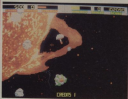
4 Deadly asteroids are in evidence.

attempt to attach themselves to the outer hull and suck its shield energy dry. Naturally, the alien is on exploding terms before they get close.

When all screens are cleared, Muxol appears. He's a giant green alien who marauds around the screen, shooting out fire bolts from his nozzles and trying his utmost to blast the ships, which diminishes shields considerably. The only way to destroy him is by blasting his nozzles, which requires repeated and accurate fire. When

he's destroyed it's all to a tougher set of asteroid fields populated by an even more aggressive group of aliens.

Being a great fan of the coin-op, I've been eagerly awaiting this for some time, and I'm glad to say the wait has been worth it. The ST version is brilliant, and fully captures the spirit and frantic action of the original machine. All the features of the coin-op have been incorporated, and I mean ALL of them, and the game plays in exactly the same way, so



4 Two players joined together.

BLASTEROIDS

Reviews

BLASTEROIDS

the gameplay is extremely puny, and Blasteroids is easily the best ST shoot 'em up to date.

Spectrum owners are also in for a treat. That too has all the features of the original, and even if the gameplay is a little on the slow side, it's still very playable, especially in two-player mode.

Blasteroids is superb on both the ST and Spectrum — hopefully future image World graphic conversions will be of similar high quality.

Orbade players can use all of their favourite tactics.

The only disappointments are the gaudy backdrops (the sprites are excellent, though) and the mediocre sound. But I suppose you can't have everything. Still.



ST		SPECTRUM	
▶ GRAPHICS	81%	▶ GRAPHICS	80%
▶ SOUND	83%	▶ SOUND	82%
▶ VALUE	82%	▶ VALUE	84%
▶ PLAYABILITY	93%	▶ PLAYABILITY	84%
▶ OVERALL	90%	▶ OVERALL	87%



UPDATE . . .

The Amiga version has been written from scratch and looks and sounds identical to the coin-op, as well as being as playable as the ST incarnation. It's definitely

one to look out for. C64 and Amstrad owners should be able to buy Blasteroids shortly, and judging by the quality of the two reviewed here, they should be excellent — by then, too.

COMPETITION

Have you just been gazing wistfully at those gorgeous ST simulations of Blasteroids, thinking, "If only I had an ST, I could play it and be happy for the rest of my life"? Well, goodness, looks-a-landy — here's your chance to win one of those wonder machines, to have and to hold, to love and to cherish in sickness and in health until death do you part (or until you beg it for the next mega-machine), and a copy of Blasteroids to play on it.

So what do you have to do to win this marvel of modern technology? Well, it's easy peasy. All we want you to do is gather your pens, pencils and crayons (or even finger paints if you want), and draw us a picture of Mucor's big brother. Mucor is pictured a few times in the Blasteroids review, so you've got no excuse of not knowing what he looks like. You can let your imagination run riot — what we want is an original and inventively frightening monster that we can score Paul with. He can big, small, round, square, have sixteen legs, large fangs . . . he can even look like Garry Williams! So get your drawing shoes on and get printing.



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30th JAN. The closing date is March 12, and we'll be showing the winning entries in a future issue. Out-cold! What a treat!

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Reviews

► SUPPLIER: OCEAN.
► PRICE:
\$29.99/£9.99 (GAME)
\$39.99/£14.99 (CAR,
\$19.99, \$24.99, \$29.99).
► REVIEWER: PAUL GLANDER.

The summer of '87 brought something of a revival for driving games in British arcades. The most popular of them all was the immensely successful *Out Run*, and following close behind was *Wec Le Mans*,

going really fast, and low (and high) gear shift let you from fast to really fast and back again.

Controlling the game via joystick or keyboard is very satisfactory, because the longer you hold the steering, the greater the lock pull on the steering wheel, as a gauge at the bottom of the screen shows.

The track runs between three checkpoints, and you have to beat the clock to the next one or retire to the pits in disgrace. Seeking to tell your speedy

WEC

The garlands for Gloray as he crashes into a sign.



with its unusual rotating cockpit giving new meaning to the term "going for a spin".

Unsurprisingly for a game called *Wec Le Mans*, you, the hapless driver, are dropped in a car on the starting grid of the 24-hour Le Mans road race. Your auto is ably lifted out with an accelerator (oh yes, handy if you want to go really fast), a brake (always handy if you're already going really fast), a speedometer (so you know whether or not you're



4 On the starting grid.

LE MANS

ambitious: one a host of other cars which dodge and weave across the track, crashing into one another, bursting into flames and generally making the going difficult for safe drivers like you.

To make it tricky, bumpy, bumpy track, even more dangerous, night-time, lamp posts and other

7 Map of the track.



ANS

trackside obstacles lie in wait for the restless driver, who tries to avoid his way through corners at top speed. Instead of braking. Unfortunately, braking is exactly what your car does after a crash has halted it. Twenty feet into the air and fifty yards down the track — a sure-fire way to lose time and the race. As the race progresses the track becomes more and more crowded with backmarkers, who like nothing better than crashing into each other and taking you with them as they slide off the road.



4 24 hours of speed.



3 Sprinting out on the bend.

4 Win the Home — great race.

And that's it really, just what you'd expect from a rather racing simulation, oh, except to say that this one is really good. The track graphics are a wonder for entry, but the 3D effect they create is fast and convincing enough, and the car spins follow the dips and curves in the road perfectly. Apart from the slippery turns and angles the game rounds are limited to the time limit of the engine, which gives nothing to the race goes on, but serves its purpose of indicating when to change up a gear.

Gameplay is as fast as you could hope, and challenging too. After a day's concerted effort I was on the brink of getting onto the third lap but after that the number of the car on the track and the incredibly tight time limit proved impossible to beat.

Being unable to beat the game is no reason for me to bear it a grudge.

though, indeed, this is one of the most elegant race games I've seen on any computer lately, and it's certainly the best I've played on the Amstrad.

The Spectrum version is of similar high quality and the game doesn't seem to lack anything in spite of the machine's graphical and audio shortcomings.

Strange, at 11.1, how well driving games translate to the old format?

On these two machines at least, this has to be one of the best decade conversions going. Test drive it today.

AMSTRAD

▶ GRAPHICS	82%
▶ SOUND	68%
▶ PLAYABILITY	84%
▶ VALUE	80%
▶ OVERALL	82%

SPECTRUM

▶ GRAPHICS	88%
▶ SOUND	84%
▶ PLAYABILITY	85%
▶ VALUE	85%
▶ OVERALL	83%

UPDATE . . .

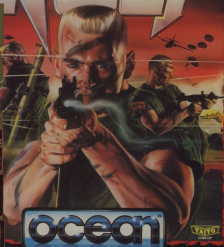
The C64 version is a bit of an unknown quantity and we have yet to see anything on that particular game. The 16-bit conversions, due later on in the spring, should be up to scratch, certainly in the graphics and sound departments.



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AMSTRAD

TESTED
ME

► SUPPLIER: GEMIN
► PRICE: £900 AT R. CASE,
AMERICAN EN. PC CASE,
STAMFORD PC £77.99.
► REVIEWER: GLENN
BRENNAN

The future is going to be a very bleak place if games designers have anything to do with it. If they're not predicting a post-holocaust breakdown of civilisation, they're warning of a pre-holocaust breakdown of civilisation ... not much to choose between them really.

The latest future shock from Gemin sees the player become an enforcer — a part-timing member of an elite police squad. The squad's main enemy is a gang of villains known as the Doom On Arrival gang (DOAG) and with the help of a turbo-charged VMAS vehicle, a magnum pistol, a villain-tracking radar and a net gun for capturing those villains you might have a good



This may not be the first ever game to feature graphic bloodshed, but it's certainly the most vivid. If

▲ Road Busters-style blood.

that's needed to achieve this, while going against the goon can see you remain a rookie for quite some time.

What all of this basically amounts to is two games — one a road-racing shoot 'em up, the other a *Rolling Thunder*-style shooter. Neither game is particularly stunning in its own right, but coupled together they just about add up to an enjoyable package — but did it really have to be this violent?

▼ Search the buildings — waste the villain.

TECHNO COP

reason not to kill it's your job to go and round these characters up one by one.

But enough of this scene-setting — let's get on with the bloodshed. Fear's right — bloodshed. For despite the plot's reach and capture nature, this game is only about driving fast and blowing your enemies into a pile of twitching effs.

computer games were rated in the same way that films are, this would certainly receive an 18.

The first section puts the player behind the wheel of the VMAS, simply driving along the road waiting for a crime to be reported on the police radio. The DOAG are also out for a spin, so in true *Road Busters* style it's us to you to 'put up or shut up' by either blasting these vehicles to oblivion with

► Robbery — a villain's car is captured.



your roof-mounted cannon or knocking them off the road.

As soon as a message comes through, it's off to the scene of the crime and out of the car for a spot of pedestrianised searching. The crimes usually take place in multi-storey lifts populated by gangs of gun-toting and whip-cracking villains. Follow your wrist-mounted radar to find the suspect and then deal with him according to your orders.

The ultimate objective is to take from the position of Rookie through the ranks of the enforcers to eventually become top dog. Acting according to orders is all

AMIGA

► GRAPHICS	71%
► SOUND	73%
► VALUE	71%
► PLAYABILITY	79%
► OVERALL	69%

AMSTRAD

► GRAPHICS	73%
► SOUND	69%
► VALUE	75%
► PLAYABILITY	79%
► OVERALL	71%

UPDATE...

All versions are currently available.

Reviews

► **SUPPLIER:** DE
GOLOSSENIUM.
 ► **PRICE:** \$49.95/US \$39.95.
 ► **DEVELOPER:** PAUL BLANCETT.

After achieving success with their beautiful, but ultimately vacuous, 3D tactical graphic games *Perseus on Paradise*, *Islands of the Unknown*, *Lucasfilm* seemed to drop the technique that had become their trademark and began venturing down two new avenues.

And that, I should add that this isn't strictly to be classed as a flight simulator as the program dispenses with take off and landing procedures and keeps the controls as simple as possible (without compromising too much on realism). Instead, *Battlehawk* concentrates on the techniques of bombing aircraft carriers, torpedoing cruisers and gunning down attacking fighters.

If you feel your skills in these areas are a little rusty, you can start the ball rolling by selecting the training option from the opening screen. This doesn't just give you one mission to fly, but 13: intercept and fighter escort missions providing gunnery practice, dive bombing missions and torpedo runs. Each flight is given a difficulty

Once you've mastered the basis of air battle warfare you can volunteer for active duty. The programmers have tried to recreate the conditions of four of the major battles fought in the Pacific theatre in 1942 - the battles of the Coral Sea, Midway, the I-57 Solomons and Santa Cruz. Each scenario is played out in four separate missions, all of which vary in difficulty from easy to "impossible!"

When you've decided where, how and with whom you want to fly you can at last get your airtime in gear. You start your mission on approach to the target, with the screen showing the standard array of gauges below a pilot's eye view of the ocean and its occupants. Different keyboard controls select forward, left, right, downward and rear views,

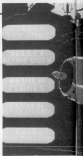
BATTLEHAWK

Their subsequent releases have been wacky RPGs (*Minotaur Mission* and *Jack McVicious*) and novel warfare simulations.

Battlehawk 1942 is one of the latter, though unlike its more contemporary predecessors, *Red Pegasus* and *Strike Fleet*, this puts you in the pilot's seat of an aircraft fighting all over the Pacific during World War Two. Having

designation, the easier ones featuring non-maneuvring targets and the tougher simulating true combat conditions. The way each is played can be altered further by selecting enemy skill levels, limitations of fuel, ammunition and armour, and even which plane you'll be flying and for which side (Japanese or American).

the latter acting as the tail gunner's view if the plane you selected has one. The view of your environment is, to be honest, a pretty bland one, showing just the sea and the sky without clouds or waves. Cosmetic points like this don't matter much, though, as the active air age has little time to admire the scenery. The "spit" representing the other aircraft and the

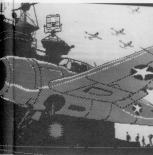


► The mission briefing screen.



► Our gunner gets an enemy gun heading ships are very well drawn though, making the various types of each easily distinguishable, and from all angles too.

As soon as you begin to close on the enemy vessel, the sky is filled with ack-ack fire and hostile aircraft doing their damndest to make you an easy target. Expect enemy planes to perform realistic offensive and defensive manoeuvres, such as immediate turns (and



WKS



seen in its sights

Solo-5, and Japanese Zero pilots are programmed to take advantage of their aircraft's extra speed and agility to perform dogfighting feats which the American planes are incapable of.

The intelligence of the enemy, and the slightly sluggish controls on the PC version I played make it pretty tough to shoot anything down unless you spend a while practising deflection shooting and

4. Choose your mission.

"Leading" the target. When you do, though, it's very satisfying to watch your enemy plummeting downwards, a plume of smoke billowing from his engine, and sometimes a parachute lifting the pilot to safety before his plane splashes into the water. It's almost as satisfying to expect from your own stricken plane, because you get such a terrific view of your surroundings as you drift downwards, with enemy aircraft whirling past your head, and the battle continuing around you.

The realism and attention to authenticity make this a very atmospheric and enjoyable game to spend an afternoon playing.

5. Living up to legend attack.



6. Use pilot Glancy's on early look.



7. Japanese fighters keep your tail gunner busy.

even if you're not a fan of flying games or a period warfare buff. The excellent manual covers the fundamentals of flight and air combat, details the specifications and evaluates each type of aircraft and each warship which features in the game, and provides maps and commentaries on the four battles included. This typically high standard of Lucasfilm presentation

also makes it a reference text in the extensive and easy to use game selection and briefing menus which form such an essential part of the simulation. I didn't find it quite as compelling as *Strike Fleet*, but it kept me engrossed for many an hour. If you're got a PC and want a diversion from Lotus (lots of word-processing whereas, this is definitely one to look out for.

PC

▶ GRAPHICS	80%
▶ SOUND	40%
▶ PLAYABILITY	89%
▶ VALUE	88%
▶ OVERALL	85%

UPDATE . . .

The PC version was good, but the ST and Amiga games should be better, with more colours and better sound. Gameplay should be exactly the same, though, it just feels, so it should be an even more essential purchase when it comes out in February.

Reviews

► SPECTRUM £2.95
AMSTRAD £1.95
CASIOTE, £4.95 INC. IT
CIV. £5, AMIGA £3.95
► BY REVIEWER PAUL SLINGER

Well, Cassen didn't waste much time with this conversion — the Dragon Ninja coin-op only came off the jumbo from Japan about five months ago. By all accounts it was a fairly successful game in spite of the fact that it was in the market two player beat 'em ups where Double Dragon reigned supreme.

Cassen's Amstrad conversion lacks the two player option, unfortunately, so you're left as Blade, a lone fighting machine with a mission to plough through seven scrolling levels of hostile martial artists, and rescue the president of the USA. The fighting moves at your disposal are decidedly unimaginative, just high, low and middle kicks, no fun shoulder throws, knees to the groin or elbows to the forehead, alas. You do get the option of a mega punch, available by holding down the fire button until Blade's head flashes. In

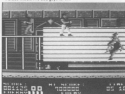
DRAGON NINJA

theory this should let rip a blow to it to knock the trunk off an elephant, but I didn't find it any more devastating than the standard middle kick for some reason.

Should you get the better of an armed opponent, you can pick up his weapon, be it a kunichida

or a dagger, and use it to extend the range of your lethal influence by at least six or seven pixels. These come in especially handy at the end of levels when the dangerous fat fighters appear. It has to be said that the ones I reached weren't particularly over-the-top at all, and were pretty easily defeated.

► Blade lacks two beat 'em ups for six.



The thing I didn't really like about Dragon Ninja was that, like a lot of games of this type, there isn't really much room for thoughtful play. For the most part, beating the other guys is simply a matter of how fast you can keep turning around and pressing the fire button — no really special moves for special situations as there are in Double Dragon.

Myself, I wasn't that keen on Dragon Ninja, but all you hardened beat 'em ups fans and lovers of the coin-op will probably be getting your money's worth from the conversion. It's competent in the graphics, sound and gameplay departments, but not destined to be a classic example of the genre.

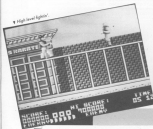
AMSTRAD

► GRAPHICS	75%
► SOUND	70%
► PLAYABILITY	65%
► VALUE	68%
► OVERALL	69%

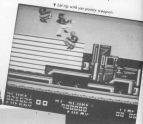
UPDATE...

The good news for ST and Amiga owners is that the conversions for their machines should feature the two player option, and that coupled with their better graphics and sound should make Dragon Ninja more of a force to be reckoned with in the beat 'em up market.

► High level fight!



► Let rip with your mighty weapons.



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Reviews

PURPLES

■ **SUPPLIER:** INFORMATION.
■ **PRICE:** \$149.99 (SFC CASE),
\$149.99 (SFC CASE),
\$14.95 (SFC).
■ **REVIEWER:** PAUL DUNCAN.

You know, once you've got your Magius reinforced pressure suit on, screwed down the armored visor of your Captain Nemo reproduction space helmet, and hooked up the respiratory hoses to your life support system, Saturn's quite a nice place. Of course, the weather is pretty awful, but the people are friendly enough, and friendly keeps an apt. On the day of every Saturnian year, they invite every enhanced athlete this side of the Event Horizon to compete in a tournament starting on the first Purple Saturn Day and lasting until the 45th.

You begin the tournament with seven competitors of various species (some of which will be familiar to Captain Blood fans). You can size up the competition by checking out a set of statistics relating to each competitor's agility, mental clarity, aggression, size, eyesight and ability to travel through time. All the competitors are in a constant state of evolution, which means that after every tournament, their statistics might change slightly. The results of the changes are mixed to disk so no game will ever be quite the same as the last. Well, that's what the instructions say, but I reckon you'll have to be doing a hell of a lot of extensive playing to notice the difference. Nice thought though.

If you don't want to take on the rest of the universe straight away, you can start off by pitting you with against the training droid, which puts up slightly less of a fight than the other competitors. Just click on

an event panel, and after the machine pulls a pretty introductory screen off the disk, you're on your chosen platform.

Being Pursuit is a fast and furious 3D race through the rocky rings of Saturn. Basically, you score points by staying in front of the other guy, and slalom-ing around coloured markers. The longer you stay in front, the more points you get, but it's essential to pass around the markers on the control side according to their colour. Also, the route through the rings is studded with asteroid fields of varying densities, and negotiating these at top speed is something even Tom Solo would balk



4. Choose your event...



4. Gears for Ring Pursuit

at. Mouse control is fine, though, and the very fast 3D effect makes this the most exhilarating of the four events.

The format in which Tronic Slider is presented will be very familiar to anyone who's ever played Lucas film's Asterix. You get a 3D view of a floating platform bearing solid pillars. Between the pillars float you and your opponent, both in laser-armed spacesuits, and an energy ball. Shoot the ball and it explodes into energy fragments which you collect to build up a score. This game has a time limit, and at the end of the match, whoever has

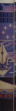


4. Tronic Slider. Find the energy ball...



4. The Brain Brawler gyrfal. Line up your ball and take out those chaps.

SATURNDAY



been able to collect the most fragments is declared the winner. The gameplay is spiked up by the ability to bump into your opponent and knock the fragments he's collected back onto the playfield for you to pick up. This event is played at quite a pace, and again, the effect of moving in a 3D environment is very well done, but I would gripe that when the game really gets going, the rapid turning and bumping into pillars does get a little disorientating.

My favourite event was Brain Brawler, an ingenious combination of logic puzzle and (don't believe this if you don't want to)

'Breakout'. You're presented with what looks like an electronic brain, split in half, with energy pulses cruising the network of wires, resistors, switches and chips. With your mouse, you control a ball which is fired at the various components to deactivate or deactivate them, allowing the pulses to reach your half of a central dialer before your opponent does the same on his side. At first, it looks incredibly complicated, but once you get down and see it out it becomes very competitive and is one of the best takeups of arcade action and head-scratching that I've seen. The last event, Time

Jump, is far simpler. To propel your vessel through time, you must collect energy spots to power a gravity catapult. These spots whizz past you and by positioning your cursor over them and firing you can capture them, firing up a tension meter to allow how far into the future you will be shot. After blasting three waves of spots, you're fired into the void at tremendous speed, then through a dimensional gate, where you are shown a 'mind-altering vision' which changes shape depending on how many spots you caught. This is the least taxing of the games, but it's reasonable fun nonetheless. It's great

strength lies in the marvellous, fast graphics which accompany the final journey, and it's nice to get a visual reward as well as mere numbers for once.

Purple Saturn Day is an excellent package, accomplished with all the graphical style and audio effectiveness of last year's other game, Captain Blood. Not only is each game beautifully presented, they are all very playable, and there is such a variety that once you're hooked you'll be playing for weeks to come.

ST

▶ GRAPHICS	89%
▶ SOUND	78%
▶ PLAYABILITY	86%
▶ VALUE	84%
▶ OVERALL	84%

UPDATE...

The PC version should be around as you read this, with Spectrum and C64 copies along later in the Spring. It would be wise to expect the Spectrum and Commodore games in a multicolour format, but considering the competence of the 8-bit Captain Blood conversions, gameplay shouldn't suffer much.



1. Brain Brawler begins



2. Brain Brawler begins



3. Captain Blood falling down and put that in your catapult...



4. The winner picks up for a song from Miss Purple Saturn Day

Reviews

• **SUPPLIER:** BROS.
• **PRICE:** SPECTRUM £29.99
• **CAS:** £24.95
• **ST:** £24.95
• **AMIGA:** £24.95
• **REVIEWED BY:** JULIAN BIGNALL

Do you ever get sick of playing the good guy? If you do, you'll be pleased to hear that Night Hunter casts you into the role of an evil character out to make the lives of all good people as miserable as possible. The only person one is question is old Count

Dracula and five keys, found littered around the landscape, which opens the door to the next screen. Every fifth door is replaced by a meditation, and when all have been picked up, Drac will have his well-earned rest with humanity.

From the very outset of Drac's mission, the good guys attack. These come in all sorts of cuddly 'N' wholesome sizes, and

about. He can also change into a Weaslewood, with similar time restrictions.

Night Hunter is an odd time game, and certainly provides its fair share of amusement. Digitised sound effects are to the fore, with all sorts of outrageous noises adding to the nocturnal ambience. Cows moo, rats squeak and frogs sing – and there's also a particularly grating sleeping effect accompanying any blood-sucking activities.

The graphics aren't revolutionary, but there are some neat touches like rats and frogs leaping around. Platform locations are recommended to try this out, although those with less enthusiasm for this type of game might find it gets a little tedious after prolonged play.



1. Up the poles to find the key.

Dracula himself, he of the extended incisors and blood-sucking tendencies. And he's out to create Chaos on Earth.

You see, Drac's had a problem for the last few decades – humans have been protecting themselves with holy medallions which thwart the Count's haemoglobin activities. But now he's come up with a handi-made plan to steal all the medallions, so he and his night-sneaking chums can rest easy.

Unfortunately a goodie two-shoes by the name of Professor Van Helsing has got wind of these plans and has created an army of anti-vampire hunters to put a premature end to Dracula's goodie-grabbing spree. So, old Drac's up against it.

The action is displayed side on, and the screen flicks as Dracula manouevres about. The play area is very large – 30 levels, each one 20 screens long. To progress from one level to another, the Count has to collect three

range from boymen, muscle men and oxmen to priests; all attempt to kill Dracula and wear down his energy meter, the depletion of which results in the loss of one of his three lives. Fortunately he can defend himself by grabbing a goodie and sucking the blood from his neck, which tops up the energy bar in the process.

Some parts of the landscape seem inaccessible – but the wicked vampire has the technology to change into a bat and fly over the offending obstacle. He can't stay bat-shaped for long though, and a timer ticks down as he flaps

ST

▶ GRAPHICS	72%
▶ SOUND	87%
▶ VALUE	53%
▶ PLAYABILITY	76%
▶ OVERALL	71%

UPDATE...

Spectrum, Amstrad, C64 and Amiga versions are all on the cards and Night Hunter should translate to all formats pretty well. The graphics won't be as good on the 8-bit versions, but if the gameplay is retained, they should be pretty good fun.

NIGHT HUNTER

Free Computer Games.

(What are Boots playing at?)



Example of a budget title

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Reviews

- MACHINE: C64
- SYSTEM: ACCOLADE
- PRICE: \$4.99 (C64)
- RELEASE: FEBRUARY 1984
- REVIEWER: TONY DEWOL

Well, it's original. I can safely say that multi-two-player Punch Out, first-person perspective and split screen. Not a bad idea but the question an everybody's lips is, does it work?

Play either one-player against a series of opponents of increasing difficulty in a bid to win the title, or two-player with no aim other than to knock the socks off your opponent.

Before the fight, you have to build a boxer. This is done by using a number of slide markers, each representing a different balance. You can decide between left and right stances, a hand with the most punching power, best punch (body or head), and balance out between speed of punch and power and choose your boxer's weakness. Once you've created your boxer and called him a suitable head man, tough guy name like Larry, Eugene or Cecil, it's into the ring you go.

The screen is set up into a number of windows. On the left hand side of the screen are two large slots (windows). Each is a boxer's eye view of the other boy as he (yes, it is a he, I'm not being sexist) bolls and weaves around the ring, more often than not taking pot shots at your head.

Controls are fairly simple — up and down raise and lower your boxer's arms, effectively raising and lowering his guard as well as selecting between body and head punches. Left and right select between left and right hands and fire takes a swing. Get a hit, and your enemy's head rolls back with pain.



▲ Also up a secondarily.



▲ Score's a shoo-in.



▲ Merely the light of the century.

To win with style is to win a knockout, and to get a knockout, you have to completely anticipate your opponent's strategy level by laying on blow after blow in quick succession. This is a very, very hard thing to do — nearly every punch you throw, provided you throw punch after punch without dropping his to hit with maximum power and accuracy. The only other way you can win is to win by points, getting in more successful punches than him each round.

The graphics are quite nice, large and colorful. The way the boxer's head gives to huge proportions and then reverts to give the impression of punching out of the screen looks really well. When you knock down a man, you get a short scene of that player on the floor, desperately trying to climb the ropes while the referee looks on. This looks like a digitized shot that's been coloured in.

So, back to the opening question, does it work? It's a new twist on an old theme, and granted, it plays quite nicely. The problem is, the novelty wears off too quickly and you are left with an essentially boring game. The gameplay dies within the first round and one feelings of 'one more go' are begging for mercy inside of three. Not a TKO for Accolade. In fact, I don't think they've managed to get through the ropes.

C64	
► GRAPHICS	68%
► SOUND	43%
► VALUE	40%
► PLAYABILITY	58%
► OVERALL	54%

UPDATE . . .

C64 and IBM PC and compatible versions are available. No other versions are planned.

John O'Connell
Director,
Kaiser



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REFERENCES

Abstract

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Discussion

Abstract—The purpose of this study was to determine the effect of a 10-week training program on the heart rate (HR) and energy expenditure (EE) of sedentary, middle-aged women. The subjects were 10 women, 40 to 50 years of age, who were sedentary and had no cardiovascular or pulmonary disease. The subjects were randomly assigned to either a control group or a training group. The control group continued with their sedentary lifestyle, while the training group participated in a 10-week training program consisting of three sessions per week of aerobic exercise. The HR and EE were measured at baseline and at the end of the 10-week training program. The results showed that the training group had a significant decrease in HR and a significant increase in EE compared to the control group. These findings suggest that a 10-week training program can improve cardiovascular fitness and increase energy expenditure in sedentary, middle-aged women.

Table 1

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Reviews

■ SUPPLIED: MARTECH,
■ PRICE: AMIGA £49.99,
PC £34.99
■ REVIEWER: PAUL BLANDER

As my grannie used to say, there's nothing like a game that breaks new ground! — and *Phantom Fighter* is nothing like a game that breaks new ground! Yep, originally from a basic text as *Imperial Software* and *Martech* present us with a scrolling shoot 'em up, with, yep, you guessed, odd on weapons!

Well, let's have a look at the instructions — maybe the plot will help it stand out. It all starts out with you being part of a colony on a distant planet, which suddenly comes under attack from fast, small blobs of throbbing flesh which have apparently developed homicidal tendencies. When they disappear into the desert wastelands surrounding the colony, you are sent with a crumbly codex *MaxiMixDune* to destroy them before they return. BUT, the REAL threat isn't the lots of oil. It turns out that the desert is inhabited by soul-sucking demons who pilot ancient ships around the place, blasting oil and sundry, silly old *MaxiMixDune* knew all this but didn't bother telling you, because you are the Chosen One. You are the *Phantom Fighter*! Please, exciting isn't it?



▲ Double-ended

PHANTOM FIGHTER

Well, not exactly. *Phantom Fighter* is basically a matter of flying your craft over alienating horridities and vertically scrolling backdrops, pumping the on-screen "phantoms" full of laser bolts with their names on them. Occasionally an obliterated spaceship leaves behind a capsule for you to pick up. Shoot the capsule BIFF! you pick it up and it changes its function to provide speedups, faster and more powerful lasers, Plasma weapon (which fires in all directions), side lasers and homing missiles. None of these is particularly innovative or visually exciting, with the possible exception of the Plasma weapon, which can wipe out whole squadrons with a single shot, and fresh end-of-level battles with just a few blips.

■ More 'em away



▲ An average shooter

Basically, *Phantom Fighter* does try to be a nice shoot 'em up — the graphics are nice, the sound is tolerable and it plays reasonably well — but I'm afraid it just hasn't got anything really special going for it, so in the end you tend to find yourself getting annoyed by details such as the small screen area on the vertically scrolling sections, and the slightly suspect collision detection. In fact, after a dozen trips out to level two, my mind was starting to wander, and I don't think it'll be returning to this game for quite a while.

AMIGA	
▶ GRAPHICS	70%
▶ SOUND	60%
▶ PLAYABILITY	63%
▶ VALUE	60%
▶ OVERALL	60%

UPDATE . . .

We plans for conversions to any other formats — apparently the programmers don't think any other machines "could do the game justice". Hmmm.



Reviews

► **SUPPLIER:** JAMESCOFT.
► **PRICE:** \$12.95.
► **BY THE WAY:** JUDITH BISHALL.

It's been quite a while since Jeff Minter produced a game, but he's back with a vengeance with *Andes Attack*, an updated version of his old VIC 20 game. Before you swoon away at the thought of a VIC 20 game on your ST, let me tell you a little about it.

Rather than produce a 16-bit mega-game with 56 alien locations and three-D graphics, Minter has decided to go back to grass roots and produce a straightforward, fast shooter blast. The result is a long-anticipated re-release.

The player controls a two-way horizontally

aggressive alien.

As well as an army of alien-grabbers to blow up, there are plenty of other aliens to keep you on your toes, each type with its own personality and attack patterns. The ship is equipped with smart bombs, trivia stored (well, limited) and there's a radar scanner at the top of the screen to give you advanced warning of oncoming hazards. You can also warp to higher levels by carrying more than four items through a warp gate.

The control method is brilliant, but takes a bit of getting used to. The mouse is used to guide the ship up and down, while the buttons are used to thrust and turn the ship around. Three keys on the keyboard

are used for smart, fire and shoot. It's rather daunting at first, but the controls "feel" superb.

Obvious comparisons will be made between this and *Star Ray*, and while *Star Ray* is graphically superior, it has nothing like



ANDES ATTACK

the fast, frantic gameplay and superb playability of *Andes Attack*. The action is very colourful, noisy and non-stop, and I found myself getting a genuine adrenaline buzz when I played it — something a shoot 'em up hasn't done for me for ages!

The on-screen presentation is excellent, with details of each alien, a training mode and a highscore table that automatically saves to

100% low and blast!

disk. There's also a highscore competition.

Andes Attack is a rare and uncompromising shoot 'em up that'll have you on the edge of your seat — an essential purchase for the monogamist shooting fan.

ST

► GRAPHICS	71%
► SOUND	62%
► VALUE	82%
► PLAYABILITY	87%
► OVERALL	88%

UPDATE...

No other versions are planned. However, Jamescoft have plans for other ST titles in this series, the next of which is a very unusual *Gravmen*. What about doing *Laser Zone*, Jeff?



4 Alien-grabbing action

scrolling planet and defenses has eight items from the manufacturing plants. These horrors attempt to wreck away the bombs to the top of the screen, whereupon the alien mutates and chooses after your ship. If a missing alien is shot while he's carrying a bomb, the bomb drops to earth and can be caught and set back on fire for bonus points. It dies if it fails unchecked — and when all the bombs have either been killed or spirited away, the landscape explodes and the player enters hyperspace, which is filled with hordes of very



► SUPPLIER: DEMARELL
► PRICE: £49.95 (UK)
► REVIEWED: JULIAN DONNELL

In 1993 the first laser disc arcade game appeared — Sega's *Arion Bell*. Its mixture of realistic images, computer graphics and CD sound was hailed as revolutionary, even though the game wasn't particularly brilliant. A few months later laser disc technology was used to produce the first interactive cartoon game, *Dragon's Lair*. It looked and sounded incredible,



1 Did the doing...



2 Don't get ahead

3 Here's a singer!

but unfortunately the gameplay was restrictive. All the player had to do was push the joystick in the right direction or press the fire button at the right time to continue to the next sequence; failure to do so resulted in an often humorous death sequence. Still, from the beginning it was hoped that the format would produce great things.

Lucky this wasn't to be. Wilson's *Star Rider*, a fabulous motorcycle race game, certainly showed what the laser disc was capable of producing, but



the incredibly expensive machines were prone to frequent failure (especially at seaside resorts, where sand getting into the scanning equipment caused nothing but problems), and the format died out.

Now Don Bluth, designer of the original game, has got together with Realtime to produce an Amiga version of the game which fully captures the

DRAGON'S AIR



▲ *Dragon's Lair* II

spirit of the classic arcade game. Unlike Software Project's version of *Dragon's Lair* (and the sequel *Dragon's Lair II*), where the game was recreated in a series of pseudo-style screens, *Dragon's Lair* has produced the game as you'd see it in the decades — like a cartoon!

For those who never saw the arcade game, *Dragon's Lair* casts the player as Dirk Daring, a courageous knight out to rescue a beautiful princess from the clutches of Singe, a giant green dragon. And he's not jolly. The rescue of mercy involves entering Singe's castle and avoiding a variety of hazards and monsters before finally confronting



▲ *Leap* through the gaps.

the fire-spitting one himself.

The arcade version of *Dragon's Lair* comes on a massive 5¼ disk, and a 1 megabyte memory is required to run the game. But when you actually see it, it's easy to see why so much memory is taken up — the game looks just like a cartoon, and I'm not kidding. Massive sprites, silky smooth animation and real perspective shifts are all part and parcel of this stunning-looking game. Not only that, there are also great chunks of speech and sound effects sampled from the decade machines.

Dirk starts outside the castle, and gives a mean "I'm shifty look left and right before turning around and skimping across the drawbridge. Not is all as it seems, however, and the drawbridge collapses leaving Dirk hanging from the debris. Within a second a fatal monster with swirling tentacles bursts

from the moat and attacks, presenting the player with the first of many problems. Which action should Dirk take? Should he jump off the drawbridge, or take a swipe at the pink revelation with his trusty broadsword?

Actions are undertaken by moving the joystick or pressing fire — and the wrong move results in the loss of one of Dirk's three lives, while a correct move results in Dirk completing the maneuvers, and the next action is attempted. When the scene has been completed, the next one loads. Failure in a scene requires the player to replay it from the beginning.

The timing of moves is critical and often finicky, which can become frustrating, especially since you have to start all the way from the beginning with every new game. Still, the arcade game had similar faults.

The adventure continues



▼ *What a chicken!*

Reviews

DRAGON'S LAIR

In this vein, some scenes requiring multiple actions, and others just a well-timed press of the fire button, to squeeze a little more out of the game, some scenes are played twice, one normally, and the other a mirror image, so the opposite moves have to be used.

Although *Dragon's Lair* looks and sounds absolutely incredible — it's by far the most visually impressive computer game to date — it has one serious flaw: it looks boring. I admit that I thoroughly enjoy playing it, but the game is the same every time you play it, and once you know all the moves required to go through each scene it all becomes a matter of strict routine. Working out how to do each scene is a process of elimination, rather than skill, and it doesn't take very long to go all the way through the game.

The gargantuan price tag is also a major gripe. Even though there are six disks, the concept of optical gameplay is ruined. *Dragon's Lair* is a superb demonstration of the Amiga's graphics and



1. Dirk's reward

sound potential — it's just a shame that there isn't much of a game to play.

AMIGA

► GRAPHICS	98%
► SOUND	94%
► VALUE	28%
► PLAYABILITY	36%
► OVERALL	51%

UPDATE...

There are plans to produce an 18-episode Spectrum version... No — only joking. An 18 version might see the light of day, but otherwise there are no plans to produce *Dragon's Lair* for any other machines. If you want a version of *Dragon's Lair*, look up the old Software Projects game, especially *Escape From Elmer's Castle*, which is particularly good.



2. Will true love prevail?

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Reviews

■ **SUPPLIED INFORMATION:**
■ **PRICE:** \$19,995.45 MS.
■ **DEVELOPER:** GIGAWATT
GAMES

The tumbleweed blows down the streets of Arizona as you approach the wall of the county jail to see whose faces are supporting its price this week. Finding a group of four fresh faces, with rewards ranging from \$5,000 to \$20,000, you choose a likely candidate and plug a symbolic bullet hole in his countenance.

You'd like to take your trusty mule along, but the ground is too treacherous so headings off on foot you enter an lean Western-style scrolling landscape to capture the bad guy of your choice. The enemy is quick to appear and attacks from the front or either side, with the gang's size and resources corresponding directly to the size of the reward offered.

Your Colt 45 fires a hefty six bullets at a time (in three directions) on your first fire, falling to four on your second and two on your third and final incarnation. A beating heart icon pumps a little extra life into your veins (if it's the wife I tell 'em), but there'll be a lot of desperados lining the route before you can obtain one of these.

If you can manage to tear yourself away from all of this death and destruction for a couple of seconds, you may notice the tavern which lies the route. A well placed bullet will shatter these, revealing a range of accessories which are essential to the well equipped western law enforcer. Bullets need no explanation, while dynamite acts as a smart bomb and a shield gives you a ring of confidence and a tough skin to boot. More infrequently, yellow lettered icons allow you to

WANTED



4 Choose your victim and get going.

choose whichever of these options you want.

Other tokens are also available (boots, carbines and sheriff's stars to name but three) and are watched up on a table at the bottom left of the screen, but with the notable exception of the dynamite sticks it's difficult to know what use they are. The accompanying booklet doesn't shed much light on the subject either, telling you for instance that the sheriff's star 'lets you wipe out the outlaw's hired help that much faster' - but gives no clue as to how to use it.

Wanted is a bit short of original ideas, and looks a little patchy on the presentation side. It's also about as addictive as a style and Jason dust. I found myself interested.

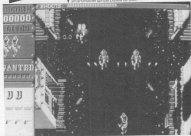
■ **Don't waste your money. Pickle all over.**

expensated, intimidated - but mostly entertained (that doesn't hurt) ... and if you're not already sick of this type of game maybe you will too.

ST	
▶ GRAPHICS	72%
▶ SOUND	71%
▶ VALUE	73%
▶ PLAYABILITY	78%
▶ OVERALL	70%

UPDATE ...

Both 16-bit versions play identically, with the visual and aural differences so slight that they're hardly worth mentioning. Despite the gameplay's apparent simplicity, there are no plans for any 8-bit versions.



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RESEARCH AND ANALYSIS

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Thomas Wilson, MD, is a professor of medicine and director of the Division of General Internal Medicine at the University of Michigan Medical Center, Ann Arbor, Michigan.

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1994	1995	1996	1997	1998	1999	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030	2031	2032	2033	2034	2035	2036	2037	2038	2039	2040	2041	2042	2043	2044	2045	2046	2047	2048	2049	2050	2051	2052	2053	2054	2055	2056	2057	2058	2059	2060	2061	2062	2063	2064	2065	2066	2067	2068	2069	2070	2071	2072	2073	2074	2075	2076	2077	2078	2079	2080	2081	2082	2083	2084	2085	2086	2087	2088	2089	2090	2091	2092	2093	2094	2095	2096	2097	2098	2099	2100	

1. **Introduction**
 2. **Background**
 3. **Methodology**
 4. **Results**
 5. **Conclusion**
 6. **References**

1994 and 1995. The 1994 and 1995
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Should I have another by tonight?

There
I will be waiting for you and your son
on the day of tomorrow

Will the children be home then?

Reviews

- **SUPPLIER:** ELECTRONIC ARTS
- **PRICE:** \$14.99/\$19.99/\$24.99
- **REVIEWED BY:** PAUL GILBERT

Being of feeble frame, I've never been one for participation in strenuous sporting events. But one place where my athletic prowess rarely disfigures the greatest, is at the Crazy Golf course. However, in all my years of touring from Tyne-tooth to Blackpool, I've never seen a course as thoroughly easy and downright fun to play as the one in this game.

As its name suggests, Zany Golf is a step up from merely zany, and features nine wacky holes populated with such delights as bouncing quarter-pounders with a

1 Putting on the wooden.

ZANY GOLF



2 It's danger time.

teethy-up lightning, magic castles, pinholes, force-shielded computers with laser guns and even uphill greens which have to be negotiated by blowing the ball along with electric fans! Amongst these oddities, the programmers have still found room for the good old windmill which appears on the same hole as the equally familiar lighthouse.

After being shown a plan of each hole, your ball (and those of up to three other players) starts on the

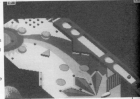
tee, ready to putt. By clicking the mouse button and holding it, you stretch a line out from the ball which represents the strength and direction of the putt. The standard laws of physics apply concerning rebounds and momentum, but the ball does seem to travel a little less far when it looks like it should stop.

You get a set quota of space shots for every game and every putt over each hole's par is subtracted from that quota. You can gain bonus shots by

finishing a hole under par, or completing stunt shots or, when the opportunity arises, hitting a fairy which appears on the green, and finishing a hole under a time limit.

The graphics throughout the game show a remarkable attention to detail and have obviously had hours of work spent over them all, from the stylish title screens and introductory sequences to the beautifully drawn and animated course scenery.

3 Paball!



The only fault I could possibly pick (with the 32 version, anyway) is the slightly jerky scrolling which appears when the ball puts on a burst of speed.

Each course has its own musical accompaniment, which usually takes the form of wacky longboard-style tunes. These are all very good, but may do tend to grind a bit, which becomes irritating when you're trying to sink that crucial putt.

But I don't want to put Zany Golf down with such petty quibbles when it is a game deserving much praise. It is such an enjoyable combination of luck and skill (with a bit of frustration thrown in for good measure) that you'll be wanting back to it for ages. It often blocks isn't your thing, rush out and buy this now - I'm sure you won't be disappointed.

ST	
► GRAPHICS	92%
► SOUND	60%
► PLAYABILITY	82%
► VALUE	80%
► OVERALL	81%

UPDATE . . .

The screenshot we've seen made the EGA PC version look exactly the same as the 32 game with one or two colour changes, but the Amiga version should be something at an improvement, with smoother scrolling and better music making a great game even better.

FULL WARNING STATUS: CONDITION RED

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Reviews

WILLOW

■ SUPPLIER: MINDSCAPE.
■ PRICE: C&A £29.99, PAL £24.99.
■ AGE: 4-10 (C&A), 12+ (PAL).
■ BY: PAUL GLANDY.

Willow Uggson, the nicest fellow in town, has a lot of a problem with a orphaned child he found in the river one day. Bird Danson, as she's called, is destined to spell doom for local witch queen, Rowanada, and so Rowanada has dispatched her army to hunt her down and bring her back. Now he's pledged to protect the child, Willow has no choice but get involved in the rebellion against Rowanada's tyranny, which leads him and his rebel companions through seven sub-exploits.

Each section can be played in sequence, as a quest, or you can choose to practise any of the seven separately.

First up is a run through the dungeons with virtuous midwife, Birna. This takes the form of a 3D maze, the screen showing a view of each dungeon, with exits leading in any of four directions. Don't die over choosing your exit and one of Rowanada's knights appears and casts you off

to the nearest cell. Similarly, if you make a wrong move and walk into a cell, you are given no chance to escape, and the door closes behind you. So it's back to the start for another go. Oh, well...

In the next section, Willow has to go through several tunnels with soldiers and Death Dogs, armed only with these magic dooms which turn anything they hit to stone. This has to be about the weakest subgame, featuring garish graphics, jerky movement, very

noisy collision detection and sluggish controls.

Next the crossroads and you're faced with two cages, one housing a disgraced but basically friendly warrior, Madmenigan, and the other housing Death (using your skill, judgement and a tossed coin you have to choose a cage to open. Why bother?)

Agad, sorcerer Fin Razel has taken refuge in Rowanada's magic and if you want to recruit her in the next stage you have to change her from a passive

controls, which means you have to wait a turn down a side passage.

approximately three "jets" before you reach it.

The battle between General Kael and Madmenigan is next, consisting of a gothic and very nice Hunchback-style run along the battlements of Hockmarr castle, followed by a jets twist (jet which seems to require little in the way of skill).

If you can get this far there is also a duel in sorcery between Rowanada and Willow, which takes a similar form to the time-consuming part four.

The programmers have tried to recreate the key scenes from the film with little success. There is just a dependence on luck in even part of the game (even the swordfight) that isn't enjoyable to play. The practice option seems like a good idea, but because of the moves and spells don't change until you reset the whole game, you can find the battles through the dungeons and the ice covers (after many fruitless and tedious attempts) and then slip through them in quest mode and make the whole thing seem pointless.



Chapel Birna gets captured in the dungeons

Willow falls foul of the dungeons of Hockmarr Woods.



back to a human. You do this in three stages by picking sets of three runes from a panel of 12.

A tad more exciting is the trip through the ice covers which comes next. You get a view down a tunnel which you are speeding down on a makeshift sledge. Well, I say "speeding", but the graphics give more of an impression of lurching down it in short sprints.

Anyways, the ice covers are in fact another maze, and you have to find your way out before you impale yourself on the icy spikes at the end of every tunnel. Adding to the challenge are the very sluggish

AMIGA

▶ GRAPHICS	49%
▶ SOUND	22%
▶ PLAYABILITY	30%
▶ VALUE	29%
▶ OVERALL	33%

UPDATE . . .

If Mindscape can't use the facilities of an Amiga to produce a good game, the chances for the PC, ST and C&A versions don't look good.

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I hate gate-crashers.

Particularly the sort who invade the office Christmas party, don't bring/borrow/buy anything, and tell the guests to *like Hard* (18).

That's hardly festive, guys!

But these nameless-guests-are-ruthless international terrorists (how nice) who want six hundred million dollars for their Christmas box and if they don't get it they'll start to blow people away. The very thought gives the captives the willies. . . or rather the Willies — the only man who can help them.

Brace is an off-duty New York cop who's just arrived in L.A. to visit his estranged wife. She's taken captive while he's freshening up from his flight in the executive limo, so he remains undiscovered for a while, triggering a chase-rat-and-mouse chase around the near-empty building, as he tries to pick off the assailants.

At first he can't even make contact with the outside world — and when he does finally locate a radio there's only one policeman with the sense to believe him. So it's one man against the mob before the FBI team gets involved and it all builds to a towering inferno of a finale.

There are those who would argue that Bruce Willis is about as versatile an actor as the daygroomer, but his lapsed-gym gains his robust hero role, even if it's difficult to imagine him ever claiming *Brave's* tough-guy cred. *The Hard* never reaches quite the top floor as far as I'm concerned, but it's competent fun and there's a computer game version from Activision on the way.

I must admit that I preferred *Mindiac Cop* (18) for my monthly dose of police action. It's advertising line is: "You have the right to remain silent. . . consent?" With a hook like that you don't have to be Sherlock Holmes to tell it's a film of sublimity, wit and charm!

This inferior low-budget thriller is from the people who brought you *Blue Jean Cop* and *Q* — *The Winged Sergeant*. It stars Bruce Campbell, who has suffered at the rolling hands of the Red Dead in his time, and it

BIG Screen

Trapped on the twentieth floor of C+VG Towers, Ward R. Street battles terrorists to bring you news of all the latest films.



4 Bruce Willis is ready to die hard.

combines bags of energy with a whole mess of fun.

New York is terrorized by a series of brutal murders committed by a shadowy figure in a cop's uniform. When his wife becomes the people's next victim, Campbell is made number one suspect and arrested to help calm the public outcry. But of course he's innocent and, with the help of his girlfriend, escapes from jail to discover the true killer. . . a revelation which will scramble your brain if you were expecting logic.

Mindiac Cop keeps running with its high-powered plot. Unhappily *The Dead Can't Lie* (24) but they don't move very fast either. A pity as

this important and detective story, with faint traces of *Angel Heart*, is based on a promising idea.

Tough-talking '70s Eddie Mulholland is down on his back — like every other screen gambler — so when a chivalrous hero to stop his wife following him, he takes the case. There's just one problem — she's dead. Is it she? When Mulholland meets the beautiful corpse the sure seems flesh and blood enough for him to fall in love with.

It's a tale of double-cross, triple-cross and cross-cross — the plot weaves around like a raffish mat. But despite a good performance from stony-faced Tommy Lee

Jones (Stormy Monday) as Mulholland and the delightful Virginia Madsen as the enigmatic witness, the story just moves too sluggishly to hold your attention.

Not so *Number Five*, the intelligent action who trundles around the mean streets of the city at top speed, working 'legit'. Yes, the cops don't in fact chasing more cops in *Street Circuit* 2 (PG) and for once the setup is almost as much fun as the original.

Five's creator Don has been reduced to selling top robots on the street but a chance encounter with Garry, the lawyer from a major department store, gets him a contract for one thousand of the models. It also wins the innocent scientist a new partner. Fred, a street-fighter who is selling fake Rolex watches from the next paving stone,



4 The dead can't lie — or can they.



Fred finds Ben a run-down warehouse to use as a factory, not realising that a pair of diamond thieves are using it to tunnel into a neighbouring bank vault – and they certainly don't want a production line invading their privacy.

▼ No Diamond Inheritance?

between the dumpsters, and finally become involved with the diamond robbers. Meanwhile mercenary Fred wants to sell his and Ben's body to the date Kathy.

The fast moving plot and who-cracking script, which has more throat-slitting gaps than *Kluge's*, keep *Shout*

Circuit 2 as busy as a 60,000 processor in operation. Input arriving, on Johnny Five would undoubtedly say.

From crazy robots to cute spirits in *Ghost Chase* (1971). A pair of would-be young film makers inherit a clock which contains the ghost of its former owner's late butler – a ghost who can lead them to a hidden fortune.

Using their special effects skills, the teenagers build the friendly phantom a puppet body, but they are

not the only ones after the money, and the chase is on. With half-term approaching, this could keep your kid brother happy for an hour and a half but hard-core cinema horror fans have to look elsewhere.

They could try gazing in the direction of *Elvira – Mistress of Darkness* (1981). In fact I'd strongly recommend this because the horror show business, who sprang to fame in *Fright Night*, has no room in places where most ghosts don't even have places.

The film is in the *Curry On Screaming* vein. Full of jokes as bad they're good. But unlike those really old British comedies, this is almost as well made as its war is well built.

From cute robots to cute spirits in *Ghost Chase* (1971). A pair of would-be young film makers inherit a clock which contains the ghost of its former owner's late butler – a ghost who can lead them to a hidden fortune.

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Trying to raise money for her Las Vegas debut, Elvira receives a telegram telling of an inheritance. But when she reaches the conservative community of Fallwell she finds that her new mansion is a wreck and that the straight-laced citizens don't take too kindly to having a gothic good time girl as their neighbour.

Once she's given her rare pet possum a pink haircut, she starts to try some recipes from an old book she finds in the library... and the results are inevitably magic. The town picnic is reduced to an egg when the nature rhythms campers are cooking, but retirement is swift as they prepare a witch hunt!

With lots of side-stripes, at small town hypocrisy and some deliciously dirty puns, Elvira deserves to be big. Well, she's that already, but guess Elvira's treasure chest (of rothy jokes) and let this selection screen set your stake burning.



4 Yeh – Johnny Arthur is back.



Timothy gets the girl – again.



4 Elvira – Ward R Smart's new diva.





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This month there's a new letter answerer in town - the YOB. He's boss, he's mean, and he doesn't take any s... rubbish. He's also continuing C + VG's generous tradition of giving away a brilliant T-shirt for the month's best letter. So, if you're hard enough to write to the YOB, send your letters to Mailbag, C + VG, Pines Court, 38-32 Harrington Lane, London EC1B 3AU.

Dear YOB,

■ Ever since I first bought your magazine way back in 1986, when I had a Spectrum, I had absolutely no hope of being a winner. I didn't even know how to read a game! When I actually realised how to turn it on, I guessed the key and a whole sentence came out. It wasn't really the best computer to start on.

Anyway, I upgraded to a Commodore 64. After it broke down a few times, I thought it time to carry on to an ST. I didn't really buy your magazine regularly, but all that changed.

After buying it on the off-chance, I found that it had matured from a baby magazine to a hi-tech banger one that stood out from the rest, with such terrific features such as Fun, arcade action, glossy pages, reviews and in-depth reviews. Well done on an absolutely amazing mag, and I hope it gets better. Stewart Hopkirk, Pines, Attleborough.

YOB: Thanks for all the compliments, but I'm not creating you a T-shirt, if that's what you're after.

Dear YOB,

■ When I was reading the last page last one in Feb's issue of C + VG I saw the line, "C + VG has something a video games player could ask for". Well, I agree...

There isn't too much on one subject, but there again there isn't a lack of information. But I am sorry to say C + VG lacks one thing - a pen pals page. You need to have pen pals adverts in the classified page, but what's happened to those most I'd like to see them back in C + VG. Robert Thompson, Riple, Dorchester.

YOB: Hehehe. I tell you what, if you readers are that interested in having a pen pals section, write in and let me know. If the response is big enough, I'll start including pen pals in these fun Mailbag pages - and that's a promise. I must be going now!...

Dear YOB,

■ I've been reading C + VG for five months, and from what I see, it's very good. However, there is one big problem around which a few more problems revolve. His name is Tony Diller.

In your December issue he reviewed Emily Hughes International Soccer and gave it

94%, and ten out of ten for its graphics. I hope you are ashamed of yourself. Look! In the screen shot, a block looks a block as a block into a block, and the captain says "and it's in" - that doesn't look like ten out of ten to me.

Now all the same points. You have an excellent mag. It is brilliant, and I'm glad to see that you're reviewing more Armed games. Brian Signal is an ace reviewer and should be given more space. Steven Ridley, Wickham, Oxford.

YOB: Well, Tony does wear glasses - perhaps for his theme that day... As for the Signal board being given more space - I think he's got far too much already!

Dear YOB,

■ Howdy Gault! I've just seen a programme called Signals, and yes, I saw Eugene Lyons on TV. It was absolutely brilliant.

I was amazed to see him on TV! The programme showed your reviews of computer games! I hope you didn't miss it - I was so amazed that I recorded it! Eugene must be proud of himself.

I don't remember, but I'd like to rate you mentioning this in the Feb edition of the mag, did you? Peter Dwyer, Jaine, Bath.

YOB: Yes indeed, that was our esteemed Ed up the jelly - and how could we

possibly miss it when Eugene was reminding us every five minutes that he was going to be a magazine. Since the programme was on, poor old Eugene hasn't been able to move for newspaper hunters and gaffer waiting to touch his bottom. Bye!

Dear YOB,

■ I think I had to write to tell you how much I enjoy C + VG. My favourite section has to be a Signal considered is without doubt Mean Machines. How about doing a bi-monthly magazine of the same name featuring just consoles. I'm sure that it would prove to be very successful. If not, let's have a larger section in your magazine. David Thompson, Tyne and Wear.

YOB: I've just had a quiet word with young spiky Signal, who runs the Mean Machines column, and he says there's "something rather special" planned for Mean Machines later in the year.

Dear YOB,

■ I met a Cid and my friend Ben a Sega. Later in the year I'm going to America and would like to buy software for these two machines.

Could you advise me whether software bought in America is compatible with UK machines. S. Corley, Bedfordshire, Kent.

YOB: Apparently, American Sega games aren't compatible with UK machines, so don't even think about buying US Sega games. As for Cid software - that's a bit dodgy, I'm afraid. Some games might work, but others won't.

Dear YOB,

■ Please could you give me some information on the Atari XL. What games can I get for it, and around how much do they cost?

Lee Evans, Larchmont Major, S. Glam.

YOB: The Atari XL is compatible with all Atari XL software - and there's a very big library out there. Most of the 80004 cartridges available for the XL/XL are still arcade games, but good ones include Robotron 2084, Kent, Star Raiders and Gynorm. Other ROMs include Rescue on Fractalus,

Mail BAG

Bullfighters, Zorji, River Raid and Montecarlo's Revenge – all of which are outstanding.

Dear YOB,

■ I have some tips that will improve your mag beyond all recognition:

1. More colour reviews.
2. Design a whole page for the charts.
3. Introduce a preview section.
4. Cut down on advertisements.
5. Put a lot of reviews on the contents page.

If you put all these points right, your mag will be even more perfect than perfect.
*Clifford Jenkins,
Chelms, Bucks.*

YOB: We might be seeing more colour reviews in the not-too-distant future – keep watching. I think a whole page of charts would be boring – do the rest of you agree? Who needs a preview section when we've got that? Cutting down on adverts would mean putting the cover price up to about five pence – mind you, we could get rid of Gary Williams if we had no ads... we've already got a reviews contents page – can't you even be bothered to turn to that?

Dear YOB,

■ So you've finally managed to squeeze the adventure section down to nearly nothing. This is bad, but what's worse is that the Fined has been cut out of the mag for four issues. The Fined has and always will be the best part of the mag for me, so do yourself and as a director and editor join in the mag, otherwise you'll incur the wrath of the Fined! *Stefan Evans,
Glebe, N. Ireland.*

YOB: I think the Fined is a wet nelly when we're women's underwear. **SAB:** If you can get a petition together, send it in and if you have over 5,000 names on it, we'll think about bringing him back. *Maple.*

Finally, here's what you'll have waiting for – the results to the 'I've got a job for Gary' poll. I've decided to print a selection, so I'my name the editors, so all back and have a good long laugh at the great old Williams' expense.

■ Gary Williams and Eugene Lacey were running in a race. Eugene ran in short bursts, while Gary ran in long sprints.
*Paul Morrison,
Aston.*

When Gary was born, his Mum was awarded a VC.
*Andrew Wilson,
Beneilly, Australia.*

Gary Williams: You look like a tampon!
Jan: You look like the cause of one.
*David Birch,
Crompton, Cheshire.*

Gary Williams is so fat, he's got more phins than a Flang Kong telephone directory.
*Joan Quinn,
London M7 2E 2JH.*

What's the latest thing on two legs? Larry Williams with a hand from voucha.
*Mike Morris,
Bosthamstead, Ayles.*

And the winner of the stinking good C + VC shirt is... Mike Morris! It's in the post. By the way, I did have some other jobs, but unfortunately they're unsuitable – but thanks anyway to Matt Thornton of Barking, Essex, John Evans, Newcastle, Bevis and Geoff Taylor of Inverness.



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AGM

Welcome to AGM. This month sees lot's of news, a review of DC Comics latest epic release, another exclusive C + VG PBM competition plus reviews of more FRP games. So what do you think of the new format? It doesn't matter if your views are good or bad, drop the AGM column a line to let us know and we will send a few freebies to the people with the most constructive comments.

It's a Crime, Pays

The C + VG game of It's A Crime has finally come to an end! It was a hard fought, back-slabbing, vicious game, with diplomacy being the key factor. This said everybody had a great time and really enjoyed themselves. The results and the prizes are as follows:

Overall winner THE GODFATHER - MARK SEARING

Mark wins one totally free game of It's A Crime, 96 free credits - worth 75p each - to spend as he wishes in any K&C Game, a year's subscription to First Class K&C's PBM magazine plus both CRIME + C + VG T-shirts.

Runner Up THE CAPO - BILL LONGLEY

Bill wins 96 free turn credits, and a Crime and C + VG T-shirt.

Other winners: Loyal Gang Members:

HARRY BOND 12 Free Credits + Crime and C + VG T-shirt.

JAN THOMPSON 8 Free Credits + Crime and C + VG T-shirt.

PAUL LEWIS 26 Free Credits + Crime and C + VG T-shirt.

FRANK CL. DAHMCKE 8 Free Credits + Crime and C + VG T-shirt.

ANDREW ISAACS 18 Free Credits + Crime and C + VG T-shirt.



It's a crime - the winner's

DAFFODIL-FRETCHARD 18 free credits + Crime and C + VG T-shirt.

If any readers are interested in starting up another C + VG game of It's A Crime, K&C are willing to put up the same prizes if they get enough responses. All you have to do is drop a line to K&C Games, PO Box 11, Clevedon, Blackpool, Lancs, FY1 2LL. Your start up package, including rule book and two turns are totally free and now, totally inexperienced players are always welcome.

A wide range of PBM Games are available to C + VG readers at reduced cost. If you send a large a.s.c. to AGM at the address listed on the contents page we will be glad to send you the information.

The Invincible

Many years ago - when FRP was very much in it's infancy - a group of players formed a company called The Invincible Guild and released a FRP supplement called The City State Of The Invincible Overland. It received wide critical acclaim throughout the hobby and was one of GM's all time best sellers for years on end. However, due to the expansion of the FRP hobby, it became outdated and was superseded by various other products.

However now, American FRP game's Maelstrom games, have had the whole system re-written, upgraded and re-packaged and it's back bigger and better than ever! The new City State module now costs £24.99 and contains everything a budding GM could want.

The beautifully designed box set contains the guide to a whole city - including a source book, character, world map and many other unique items - and it's especially designed to fit in with any FRP system that you play - be it



A Overland - never picked up yet

Merps Re-Release

After the enormous success Virgin/Mastertronic's fabulous March computer game from Crown Enterprises, have decided to re-ramp and re-release their "Middle Earth Role Playing System" (MERP).

For the record, the MERP's role playing system is generally acknowledged to be one of the top gaming systems in existence, and although quite simple to play, it is very realistic. Furthermore, it has a tremendous amount of support for material, which is well written and immensely entertaining.

The game itself is designed to introduce people to Fantasy Role Playing in the world of J.R.R. Tolkien's Middle Earth. It is suitable for those who have never before played a FRP game, as well as the more experienced players who are looking for an original, easy going system.

The MERP's system contains the complete rules for handling most of the common situations that arise in FRP games plus a variety of tables that add a great deal of flavor and detail to the game, without



A Tolkien based game - re-release stopping the "playability" element.

The game is being released in two formats, a boxed set and the solitary stand alone rule book.

The boxed edition sells for £99.95 and is beautifully packaged, as the artwork is just out of this world. For your money you receive the MERP rule book, a 32-page introductory adventure booklet, a 16-page layout booklet, a set of full colour stand up characters and the solitary disc.

The Overlord is Back



GM's Don Warhammer Fantasy Role Play. There is even an introductory scenario called "Tomb of a Thief", which gives potential new GM's an idea of what to do, especially if it is their first time. Readers to use the adventure can be treated up a bit if the GM is an old hand at the game.

Released alongside the main box are three separate adventures called: The Slayers Of Ill Wizards, The Witch Of Heric's Doss and The Haunt. All of these adventures are equally boxed and contain 32-page scenario booklets, full colour maps and various charts and tables. The Haunt even contains a very useful, well designed Game Master screen.

which says what players looking at your screen and listening.

Each adventure costs a very reasonable £8.95 and are well worth the value for money. Look out for full reviews of these products in up and coming issues of L + M. Not that RPG or should be without these.

News

Galdregons Domain



4. The Wizards of Galdregon.

Galdregons Domain casts you in the part of a devil may care barbarian. The type of fast-paced adventurer who will take on any challenge if the price is right.

In the city of Sennar King Baham offers you such a challenge. Retrieve the five stones of Baham.

These magical stones have of late fallen under the control of the evil wizard Azzazel. It is Azzazel's intention to use the stones to destroy mankind — only you can save the world.

This full blooded role

playing game has been put together by Midlands based Pandora. It features many standard RPG details such as lots of strength and weaknesses of other characters, the ability to question people you meet in the land and taverns along the way, and many special weapons like the Great Two Handed Sword of the Stone Giants and the Daggers of Quorn.

The graphics look very promising even if they do owe a slight debt to Dungeon Master. Full review next month.

Dungeon Master Demand!

Due to the massive popularity of *Dungeon Master* — the role playing computer game which helped change the role computer market — FTL has been working both night and day to finish the new additional tower levels.

The latest news from the FTL camp is that the long awaited follow up — which is called *Chaos Monkey Back* — should be in the shops next month. Chaos adds five more levels to the existing *Dungeon Master* and carries on from where the original finished off. Apart from a whole new range of fiendish traps, devils

devils and deadly monsters, the new disks will contain a feature called the portrait editor, which will allow the player to totally change the appearance of their party.

Chaos will initially be available on the Amstrad ST, and this time the Amiga version will not be far behind.

FTL are already working on *Dungeon Master II*, which is set in space and involves aliens, ray guns, space ships and interplanetary teleports as well as other, more original 80's equipment. The release date for this is anticipated to be the end of 1989.

FTL *Dungeon Master* — the sequel is near.



The Superb Ultima

The superb Ultima range of Role Playing Games have recently been achieving great success in Japan and America on the Nintendo system.

Origin's larger than life boss — Lord British as he calls himself, recently staged an Ultima play at the Consumer Electronics Show in Las Vegas to promote the new versions.

The games performance was staged at regular intervals throughout the show and drew large crowds to the origin stand at the show. Featuring much bucking sword fighting, the sound of a fair maiden and a laughing ceremony starting.



4. Lord British performs.

Lord British himself is proving a great success with the show goes. The things they do in all those RPG's. The Ultima series of games are available in the UK from Microspace.

AGM

WILLOW

Enjoy it to the hilt—at home!

THE • C O M P U T E R • G A M E



The castle is dark. The drafts from the open turret behind you are cold. Seated at your computer, you have entered another time. When unlikely heroes fought for the survival of all that was good. When magic was real.

You have joined the battle, not as a bystander, but as a participant. And you have 7 adventures to conquer. Ever fought with a sword? Been lost in a labyrinthine

dungeon? Or cast a spell?

Digitalized illustrations from Lucasfilm's masterwork, plus high resolution graphics make this game a heart-stopper. Just a joystick, a mouse or a few keystrokes is all you need to play.

Will you defeat the evil queen? Depends. How strong is your spirit? How pure is your heart? How powerful is your magic?



M I N D S C A P E

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As one official C + VG PBM competition comes to an end, another begins. This month you can join in another PBM game, which holds a lot of prizes for the winners including trophies, free turns and T-shirts. And how much does it cost to start? Why, absolutely nothing of course! Wayne explains...

Crisis has always been *Mystery And Adventure Games* most popular game, but it suffered from various limitations and was too easy to play, that after a player had played it once, it was hardly worth playing again.

However, *Mystery And Adventure Games* boss Colin Kilburn decided that improvement was called for, and the outcome was *Crisis II*, which I have been happily playing since it's launch six months ago.

Crisis II is a game of global domination, but contains additional twists. For a start, the game has been expanded in size for 30 players and is based around 134 different countries. Of these 134 are computer-controlled and the computer plays the game as much as the players do!

The idea behind the game is to create wealth for your nation - by either building factories or taking over other countries by force - and put it in a position where it has a mass of nuclear weapons, thereby dictating your terms by force of arms. However, if your country's population is reduced to zero, or you lose a battle in your home country you are out of the game.

The player has to make the decision whether or not to spend the nation's wealth on forts and factories or troops and weapons. Other decisions to be made include the outcome of a potential invasion, the launching of nuclear missiles and the allocation of spies.

Players can now issue up to 20 orders per turn if they wish and apart from attacking opposing nations with unsecured Divisions, a player can call upon space explorers or use accordingly.

Another new addition is the introduction of radiation levels. If players get a bit "bawson happy" and rain nuclear weapons upon their neighbours, then they could find that this backfires against them! Nuclear weapons that

land increase the radiation levels in various pre-designated areas so you could find your population is decreasing rapidly, so much so that you can't live! (I've recently eliminated myself from the game!)

Other new touches include environmental features like the control of large areas of certain and specific spots - who can sabotage enemy forts, factories



▲ Lots of prizes
- *Mystery and adventure*

and nuclear missiles. *Crisis II* is so different from the original version it is virtually a different game in itself! It is so much more realistic, detailed and organised, that two games are never alike.

New faces of the game I am glad haven't changed is the diplomacy angle as contacting other players in the game is a must if you are going to get anywhere. Contact can initially be made by writing to other players via the CMI, but it is advisable to write to them direct as soon as humanly possible, because a dollar could mean the destruction of your nation. This said backstabbing, double dealing and treachery are rife in this game, so remember the golden rule: "Trust no man but your self!"

Right, on to the competition, *Mystery And Adventure Games* have kindly agreed to run a knock out version of *Crisis II* especially for C + VG readers only! The potential winner will receive the "Crisis + C + VG shield", which will be engraved with the

winner's name, as well as a load of free turn credits and C + VG T-shirt. The runners up will also receive free credits and T-shirts.

Mystery And Adventure Games will set up as many games as it takes to cope with the C + VG readers. Depending on the response either the first five or ten remaining countries will go through to the next round until there is the final game. The winner - or winners, as the game can be won by an alliance - will receive the prizes to do with as they wish.

Cautious players need not worry, as there will be special games set up for them, with extended turn deadlines. When an over-an player makes it

more than likely won't get a reply. *Stark Enterprises*, PO Box 82, Southampton SO9 0HJ.

The main offer here is a 100 rubiknob, start up, and two free turns in *Global Ann II*, a fast action space wargame, where diplomacy and tactics are essential. Such are also making the same offer for *Gamma*, their American Colonial PBM. They also have two other special offers on their other games *Keys Of Steel* and *Satanstuck*, but you will have to write to them direct for further details, as they do not want me to make them known publicly.

■ K&C Games, PO Box 11, Cleverley, Blackpool, Lancs PR5 2LL.

PBM games K&C are giving away 100 rubiknob, set-ups and two free turns for both of their best selling games, *W's of Color* and *Trade Routes*. Meanwhile, K&C are also offering C + VG readers to join their other games, *Warlord*, *Earthwood*, *State Of War* and *Control* at a special rate. Contact K&C for further details. No cash required.

■ Spellbound Games, PO Box 41, Wash-Upon-Deaton, South Yorkshire, S65 7PH.

This company will be no stranger to the C + VG readers, as they have come up with some great offers in the past and, before it or not, they still stand. For, you can join the following games for absolutely nothing and get a rubiknob, start up and various free turns in the following games: *Keys Of Steel*, *Satanstuck*, *Gamma* and *Global Ann II*. All the above are listed are almost totally computer moderated. Please note that you are allowed to apply for a maximum of TWO of the above Spellbound games on offer per person.

Finally, here is an offer for you can't refuse!! If you have a PBM problem, drops, questions or queries, drop me, Wayne, a line, care of C + VG, 50-52 Priory Court, Farnborough Road, London EC3, enclosing a s.a.c., and I will do my level best to help you.

AGM

Letters

Dear C + VG:

Many thanks for your splendid new (monthly?) section the likes of which I have never seen before. Being a veteran player, I'll be the old referee and I wish they said to be, so I find that rule playing games out me as a T.

I am really enjoying *Heroes Of The Lance* - but I have one problem - killing anything. Can you help me do it?

Also, in *Pools Of Darkness* we can on the ST set - I ordered it from UK Gold in November. D. Abelson, Barcelona-Fuente, Catalonia.

Editors reply: The way to kill the young *Dragons* is to join yourself with a dwarf, which will protect you from their acid breath, and then push them to the edge of the screen. Once there, position your character - *Wish* the dwarf to have - in such a way that the acid breaths pass over the character's head and then back away at it's back legs. And if you thought that was hard, you should wait until you get the large *Black Dragon*. A hint here - keep Goldcocks alive and use her wisely.

By the way, this magazine is slow but surely on the way to becoming a majority!

As for *Pools* being released on the ST - UK Gold are still awaiting for the converted game with failed breaths. However, if ST version is proving to be so big that it should be on four disks! Majority it should be out around mid-April.

Dear C + VG:

Congratulations on a fantastic magazine! AGM really is the king on the table.

Since I've been reading your magazine I discovered PBM and am really interested in joining it with what looks like fantastic hobby. However, please can you help me with the following problems:

1) How do I join? 2) - The King Camel. 3) Are there any extra charges for overseas players like myself? 4) Hillforts, Holland.

Editors reply: Glad you like the AGM column! - It's going from strength to strength in answer to your questions.

1) Contact Steve Upton, c/o Shaun Poulis Games, PO Box 34000, Southampton SO9 4HL.

2) Yes! But these vary from game to game. When you write to Steve, he will explain all.

Dear C + VG:

I first read about RPG computer games in AGM and my interest has grown to such an extent that I cannot resist them any more. However, I have a problem in that I cannot buy them over here in Spain, so could you please tell me how I can get my hands on them?

I also want to play some computer RPG's for a bit with data on a screen, but since Spain is not a get hold of them in Spain, so what do you suggest? *Adrian (Cambridge), 4 Leich, Spain*

Editors reply: The best people to contact to get games are Games On Liverpool, 81 Victoria Street, Liverpool L1, UK. They are one of the largest and most efficient companies when it comes to importing games to overseas players and they also have a large, independent catalogue.

The best way to obtain Computer RPG's is to write direct to the companies that produce them. As UK Gold and Origins produce the majority of computer RPG's you could drop them a line - their addresses are somewhere in the magazine - but I don't believe they do much for data on a screen. I know that *Hyperbolic Arts* have the *Band Tale* series on tape, so you may wish to contact them as well.

Dear C + VG:

"Are there any fantasy sports games which I can get into?" Keith Miles, Gays, Essex.

Editors reply: "You could try 'Bloodbowl', which was reviewed in C + VG's November issue, or if you want something really

different try 'Clubs Maximus', which contains the rules for Roman sporting events. The games range from chariot racing, which is great fun to discuss throwing, which isn't. It sells for about £1.95, but you'll need to provide your own models and ground surface.

Mind you, if you want football sports set in the future, try *Clubs Imperium* from Data, the makers of the mighty *Battletech*. Have you seen anti-Gay charts, pulled by like-type beings, which are controlled by drivers who have gladiator on-wheels when provide the offensive punch. It will be reviewed in C + VG soon so keep your eyes peeled!

Dear C + VG:

"Why do I see have a modern (London) one here where in table could swap games, advance tactics, get pen pals etc etc?" Andy Brown, Clevedon, Wales.

Editors reply: The answer to this is simple. Basically C + VG is a computer mag with a role-playing column and not the other way around. Big huge *tabletop* games as the old people like you and me! determines what is printed in the mag, and it is up to people like yourself to convince him that the column needs more additions. The ball is firmly in your court.

Dear C + VG:

"A long, long time ago I read about a PBM called 'Trolls Bottom'." It was run by a company called Project Basilisk. But after a thorough search I couldn't find any address for them anywhere. As I have just started playing PBM, because of your column, of course, I have decided that Trolls Bottom seems the game for me! Could you please give me the address of Project Basilisk?" Steve Smith, Newcastle.

Editors reply: I get many letters on this subject and there is a little bit of a story to

it. Basically, Project Basilisk sold the rights of "Trolls Bottom" to KJC Games, who now are the official moderators of the game. KJC's address is PO Box 11, Chesham, Buckingham, Lakes 999 2JA, and if you apply there you will get 4 free credits and a free start up.

Dear C + VG:

"I have just seen some 3D video disc charts from 'The Armoyn'." in my local hobby shop and I think the whole system will fit very nicely into my campaign. However, the problem is that the disc doesn't sell the relevant disc, so could you give me the address of "The Armoyn", so I can incorporate the detailed generation system in my world. Barry Lofthouse, Stoke.

Editors reply: The Armoyn are in fact an American company, who specialise in all kinds of discs. They have over 200 different discs, in all kinds of different shapes, material and sizes. Their only distributor in the UK is a company called Games On Liverpool, so please send a large SAE for their catalogue to them at 81 Victoria Street, Liverpool L1 4DG.

Dear C + VG:

"I have been playing *Battletech* for over a year now and I have become fed up with all the cardboard figures enclosed with the game. Is there anything else I could use as figures to enhance the game?" Steve Smith, Felling.

Editors reply: "Well Steve, your luck seems to be in. HAA, the boys behind the *Battletech* phenomenon, have recently released a new line of *Battletech* figures which are available to scale in both plastic and lead versions. As far as I am concerned the plastic figures are both better value for money and have more details. Both figures are available from all good hobby shops, but in case of difficulty, try your local Virgin Games Store as they are definitely on sale there."

AGM

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DC HEROES

- IN HEROES: ROLE PLAYING GAME.
- PUBLISHED BY: GAMES MASTER GAMES.
- SUPPORTER: GAMES UNIVERSE.
- PRICE: £19.95.
- REVIEWER: WAYNE.

The rivalry between DC and Marvel comics is — and always has been — intense. If one of the aforementioned companies produces a new product, the other isn't far behind with something similar, but for all intents and purposes different. This time it was Marvel who came up with the first comic book role-playing game, when

they teamed up with TSR and produced *The Marvel Super Heroes Role Playing Game*.

Not to be outdone, DC promptly teamed up with Mayfair Games and released the DC Heroes Role Playing game a year later. As D.C. + V.G. readers will know that *Marvel Super Heroes* was reviewed in the August 1989 issue of C + VG and received average markings. So how does the DC version compare?

'Well to start off, in the presentation stakes DC wins hands down! The box is much better drawn and is more eye catching.

Once the box is opened, DC wins yet again, as they provide the better contents. Basically DC supply more characters and Super Hero cards — which are produced on a superior laminated card, large and very useful. Contains Master screen and five source books, including a quick start rules

summary. Furthermore, the two stylish sets sided dice that DC supply are 1,800 times better than the clodgy plastic Marvel equivalents, which are so unworkable you have to colour them in with crayons before you use them.

To get started, you should read the introductory *Quick Start Guide*, which explains in great length what a role playing game is, what the Games Master's functions are, and then gradually introduces you to the game itself.

It is quite clear that the DC system is more complex than the Marvel system, and it is



■ **Now your super friend-saviour, more realistic and offers more scope. However, when Marvel does a big plus point is that their rule book is written in a much more player-friendly fashion than DC's and is much more interesting.**

You should never sit to the *Teen Titans* solitary module that allows you to play a Super Hero character AND be the Games Master at the same

- PRODUCT: NEW FRONTIER P.C.
- SUPPORTER: GAMES UNIVERSE.
- PRICE: £19.95.
- REVIEWER: WAYNE.

It is obvious, even from a cursory glance, to see how good *Azotha* really is. The booklet is a unique opportunity for GGMs to introduce their players to something totally unique and very, very different.

Randomly, the designers have put their collective heads together and buried all the

traditional role-playing clichés and have created a totally unexplored continent in the middle of the largest ocean that you can fit into your campaign, and given the culture of Africa Around 500 BC.

They have recreated the Nile — thereby preventing the Egyptians from evolving — and re-created the terrain, while leaving the ecology and climate the same. Finally they have added some immigrants, in the form of Greek explorers who write on the North coast, then given the whole continent

300 years to intermingling and evolve. The outcome is *Azotha* — Great Africa, both a player's and GM's delight.

Players will find it totally different from anything they have ever come across before. The magic system is totally different for a start. Magic in *Azotha* is a potent force as it literally keeps the whole of the society together. Magic users will find that spells they learned in foreign lands have hardly any effect, and that the spell casters in this new land are not to be trifled with. Also, learning the new magic is almost impossible for outsiders, as they have to believe in the Azothan way of life, including their gods, culture and taboos, before they can even think of studying it.

GGMs are also given a whole new range of ideas to play around with. Included in this booklet is a new breed of Non-Player Character Classes, such as Sorcerers, Anti-Princes, Drifters and detectors. Each class has original attributes which would totally throw an unsuspecting party.

This package provides a GM

AES

with everything needed to run a long-term campaign. Included are a list of four Greek-style city states, described in such depth that you know who lives in which household, names an African-style culture, which have been extensively and fully researched, lengthy descriptions on every important citizen of each area with supporting role-playing character notes and a whole new range of animals and monsters, the like of which player characters would have never have encountered before.

Also included in the package is a large, well-drawn, full-colour map, which makes life doubly easier. It marks all the more well-known



■ **Just what you need for a new campaign.**



doesn't contain one of these.

This booklet finishes off with an adventure that a new GM could set up for their players. It contains all you need to run a game and once again involves the Teen-titans for consistency sake.

The next booklet to read is the Player's Manual. This adds the flesh to the bones of the game and in 58 pages cover AD & in greater depth, explains how to work the combat system — including Combat sequences, types of combat available, armor and special combat rules — and even let's you design your own character, if you desire to do so.

The last booklet you have to read is the massive 96-page Game Master's Manual. This is filled with information and guide lines, which are not hard and fast rules. There is a whole range of handy chapters, which will help all kinds of players from the inexperienced to the veteran FRP'er.

The topics covered are there to create an adventure, rulesets, an introduction to the DC universe and its characters, guidelines, ordinary and special, a GM's guide to the most important places — such as Metropolis, Central City, Gotham City and Star City — plus a very handy

time. This is an excellent way to get to know the rules and learn the basic game technique. Once you are through with this part of the bookies, you are given a seven-page example of play, which not only explains the rules, but gives you ideas on how to tell stories from comics and use them as scenarios for your players. Regrettably, The Marvel game

version called Don't Panic!

My criticisms of the DC game are that it could have been written in a more entertaining manner, and that most maps or a playing surface of some shape or description should have been included. Apart from these points, the DC system beats all Marvel equivalent hands down. You get the feeling that the Marvel game was designed with children in mind, whereas DC has gone for the older, more mature market. Highly Recommended.

- **PLAYABILITY** 85%
- **COMPLEXITY** 85%
- **ENTERTAINMENT**
- **VALUE** 91%
- **VALUE FOR**
- **MONEY** 94%
- **OVERALL** 90%

► DC FRP: Great! Marvel!



SHEBA



places, as well as some places of interest a GM may wish to build an adventure around.

It is clear that this gaming supplement was written for GM's. This extensive scenario can easily be slotted into any FRP campaign, but players of AD & D will have an easier time than the others, as it looks as if Aerbtha was written with this system in mind.

My advice to any players who may suddenly find themselves in this continent is to take things very slowly. Learn the customs and traditions, get involved with the local people, and as many quest into as you can get away with and DON'T get into any combat situations.

The ideal way to learn about Aerbtha is to get involved with the trading side of things. Although this can be quite risky at times, players will find that they are earning a wealth

of trading material on them, such as weapons, gold pieces and even tinkers they may have collected on their earlier journeys.

With this as capital they can invest in some trade goods, and travel the length and breadth of the country, gathering all kinds of valuable knowledge in the process.

This is — without reservation — one of the most original rule playing supplements I have ever seen. It is an essential purchase regardless what FRP's you play. Buy it today!

- **COMPLEXITY** 64%
- **PLAYABILITY** 85%
- **DESIGN** 91%
- **VALUE FOR**
- **MONEY** 94%
- **OVERALL** 96%

AGM

AGM

► **ACTIVISION'S** ORB
 — IBM PC — **CLASSIC ADAM IT**
 AND **BARBARA — PAGE TO BE**
ANNOUNCED.
 — **VISION REVIEWED: ADAM**
IT.
 — **REVIEWED: KATH CAMPBELL.**

It's trendy these days to predict that Adventure games will be swallowed up by RPGs — Role-Playing Games.

Well, here's a game that proves the paradox wrong! I can categorically state that the future of Adventure lies with arcade games.

The amount of text is negligible. Input is almost entirely by joystick or mouse, and output is almost entirely graphical. And yet it is a game of clever and subtle puzzles. How can that be achieved? Stay with me, and you'll find out.

An alien race called The Orbs, floating eye-like creatures, have invaded New York, and enslaved the entire population. They seem to be busy working on some master plan to make changes in the atmosphere and environment, to keep humans who would sabotage their efforts out of play, they have selected a corps of elite human "Manhunters" (human ability is monitored, and when a crime against the Orbs is committed, the record of the criminal's movements just before and just after the crime, made by the Orbs' tracking system, is saved on their central computer. A Manhunter is then assigned to investigate, and run the criminal to earth.

A Manhunter's movements are restricted to places visited by the criminal, and he discovers this through using his own portable computer, nicknamed MAD (Manhunter Assignment Device), which communicates with the Orbs' mainframe. First he displays a map of New

York, and watches the criminal's movements across the city. When the target enters a building, MAD zooms in, and shows the target's movements on a detailed internal plan. When the target leaves, the tracking system zooms out, and follows him around town again to his next destination. A further refinement is the ability of the Manhunter to "tag" any character with whom the criminal comes into contact, during the close-up tracking. Thus he can later access the tracking records for the criminal's associates.



Manhunter introduces the wacky world...

On playing down the MAD tracking display, the Manhunter may travel to and investigate the places previously visited by the criminal, by entering BREVIL mode. Every location where the criminal stopped is highlighted with a flashing light. To travel, the Manhunter marks a marker across the map, positions it over his destination, and presses RETURN. He then moves to the location, which is shown in graphical view.

The same marker appears on this picture, and by scanning the picture with it, anything of interest or importance (even a text message) is appear at the bottom of the screen. For example, if



Press (Return) to travel here.

Conny Island — New York's answer to Disneyland.

MANHUNTER



Press (Return) to travel here.

Pretty mean games they make too.



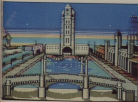
Press (UP Arrow) to walk. (Return) to travel here.

Manhunter — includes Street Fighter II.

something in the picture can be accessed more closely, the marker changes to a magnifying glass. When placed over it, and the message "Press (Return) to magnify" is displayed, the marker can be moved on again without the need to press any key, and will also display, for example, each distinct exit, with an arrow indicating its direction, and a request to press RETURN to move.

This game format seems to be limited to plots with similar scenarios, but then the ability of items to adapt, adapt, and improve, holds out the hope that it may well be employed for other types of stories in the future.

A slick operating system



1 Screen - *beginning of the "mystery house" adventure.*

UNTER



2 Screen up the interlude.

one out. Not easy to complete, but the feeling persists that it must be played to conclusion. At the end, the player is rewarded with a picture of the funster of Cemetery Island.

So why the games? Following the suspect further, the trail ends in a ladies convenience in Central Park, where there is apparently no exit. Once that problem is solved (justified though the answer [is] the Monkster finds himself in a real maze, shown in "walk through" mode. Some locations contain an object. Once the way to plot the maze has been established, it is only a matter of routine finding the route to the exit, and checking every cell for an object. Unless, after a short while, the player catches on that the layout of the maze is identical to the

telling you the answer - suffice to say that the chances of hitting the right answer accidentally are minute. The key lies in the information obtained while playing the video game - if you can recognise it as such!

Further arcade sequences follow in other assignments, including a real fight with a crowd of hoodlums in a back alley, dodging bottles and arrows.

Monkster is a game that grows on you the more you play it.

I viewed it distastefully at first, if not bored and frustrated by it. Having persevered with it, I am currently impressed and intrigued by its puzzles, and even becoming a bit nonchalant as I breeze through the occasional arcade section. In fact, I am so taken with it that I am determined to see it through to the end. And that says a lot for a game that is about as far removed from a traditional text adventure as *Legend of the Lost City* is from solving one.

Monkster is a big game that comes on five disks for the 386 - and there are three for the PC version. Therefore it is expensive. But if you like the sound of it, and can afford the price, I urge you to rush out and buy one!

RATINGS

- ▶ GRAPHICS 81%
- ▶ PLAYABILITY 92%
- ▶ PUZZLEABILITY 93%
- ▶ ATMOSPHERE 82%
- ▶ PERSONAL 93%
- ▶ VALUE 88%



video game, and the objects in it are played where the maze lies in the video game!

The maze leads to the real Cemetery Island, and here there is an apparent dead end, for the only exit is to a set of three dolls where the player is invited to test his skills of either throwing darts at balloons, bolts or bespice dolls, or hoops over bottles. The targets in all games are arranged in a four by three grid, and three missiles are offered at each attempt. I will not spoil the puzzle by

1. Especially when it comes to throwing things at targets.

alone does not make for interesting gameplay, so what of the puzzles? They are clever and cryptic, with very few over clues, and the player must be extra observant at all times, making deductions to be able to progress through the game.

For example, the first assignment involves a visit to a bar, and a look at a video machine which the suspect was shown to be taking an interest in. The machine presents an arcade-maze game, which is negotiated alone touching the maze walls. Every time the player moves onto one of twelve squares containing a rat, a bell is thrown at a set of twelve bespice dolls at the top of the screen, knocking

MAJIK

■ **WATERLOO**
■ **MACHINE-GUNNERS**
■ **CASUALTY** — **C.M.**
■ **REVIEWED: KEITH CAMPBELL**

Here is a cheap and cheerful cassette adventure, that is operated by word icons. The system controls a highlight that is moved across a window of verbs, and depending upon the one chosen, the highlight moves to a list of inventory objects, a list of characters present, or the narrative text window, for selection of the rest of the command. There are graphics of

some locations, which are displayed in another window. In non-graphic locations, a text description fills the graphics area instead. The plot is the rather mundane pseudo-mythological one of hero-magician called to rescue a dying king's son, the only person capable of fighting forces of evil and saving the land.

The verb list is longer than that offered in most current tape adventures, 36 in all, although some are system verbs, and others are near duplicates. No need to

grope for an elusive word, or a subtle command though, for they are all there to see. Nevertheless, not good for the price, and worthy of a recommendation for C-64 adventurers who do not have a disk drive.

■ **Medicine budget release.**



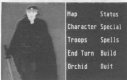
RATINGS
■ **VOCABULARY** 61%
■ **ATMOSPHERE** 60%
■ **PERSONAL** 61%
■ **VALUE** 79%

BLACK ORCHID

■ **SUPPLIER: MUNDANE SOFTWARE**
■ **PRICE: \$14.95** — **C.M.**
■ **AVAILABLE BY MAIL ORDER ONLY FROM MUNDANE SOFTWARE, PO BOX 146, BATH BA1 2WY.**
■ **REVIEWED: KEITH CAMPBELL**

Although a real order game, this is no sluffed or clickied horse-given adventure. In fact, it is a fantasy battle game with a strong element of strategy, and a complete absence of puzzles. It is playable for two players, or one-player against the computer.

The land is divided into two domains, connected by a small isthmus. To the left is the Citadel belonging to the forces of evil, and to the right, the forces for good. Initially, the program asks whether you wish to play against another person or the computer, and then further options are offered before play commences. You can play on one or eight games, and end where between pressing the side of Benign or Malign, as well as deciding which sex you



■ **Digitized music and moving chess.**

wish your leader to be. The main menu offers ten options. MAP enables you to view the terrain, see at a glance which forces control which sectors, and by clicking on it, call up more information about the armies deployed in each sector.

Other commands available are STATUS, CHARACTER and TROOPS, and BUILD.

A battle will ensue if an army has been moved into a sector controlled by the opposing side. These

keyboard control fighting battles. When the battle commences, however, neither seems to have any effect, despite a window for each side offering choices of 32 (32A) and 32B.

The game is finally won by the side to win control of the base Citadel of the opposing side.

Play is effected entirely by mouse, and full use of windowing is employed. The "OK" box in the window to close it down, is replaced by a box with a word or phrase suitable to the message in the window. For example, if you make an illegal move, the window telling you this is removed by clicking on a box labelled CHEAT.

An enthralling game of fantasy and strategy, that comes on two disks.

RATINGS
■ **GRAPHICS** 71%
■ **SOUND** 69%
■ **PLAYABILITY** 80%
■ **VALUE** 80%
■ **OVERALL** 71%

AGM

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► MACHINES: AMIGA XL, AMIGA, SPECTRUM, AMSTRAD, C64, IBM PC, ► PRICES: C64, SPECTRUM, AMSTRAD, C48K £19.95, DISC £14.95, 3F AND AMIGA £19.95, IBM PC AND COMPATIBLE £24.95. ► REVIEWED: BURNING LIPS.

Tolkien has proved a fertile ground for game designers. Not just the various officially licensed games from Melbourne House either — the Tolkien-esque world of hobbits, elves, wizards, and

a dwarf and the great white wizard Gandalf.

The game is played out on a massive scrolling map of the land of Middle Earth.

To examine any area of the map in detail you move the finger cursor to the required location. Press fire and time is suspended whilst you make your move.

The game uses a neat window system to provide additional information about your units. These are

WAR IN MIDDLE EARTH

monsters battling it out in mythical lands has been ripped off for countless adventure games.

Now Melbourne launch a new Tolkien game — five years after their original Hobbit adventure topped the Spectrum charts for literally months on end.

War in Middle Earth is a world strategy game that original Hobbit adventure, with its lateral thinking puzzles and slowly filling in graphics beside certain locations.

War in Middle Earth is much more of a war game-come-role playing game than the earlier Tolkien adventures.

As in the great book itself — the Lord of the Rings — the object in War in Middle Earth is to retrieve the ring — and keep it from the evil Sauron.

You play the part of Frodo Baggins — whose uncle Bilbo Baggins is well known in the Shire for his adventures — the most famous of which saw him discover a ring with strange powers.

In your quest for the ring you are accompanied by three fellow Hobbits, Sam, Merry and Pippin, Aragorn the Ranger, Legolas of Gondor, Legolas, Gandalf

represented by shields. You are told several important pieces of information about each unit — and it is important in the game to try and know who is where, what their strength is and where they

are going.

Windows also open during the battle sequences — to provide you with information on the enemy and your options. It is not always wise to stand and fight it out.

A further window can be made to open by depressing the fire button twice. This enables you to

another one, and set it to follow to follow you.

What makes Middle Earth more than just a Tolkien war game is the battle sequences. There is no sitting back and watching the computer work out the relative strengths and weaknesses whilst your armies flesh out. You can directly



A Main menu screen.

► Detailed scrolling map of Middle Earth.





One of the Middle-earth maps - general map.

influence the outcome by skillfully positioning your warriors - picking them up and placing them to skirmish where your men are losing the edge. It is close hand-to-hand fighting - just as Tolkien describes it in the books. War in Middle-earth is as much a race-against-time as a strategic challenge.

MIDDLE-EARTH

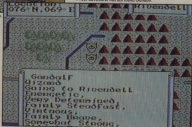
at the Commence.



You have to win time to discover the ring and destroy it by flinging it into the Cracks of Doom where it was forged.

In order to win the time to carry out the mission you have to keep the forces of evil at bay. To do this you need to mobilise an army by enlisting the support of the men of Dale, the nations of the West, the Elves of Luthien and Rivendell, the Dwarves of Erebor and the Iron Hills.

■ Your adventure has just begun Gandalf.



Gandalf
Wizard
Going to Rivendell
Enigmatic,
Very Determined,
Fairly Steadfast,
Vindictive,
Fairly Brave,
Somewhat Strong.

The campaign is lost if the forces of evil win back the ring and return it to Barad-Dur or Isengard.

The graphics and animation presentation of war in Middle-earth are superb. All of the types, the various scrolls, and various information systems are neatly implemented.

The game has all the hallmarks of a game which has been crafted slowly and painstakingly. It can thoroughly recommend this game to Tolkien fans and anyone who enjoys a strategic challenge. Great stuff.

SPEC

- ▶ GRAPHICS 85%
- ▶ SOUND 82%
- ▶ VALUE 86%
- ▶ PLAYABILITY 89%
- ▶ OVERALL 86%

UPDATE...

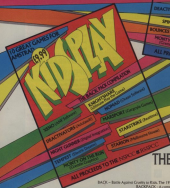
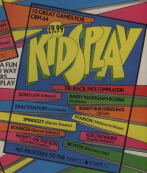
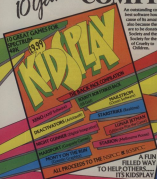
The splendid job started out with the 8-bit graphics should be tested by the 16-bit versions. All 8-bit versions are on sale now. Amiga, ST and IBM PC and compatible versions will be on sale by the end of the first week in March.

AGM

THE ALLTIME GREATEST 10 Game COMPILATIONS

An outstanding collection of the best hits from the best software houses. Not just a good buy for...

An outstanding collection of the best hits from the best software houses. Not just a good buy because of its amazing value for money, but also because the proceeds of all sales are to be donated to the National Society and the Rural Scottish Society for the Prevention of Cruelty to Children.



**YOU HAVE THE FUN...
THE NSPCC/RSSPCC
HAVE THE PROCEEDS**

BACR - Battle Against Crime in Real Time. The FBI's software industry charity promotion in support of the (RED) campaign to combat HIV/AIDS.

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Play Masters

Well, here we are again!

This month there's a full four pages of **POKEs**, **settings**, **hints** and **tips** for just about every machine available. Who says you can't please all of the people all of the time? If you've got

anything in the way of **tips**, **maps** or **POKEs**, send them in to me at: **PLAYMASTERS, C + V6, PRINCEY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU**. There's a big bundle of software on offer for the best tips of the month - the winners this month are **Sean** and **Adrian**. **Heeds**, **Fordose Ahmed** and **Jamie Brayley**. They all win a load of the latest and greatest games for their computers.

Julian Rignall



From last month, **Playmasters** will be featuring a **highscore table**. It's called **THE PLAYMASTERS**, and will feature three separate sections: **arcade**, **computers** and **consoles**. So, if you're a bit of a gamesplay whizz, send in your scores as a postcard or the back of a sealed envelope, and you could see your name up in lights. Don't forget to say which machine your score was achieved on. If your highscore was achieved in an arcade, don't forget to include the initials with which you register your score - **JAZZ**, **BJD** etc.

Send your mega-scores to: **THE PLAYMASTERS HIGHSCORES, C + V6, PRINCEY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU**, and become a megascore **LAST NINJA II**.

Jamie Brayley has a quick tip for Spectrum players of this brilliant **Ninja** game. When fighting, hold down the **pause (P)** key, and your opponent's energy goes down.

SLASHFORTH

Another **Jamie Brayley** tip. This time for the Spectrum version of last month's **C + V6** free game. Before you press the fire button select "play game", hold down 1, 2 and 3 to get into the editor mode, or 2 and 4 to access the block puzzle game.

FRANK BRUNO'S BIG BOE

If you're a Spectrum +3 owner with the disk version of this compilation, take heed of **Jamie Brayley's** advice. Insert the disk and select a game as



A Spectrum Barbarian - details lives available.

usual. When it's loading, hold down the **break** key and select +3 basic. Then put in the relevant **POKEs** before the **RANDOMISE** or **RUN** command. Don't forget to put the colon after your **POKEs**.

BATTY
POKE 41930,0
BOMBUR
40994,0
COMMANDO
50930,201 POKE 21954,0

↑ *Last Ninja II - always always always.*

GHOSTS 'N' GORGUNS*
POKE 33052,201:
1542
POKE 62470,0
SABOTEUR*
POKE 40906,0 POKE
20934,0
SCORBY BOO*
POKE 20914,0

The **POKEs** marked with a * also work with a Multiface.

TARGET RENEGADE

When you're loading the



Spectrum version of this one, best "em up, type **LOAD ---** **REM TARGET RENEGADE**, and you'll be awarded with full energy when you tackle a new level. Cheers to **Fordose Ahmed** of **New Southgate, London** for that.

THEPROM

If you want infinite lives for the Spectrum version of this about "em up, type in the listing from **Parforce Ahead**.

10 CLEAR 14576: LOW
--- CODE 65824
20 POKE 65826,201:
POKE 65830,201:
RANDOMISE USR
65835: POKE 65837,0
30 POKE 7 = 65836 TO
32355: READ A: POKE
F:A: NEXT F:
RANDOMISE USR
64000
40 DATA
175,50,231,182,50,
185,185,185,0,255

BARBARIAN

Here's another infinite lives listing, this time for the Spectrum version of this **Pygmalion** arcade adventure. Just type it in and **RUN** it, and don't forget to say thanks to **Fordose Ahmed**, who sent it in.

50 REM BARBARIAN
(PYGMAION) POKE
6583
30 LOAD --- CODE: POKE
38930,10: POKE
38931,255
40 RANDOMISE USR
38940: POKE 37490,25
50 POKE 7 = 65830 TO
64001: READ A: POKE
F:A: NEXT F
60 RANDOMISE USR
64000
70 DATA 175,50,214,148,
185,182,237,0

Play Masters

P-TYPE

Jerry Haggan from *Shonstone*, Bedouinware has found an amusing little bug in the C64 version of this arcade game. When you confront the big alien at the end of level one, and it starts to advance towards the P-50, just beat up and keep your finger on the fire button and you can go right through it. It respawns again, and you can have another crack at destroying it.

AFTERBURNER

ST players of this grotty conversion can access a level select by pausing the game and typing **AAAA**. The game restarts, and you can skip levels using the less than and greater than keys. Cheers to *Causes Short of Peter Wood*. Kent, for that little typo!

OUTRUN

Sega players are advised to keep on taking right turns for the fastest levels. At least, that's what Jason Duncan from *Paradehead*,

Academicship says.

AFTERBURNER

Jason Duncan has another Sega tip. When you're confronted with the flying fortress after stage six, guide your plane to the top left of the screen, and you're transported to level seven. Later confrontations can also be dodged in the same way.

TOTAL ECLIPSE

Daryl Baker of *Minthead*, *Seamaster*, is a bit of a whizz on this game - in fact he's solved it completely. And he's decided to share his tips with you lot. So if you're stuck in the pyramid, read on and your predicament will be solved.

Get into the aeroplane wing and collect the **ANKH**. Go round to the back of the pyramid and enter the door. Shoot the block which is across the doorway. Face north and exit the pyramid. Go round to the front of the pyramid and enter. Collect **ANKH** and exit via the north door. Shoot the block that's next to the diamond. This makes steps appear from the



1. Total Eclipse set-up

door on the east wall. Go up the stairs and go through door. Shoot the Mummy's head to stop it firing. Go south. Shoot arrow. Go down steps. Shoot the bar that's across the floor a couple of times. Walk up to the wall, take north and walk into the block. This reveals a door leading to **ILLUSION**. Enter this door.

Go **N, E, S, N, N** and go up the steps into **SAHARA A**. Behind the block which you emerged from is a symbol on the ground. Shoot this object. Enter the door and go west through the exit. This takes you to **ILLUSION D**. Go through the door at the top of the stairs. Go south through the door. Go west through the door. Shoot the slab that's blocking the stairs, go up the stairs and through the door. Go east. Go downstairs, pick up **ANKH**, go back up the stairs and go through the

centre door. Go north. Face west and go through door. Shoot eye and exit through east door. Go south. Go south. Go through left door on north wall. Go downstairs and go up west stairs and through the door. Go upstairs and through slim door. Shoot rope that holds **ANKH** symbol and collect it. Go south. Go downstairs and go through door which is under the stairs. Go across walkway and through door. Go through the door which is at the top of the stairs. Face east and shoot the top door; this produces stairs. Go up these and through the door, and again south through door. Face north. Go north through slim door. Face west and shoot wall. Collect **ANKH**. Go north through door. Go east. Collect **ANKH** from under stairs. Go west. Go south four times. Go through left door on north

wall. Go down stairs and through west door. Collect **ANKH** symbol. Go through slim door at top of stairs. Go south. Go through door under stairs. Go across walkway and through the door. Go west through door. Go forward and fall off platform, then go through north door. Go through fourth door. Go through second door (not the one you just came out of). Walk down the steps to the floor and push the block to fill the gap. Go south. Shoot blocks and exit west. Go north twice and go to the front of the pyramid and enter it. Go north, west and through slim door. Go south. Go through door underneath. Go across walkway and through door. Go west. Go forward and fall off platform, then go through north door. Go through fourth door, then through second door (not the one you came out of). Walk to other side. Shoot head and go back through the middle door. Go south three times. Shoot walkway so that you can walk onto it. Move to the middle face downwards and fire. Now walk towards the other door and go through. Walk into the block on the wall and eventually you'll be transported. Go through slim door. Go upstairs and through door. Face east. Shoot top door and walk up the stairs before they disappear. Go through the door. Go east, south and climb stairs and go through door. (**SAVE GAME**).

Walk upstairs until you can go no further. Dash down and go towards inner inn. Press **1** once and the passage opens up. Press **1** again to go to the stairs. Make sure that you can't be shot by the gun which is on the ceiling. This involves moving close to the **STATUE**. Now start firing at it for a long time and you'll complete the game. Hoorah!

ELITE

This Amiga cheat was discovered by a number of



people, but Richard Pannan of East Haverly, Surrey was the first to send it in. When you're asked for a word from the space trader's manual, type in SARA. When prompted again, type the correct word. Press any key to get the "Load New Commander (Y/N)" and type N. When the status screen appears, press the "any" on the numeric keypad, and this presents you with a load of code in hexadecimal and the prompt "change byte number?" Type in the codes and values below to get the things you want.

F-5-Type new machine:



R-Type

This is a bit of a weird tip, sent in by Philip Hogg of Slough, Berkshire. He's obviously a compulsive disk-swapper. Load the tip for a get to for S-I owners with R-Type and Asteroids. Play the game up to level two. When you've lost your lives, don't take another credit, and let it reload the title screen. Take out R-Type disk B and insert a disk B of Asteroids. Press fire to start. After a while level two appears, but with the difficulty of level one. At the end, the screen doesn't have the snake, so you can blow it up with extra. Now insert R-Type disk



4. Start these correct

B again and you'll start level two again with loads of weapons and a highscore bonus.

GAUNTLET II

Max Hall, who lives in Ripley, Derbyshire has found a neat way of getting through the really tough screens. Pause the game for three minutes and then press fire and all the walls become exits. This happens while you're playing - but if you use pause you don't lose any energy!

OPERATION WOLF

Fingate (Hym) reports that if you load the 128k Spectrum

version into disk mode, the program starts on level six.

ROBOCOP

Calling all C64 owners! Sean and Adrian Means from East Oakley, Hants, have an utterly fab series of listings for this Green Team. First up is a reset POKE for disk owners, but unfortunately they only work on the first level. Load the game, reset the machine and type POKE 38826, 173 (to speed up the game), POKE 33034, 173 for no enemies, POKE 44176, 66 for infinite time

1. Come quietly, or there will be trouble!"

Cont. C.10

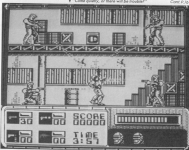
ITEM	VALUE	EFFECT
20	01	Large Cargo Bay
34	01	SCSI System
35	01	Auto Image
36	01	Storage Capsule
37	01	Storage Unit
38	01	Storage Computer
39	01	Storage Interface
3A	01	Radio Printer
3C	01	IBM Printer
3E	01	Cloning Device
3F	01	Legal Status Fugitive
41	01	Legal Status Offender
42	01-08	Harmless (0-75)
43	01	ISA Area Item
44	01	Intellectual Supplies
45	01	Language Packages
46	01	Language Document
47	01	Energy Food
48	01	Police License all rates
49	01	Military License all rates
51	0-64	Weapon (0)

1P 30 = 80

1P 37 = 60

For loads of money (877721 is C4) use

18	FF
1A	FF
1B	FF



Play Masters

and POKE 44263, 96 for infinite lives.

Then enter SYS 32768 to restart. If you're a cassette owner, type in the following listing, taping the tape into the deck, RUN the program and press play on tape.

```
0 REM ***** SEAN + ADE
  POKECOS POKES *****
1 POKES3265,
  OPOKES3261
  SPRINTCHR$(147);
  "SEAN AND ADRIAN
  PRESENT -
  ROBOPOKES (DOWN)
  (DOWN)"
2 FOR I = 1 TO CASTER-1:
  PRINTTAB (I, "SEAN
  AND ADRIAN IN 1999
  (UP)" NEXT PRINT
3 FOR I = 0 TO PRINTTA-
```

```
0: "A FORCE TO BE
  REDROWNED WITH ...
  (UP)" NEXT: PRINT
10 FOR I = 32770 TO 44263:
  DATA
  POKEL
  A=C+C+A NEXT
  IF C = 9999 THEN
  PRINT "ERROR IN
  DATA" : END
18 SYS3268
20 DATA
  70,189,131,141,89,1,189,
  1,141,89,1,104,173,
  32,236
30 DATA
  96,32,86,245,189,1,
  141,89,3,189,96,141,89,
  3,189,32,141,84,3,89
40 DATA
  189,96,141,104,173,141,
  147,173,189
  96,141,232,245,141,
  236,246
50 DATA
  189,96,141,232,245,189,
  170,141,240,
  246,182,170,142,
  241,245,232
```

```
60 DATA
  182,236,245,189,179,
  141,245,245,189,1,
  141,244,246,78,0,109,
  189,96
70 DATA
  141,189,189,141,184,
  189,189,184,
  147,189,189,189,
  189,141,182,189
80 DATA
  189,221,141,189,189,
  189,147,141,187,189,
  78,0,126,83,43,83
```

If you want a good laugh,



RoboCop II

get to level three, read the machine and enter and RUN the following listing - it's a Ro-robotic n-tapper!

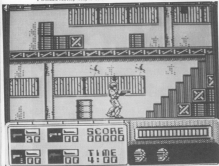
```
0 REM * ROBOCOP
  SPEEDY LEVEL 3 *
1 REM * BY BRANNAGE
  MEADS IN 1999 *
3 REM LOOK OUT FOR
  OUR SAMPLE MUSIC
  MAKERPLAYERS -
  SOON TO BE
  RELEASED!
5 FOR I = 9913270 TO 99136-
```

READA:

```
POKE I, A NEXT I
8 POKES3265,
  0:SYS49152
10 DATA
  126,189,83,130,1,180,5-
  32
20 DATA
  97,236,32,123,236,189,
  245,141
30 DATA
  113,236,236,184,236,
  136,236,239
40 DATA 189,245,141,103,
  236,189,254,141
50 DATA
  113,236,32,97,236,
  32,123,236
60 DATA 236,126,126,236,280,
  182,0,236,243
70 DATA 189,236,141,189,
  236,189,0,141
80 DATA
  124,236,76,0,180,83,68,
  85,78,45,83,68,69,0
```

BRANNAGE

Old gamers of C + 64's first game can use the Sean and Adrian Meads (POKE) to get unlimited lives. Just load the game, read the computer and type POKE 18281, 173 and then SYS 18384 to restart.





6 Jump the bridge in 10 mph.

HARD DRIVEN

Based on a Chevrolet Corvette with the graphics of a Ferrari Testarossa, Atari's latest blockbuster *Hard Drive* takes racing sims into a new dimension.

And that's because *Hard Drive* is the closest you've ever going to get to a true driving simulator in the arcades. In fact, it was originally designed to be a driving school simulator until someone woke up in the fact that it would make him more such as a coin-op.

Designed around a revolutionary new cabinet, with an adjustable-tilting seat which swings out sideways, marvelous graphics and a superb manual gear stick, *Hard Drive* really tests your prowess on the road.

And it's far from boring. As soon as the decision to stick the game into the arcades was made, a stunt track was added.

So now you can go bananas at the wheel and still remain in one piece. Loop the loop, speed up ramps to jump draw bridges and hurdle round roller coaster tracks. Before each start, stay within the suggested speed setting or you're likely to come unstuck in mid-air. Even more fun, if you do get it wrong, an action replay immediately follows.

I could go on extolling the features of this incredible piece of programming — it's more than just a game. As well as manual gear there is an auto option, as well as the stunt track there is the more usual race round a conventional course. Sound, graphics and feel are all there. And what's more the whole thing is started with an ignition key!

So turn that key, get into gear and take *Hard Drive* for a test run.

This month Clare Edgely and Julian Rignall visit the Amusement and Trade

7 The *Hard Drive* course map.



The red flag on the course map. Complete the track to



7 The loop on the stunt track.

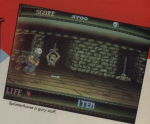


E ACTION

Exhibition in Olympia to bring you news of the latest releases on the arcade scene.



When the last point passed.



SPLATTERHOUSE

Playing Warner's *Splatterhouse* is like walking into the little shop of horrors.

It's a hell-hen up of sorts with you, the wretched hero, up against hordes of zombies and slimy mutants. Brain boppers. Armed with a meat cleaver you stalk dark corridors, pursued by hosts of the undead. Punch or slash at them and you'll be sprayed with revolting green goo as they fall to the ground.

Wartime's drop from the cool clanging of chains, grocs of slippery glass cubes in the floor, and deadly spikes impale you. As you will gather, there's nothing subtle or nice about *Splatterhouse*.

Killing your deadly foe is fairly simple. A well-timed back down the track, or a swipe with the meat cleaver is just as effective. However, the going gets harder in the second room where you're locked in a room with masses of sharp-toothed snake-like creatures WHICH fly out of their nests to lacerate their eyes on your legs and arms. Though it's quite horrible, the action is fast and your only hope is to punch and kick your way out of trouble.

Splatterhouse is going to appeal to horror addicts. If you can give out snails this one would rank as an abomination.



ARCADE ACTION

IKARI III

Another SNK follow-on to great the fans of punch 'em ups is Ikari III, based on two earlier boxes fighting for their lives.

Punching and kicking is the only means of attack, until you can pick up some dropped weaponry. While still juggling action the river the enemy swim up behind and attack with knives. Punch back and you soon make it to dry land.

Then the gun has really start to fly with the enemy diving at you from all directions. Use the wheel joystick to turn your character round to meet each

David Manners 30



attack and the fire buttons to explode.

It's hard going but you'll soon make it to the end of some very brutal monster which will be the likes of a mainframe tank or helicopter. Punching and kicking are no help here — you need firepower and as it can rise, a bullet runs onto screen carrying on. Just kill him, pick it up and away you go.

Nothing particularly new, but Ikari III features nice large graphics and good sound effects, and is the type of game which seems to be constantly in vogue.

Massed enemies at the end of a stage.



4. Ikari III — like a vertically scrolling Double Dragon.



METAL HAWK

Fancy yourself as a chopper pilot? Well try out Namco's Metal Hawk for size. More my cup of tea than Spatterbox.

Metal Hawk comes in two sizes — a huge cabinet, all-dancer cabinet which takes you for a breath-taking ride, or a more subtle upright version. In fact, I found the coin version, which really throws you around harder to play though a lot more fun. No score to speak of, but a really wild ride.

Power to the game. You are, of course, on a lone mission: one chopper against enemy tanks, squadrons of aircraft and battleships. Cut the picture! Now comes the different bit. Controls are by joystick and altitude adjuster.

Follow the arrow at the nose of your copter. This directs you to the next enemy position. At the same time up or down instructions are given to swoop to ground level or bust your craft back into the skies, depending on where the next

attack is coming from. Equipped with air-to-air or air-to-ground missiles you can then let rip.

Lots of excitement and a thrilling ride are guaranteed if you're man enough to ride the Metal Hawk.

Metal Hawk is a fast blast.





1 The race begins.

WINNING RUN

The second racing game pronounced at the ATB show was Namco's *Winning Run*, which uses similar tiled 3D technology to Atari's *Grand Prix*.

The game places the player in the driving seat of a formula one car, with the choice of either three or five gears. The latter is a far more powerful car, but the ability of the other drivers on the course is increased.

First of all you have to drive a qualifying lap, and the better you do the better your grid position in the actual *Grand Prix*. Failure to qualify for the race results in a premature end to your racing.

The *Grand Prix* itself is driven against twelve other drivers, who race extremely well — if you drive badly you'll find them overtaking you car! This

makes the game even more thrilling as you race around track-and-field, with other drivers, rather than simply overtake them like you do in *Out Run* and *Final Lap*.

The graphics are simply stunning, with a Polyvision system used to give the most impressive 3D graphics yet seen. There are tunnels, hills, mountains — and just about everything you'd expect to find on a real race track.

The game "looks" incredible too, with superb handling and feedback as you visit, countersteer and bump on the kerbs.

Winning Run is easily the best racing game yet seen — it's thoroughly realistic, and totally exhilarating. Drive it

ARCADE

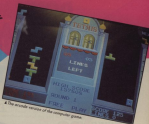


2 And they're off!



3 Practice to qualify.

E ACTION



▲ The arcade version of the computer game.

TETRIS

Tetris will be a familiar game to most computer owners — Microsoft released it last year on just about every home available, and now it's made it in the arcade country of Atari.

It was named out, it's a fiendishly addictive puzzle game that was programmed in Florida by students at Marsee University. The idea is laughably simple — different shaped blocks float down the screen, and you have to guide them to the bottom of the screen and make a solid line. When you do, the whole block drops down one line. This might sound easy, but in practice it's not. Quick thinking is required to rotate the shape and fit it neatly into the other blocks below — if a gap is left, the line doesn't disappear, and

in more gaps are left the group of blocks at the bottom of the screen begins to build up. And when it reaches the top the game is over.

When you start you have to clear four lines, whenupon a bonus is awarded. As you progress through the game, more and more lines have to be cleared — and the blocks drop at an increasing speed.

The screen is split vertically into two square playing fields, and two players can either battle head-to-head, or play independently of one another — something quite unusual in an arcade game.

Tetris is an addictive and enjoyable puzzle game, and makes a very unusual arcade game — try it out when you're sick of boring things.



▼ Tetris is addictive and very playable.

DON'T MISS THE ONE MAGAZINE WHERE 16-BIT GAMES COME TO LIFE



**ST + AMIGA
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BLASTEROIDS

Read the review,
admire the
screenshots,
play the game.

PLUS

— Another
top game
demo.

**MARCH ISSUE
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FEBRUARY 28TH**

Golden

JOYSTICK AWARDS 88

It's that Golden Joystick time of year again. Voting is now open for Europe's most prestigious computer game awards. Golden Joysticks is entering its sixth proud year. In the time we have been running the awards each year has seen a large growth in the number of games sent by you - the C+VG readers. It's the reader poll that makes our awards the special ones. No arbitrary panels, no reviewers sliding their noses in. The games that win our prizes are the ones you vote for. Plain and simple.

This year we are expanding the awards by inviting our sister magazines in the Europ group (near publishing) to extend the voting to their readers. Voting forms will also be appearing in Sinclair User, Commodore User and The One.

The game categories are as follows: Software House of

the Year, Game of the Year, Adventure of the Year, Arcade Game of the Year, Strategy Game of the Year, Role Playing Game of the Year, Programmer of the Year, Best Original Game, Best Coin-op Conversion, Best Graphics (16 bit), Best Graphics (8 bit), Best Soundtrack (16 bit), Best Soundtrack (8 bit), Best Simulation.

In addition there are four machine specific awards sponsored by individual magazines. These are the C+VG Console Game of the Year, the Commodore User Amiga Game of the Year, the Sinclair User Spectrum Game of the Year, and The One Atari ST Game of the Year.

Get your notes in now. We hope to see C+VG "Striking Good Reads" I shall be giving away to ten lucky voters who are drawn out of our mail bag. Vote now.

Best Coin-op Conversion.....

Runner-Up.....

Software House of the Year.....

Runner-Up.....

Arcade Game of the Year.....

Runner-Up.....

Best Adventure Game.....

Runner-Up.....

Best Original Game.....

Runner-Up.....

Best Graphics (8-bit).....

Runner-Up.....

Best Graphics (16-bit).....

Runner-Up.....

Best Soundtrack (8-bit).....

Runner-Up.....

Best Soundtrack (16-bit).....

Runner-Up.....

Programmer of the Year.....

Runner-Up.....

Best Role Playing Game.....

Runner-Up.....

Strategy Game of the Year.....

Runner-Up.....

Best Simulation.....

Runner-Up.....

Game of the Year.....

Runner-Up.....

Best Console Game.....

Runner-Up.....

Send your forms to: Golden Joysticks 1988, C+VG, Priory Court,
30-32 Farnlagden Road, London EC1R 3AU.

Voting Coupon



▲ Slow down the streets

NARC

NARC is a drug-on-drugs. Narcotics, stolen vehicles, and drugs make up the opposition in *NARC* as you lay about with a machine gun in a classic shoot 'em up with a real message — Say no to drugs.

NARC is an illegal drug concoction causing widespread problems in America. In this game you play one of two Narcotics officers who have to stamp out pushers, junkies and junkies and then gun for Mr Big, the all-powerful drug boss.

Pushers are the most common criminal, and they don't stand a chance. They're quickly identified and just as quickly dead. Hordes of goombas are dropped and white packets of the deadly dust litter the street. Pick these up for bonus points. Rockets and extra ammo also come your way in the same fashion.

Just one problem, the pushers put up a fight and will gang up on you. They've also got an armful of choppy flying men which can only be brought down by rocket

launchers.

Your mission takes you all over the city, from dingy streets to warehouses, underground to via your haunts and over bridges. At all times the pressure is on to collect the evidence and rid the streets of garbage. If you have the chance, bust the pushers rather than filling them full of lead. You get extra points in the 'evidence' screen where the money and packets of dope collected are counted.

Mad bikersmen spring to attack, junkies join the fray and killer dogs are set loose. Let one of these four-legged monsters near you and they'll tear you to bits. Shoot them and they turn into puppies and run away! That's one well thought programmer out there!

It's action all the way downtown in *NARC*. What with dodging lead and garbage bins, and screaming around in sports cars and specially equipped choppers, there's never a dull moment.

ARCADE

APACHE 3

Attack! Attack! The word is out and you're soon airborne in Tatsumi's *Apache 3* — the latest in attack helix options.

Looking only similar to Thunderbolt, with same style graphics and attack sequences, you must guide your whirling dervish down tunnels, blasting tanks and uncaring fighter aircraft.

Explosions fill your gun sights as you rocket over enemy terrain. Soon you're out of the tunnel and flying in the open over desert terrain. Now you're a sitting target. Fast reactions are called for to dodge enemy fire and, at the same time, line up your sights on the next target.

Equipped with missiles and rockets and a turbo boost for the chopper, increase your

► Fly low and evade the targets



► Don't let down on the job

E ACTION



power rating by blasting crates out of the docks. These demands on parachutes are getting to them while trying to design the engine can be pretty tricky.

There are several major targets to destroy, and they offer plenty of resistance as you hover and attempt to take them out. When you've destroyed the target, it's on to the next mission, where even tougher enemies lie in wait.

Apogee is very playable and a lot more controllable than *Thornbird*. With its backward theme it's nothing spectacularly new, but is well worth a blast for the sheer hell of it.

■ **Aluminum** I am concerned that using aluminum



OPERATION THUNDERBOLT

Following the huge success of Operation Wolf, there was only one thing Taito could do - Capitalise on this winning combination and bring out Operation Thunderbolt.

This is *Cop Hool'd*, and the main addition to the original is a number of scenes where you travel into the sewers. The game starts off in much the same way: Enemy agents leap out from behind objects and try and jump you full of holes. The closer they get the larger the character, and when you're almost eyeball to eyeball it's difficult bringing your gunning in line before they've shot you in the gut.

Kinases and phosphatases are *thermostats*. Blast these before they reach their target — say, Shc or c-Raf, and you get a cascade of bullets which appear at random and they'll add to your fat diminishing store.

Later you find yourself on a dirt track shooting down attacking choppers, planes and enemy tanks. Trucks whizz past you from behind and planes turtle towards you - a nice touch. Your mission in this case is to force down a hijacked passenger plane. Enter the plane and save the empty seats.

All hell breaks out as hostages scramble toward the exits and the hijackers let rip. My task is to shield the passengers. Just like the bad guys. Eventually you'll make it to the flight deck where the captain is being held with a gun to his head . . . at which point I run out of bullets.

Two machine guns, instead of the one found on *Cip Hiss*, and railroads are featured and judging by the success of its predecessor in the theaters I expect *Cip Hiss* itself will make a billion.



At last it's been revealed. Rumours suggested that the Konix console — official name the Multi-System — would be something special. But nothing could prepare us for how special.

What Konix has done simply re-defines the idea of video games. Forget all those anonymous black and grey boxes with their bland joystick ports. Konix has listened to what gamers players and software houses really want — and heard loud. Wyn Halloway admits that he got a lot of input from letters to magazines, so somebody is listening.

Then he decided what price people would pay — and told his engineers to design something that would meet all his criteria. The result is, quite simply, the answer to every gamer's dream.

The Console

The Multi-system looks more like a glorified joystick than a console. A horseshoe shaped base supports a tilting panel with a hub. You can attach a steering wheel to this — or a handlebar or a yoke control, or the sort found in helicopters — whatever the game demands.

But novel control doesn't stop there. On either side of

■ The Konix hydraulic chair.



Mean Machines

Under the watchful eye of Julian Signall, the Mean Machines column continues to get bigger and better. No less than six Sega games are reviewed, including *B-Type*, *Baxxon* and *Rampage*, there's exclusive news of forthcoming Sega titles, and John Minson checks out the new Konix Multi-System console and gives his verdict. What more do you want?

Konix Stripped

the main unit are levers, to serve as accelerators, gear shifts and the like. And a separate unit contains twin pedals, so you're feet will have something to do while your hands are frantically steering your car, boat, plane...

Of course there is a joystick port for traditionally controlled games. Another socket allows you to connect a key card, which supplies a total of three possible

options. This means that the Multi-system is suited to everything from shoot 'em ups to complicated simulations.

Impressed? We've only just begun. The console features 'tactile feedback'. Put simply, that means that if your oversteered car slides into the rough, the steering wheel will shake about in your hands. Now that's something your Commodore — or even your Archimedes — can't provide.

And the cost of this mind boggling basic system.



▲ Wynn Hollaway is *Konix* — the man behind *Konix*.

Just under \$200 — but you'll have to wait for the autumn before they're in the shops.

Software and Stuff

Another feature which will help keep the MultiSystem within a realistic price range is that it uses 3½", one megabyte disk software. Not normal 3½" disks, mind you — they're specially modified to make piracy impossible, which should help keep publishers happy. The result — games will cost just \$14.99.

The console will come with a disk so you can play immediately. By Christmas Konix aims to have 40 titles available, from all the major software houses, including both conversions of top titles and original games, growing to 100 releases after the first year.

Wynn Hollaway reports

that he had the head of one American company on his knees, begging to write for the machine. Whether he agreed or not he won't say, but he is keeping a careful check to ensure that all titles, which will be published through Konix, are of the highest quality, meaning they must have been in the top ten.

We saw a demo program, which featured a danch type landscape — only it was faster and smoother than the Apple program. Then an F-19 flying over fields, houses and trees — very impressive. Graphics are danch, with a palette of 4,096 colours, all of which can be used at one time, plus resolution up to 512x320.

Included as standard are such games as eight

way smooth scrolling, and vector graphics for 3D landscapes. Audio doesn't lag behind either. You can have 20 stereo channels of CD quality sound booming out — giving the MultiSystem the capabilities of a Yamaha DX7 synth!

Naturally it takes some clever electronics to do all this. In charge is an 8086 processor, best known for its use in PCs, but drives it at a phenomenal 6 Mhz. But the really hard working devices are two custom chips, which control the sound and graphics.

There's only 128K memory as standard but the operating system is able to read in new bytes from the disk even while it's controlling a game, so this should be enough. However if you want to

shoot, just like a real rifle. You'll be able to choose between single and specified fire, and customise it with sights, stock and the like. Shooting properly aimed will cost just under \$40.

Another \$40 will buy an exercise bike — but it's not just to work off your excess



▲ The steering wheel shudders when you crash.

weight. Connect it up to the MultiSystem and your actions will be conveyed to the screen.

But the real thrill is The Chair. Yes, from this summer, if you want the true Space Harrier mobile experience you won't have to perch yourself on a wobbly stool. Konix has devised a moving seat and it will only cost \$150!

Designed to take both the Master System and up to a 14" colour TV, the chair features tilt of up to ten degrees in three

directions. Wynn Hollaway says they experimented with 15 degrees but found that it was just too much at the speeds the chair can heel and turn. And as it's designed to take up to 18 stones, even Slippy Williams will be able to join in.

And Wynn promises that this is just the start! So in about six months time, all being well, you'll be able to fly a jet fighter into combat, bombarded by stereo sound, jolting around in your seat every time you take a hit. The only thing Konix seems to have forgotten is an air discomfort bag. Happy landings!



▲ The light gun — reveals like a real rifle.

expand you'll be able to do so yourself — and most repairs, should they be required, will be a j.o.b. job. Now that's what we call user friendly.

Expansion

Despite giving you most of the features that are expensive peripherals with other consoles, if they're available at all, Konix has come up with some really exciting expansion options.

First off there's the inevitable light gun — but what a gun! Whenever you fire at the screen, it will



▲ The final Konix — add-on games.

Mean Machines

Rampage

► MACHINE: SEGA.
► PRICE: £24.95.
► REVIEWER: JULIAN BISHALL.

Activision released Rampage on the home computers last Christmas, and now they've finally got round to doing a Sega conversion – and it's pretty good, too.

One or two players take the roles of giant monsters, either Godzilla, King Kong or a huge Weirwolf, and run amok on a mission of destruction and mayhem through a variety of cities. The objective is simple: smash, bash and eat everything in sight, and try and keep out of the way of the army, who have been

drafted in to stop you having fun.

Tanks, personal cars and jeep drive around, helicopters buzz in the air and soldiers leap out of windows, all attempt to shoot at the monsters and wear down their energy bars, the depletion of which signals the end of the game. But those monsters aren't going to let those pesky people wreck their wrecking, and they can heal at chopsters, punnet vehicles and grab soldiers from buildings and eat them – which replenishes energy!

To clear a screen the monsters have to roar off

► Smash the city to smithereens.



► The monster puts his fist through the wall.

the buildings to the ground, which is done by climbing up their sides and leaving the brickwork. Repeated thumping makes great holes in the buildings, and if enough damage is done, it collapses. When all the buildings are demolished, the monsters go on to the next screen, where more army reinforcements are lying in wait.

With plenty of originality and a great sense of humour, Rampage is a brilliant first Sega release for Activision. The graphics are marvellous, with detailed sprites and neat touches, like the monster's expressions changing as they eat, jump and get shot.

Gameplay is addictive, and trying to take to entire cities is great fun, especially when there are two monsters on the rampage!

RAMPAGE

► GRAPHICS	83%
► SOUND	75%
► VALUE	77%
► PLAYABILITY	89%
► OVERALL	81%

Rastan

► MACHINE: SEGA.
► PRICE: £24.95.
► REVIEWER: DAVID LAGY.

Activision provides further proof of the growing library of top-notch arcade conversions now coming on stream for the Sega.

The late arcade adventure with a heavy dash of sword and sorcery thrown in was a monster hit in the arcades in '82.

The first thing that strikes me about this version is its superiority to the 8-bit home computer versions.

The six levels of Rastan are infested with assorted monsters – harpies, minotaurs, bats, snakes and dragons. These nasties

► Rastan begins across the desert.



have been unleashed by the evil-wised Kong — who can take on the ugly form of a multi-headed dragon.

Playing the part of the wise old Koolha you must battle your way to the end of the sixth level where you confront Kong himself. To kill him you will have to tap off all of his six heads — no easy task as he makes a tough opponent — hopping around the screen and fighting back ferociously.

The levels scroll in four directions — which means that you have to explore above and below ground as well as making your way from left to right. Pipes, ladders, moving platforms, and roofs to cross takes all have to be negotiated to get to the end of levels. A fair degree of platform skill is therefore essential to succeed.

Lighting of the platform aspect that was one thing I

satisfactorily converse as a splendid coin-op game. If you haven't played the coin-op it will still appeal as an entertaining hybrid of beat 'em up, platform, and arcade adventure. A welcome addition to the Sega library.

Bomber Raid

by **WACHING BOD**
and **PRICE ISLAND**
by **REVEREND JULIAN BODWELL**

Bomber Raid is a vertically scrolling shoot 'em up in the same vein as *1942*. Taking control of a sturdy old fighter, it's the player's task to fly a solo

SEGA	
▶ GRAPHICS	75%
▶ SOUND	70%
▶ VALUE	60%
▶ PLAYABILITY	80%
▶ OVERALL	73%

similar fashion.

The enemy are a varied bunch, ranging from aeroplanes and missiles to tanks and gun emplacements. All shoot at the player and attempt to destroy it at his five lives. When the final "ultimate



▶ 17" needs for power up.

weapon" on level five is destroyed, the action returns to level one, but with faster enemy craft.

Bomber Raid is fun, but is marred by the fact that it's too easy. It takes little practice to go all the way through to level five, and once you've done that the repeat won't. The graphics and sound are fairly good, but they're let down by the gameplay — it's just not challenging enough.

SEGA

▶ GRAPHICS	67%
▶ SOUND	60%
▶ VALUE	38%
▶ PLAYABILITY	61%
▶ OVERALL	60%

▶ As pilot Koolha has picked up two more planes.



▶ Three gunboats — tough obstacle at level 3.



didn't like about *1942*. In some of the levels — over farms and water — you can fall short and not die. This is a bit eerie

considering the arcade original left you no such quarter — extracting a life if you were a pixel out with your trap.

One well thought out feature is the continue or start again option. A couple of quick button presses and you are back in the game exactly where you left off. Sensibly, the game only lets you do this four times — to stop you completing it all a sitting, albeit a particularly long one.

Bomber Raid will find this a

Mean Machines

Y/S

■ MACHINE: SEGA.
■ PRICE: £24.95.
■ REVIEWED: JULIAN DONNELL.

Sega owners who enjoy role-playing games will find this adventure-type game have never had it so good, with two excellent BPs released this month — *Phantasy Star* and this, *Y/S*.

Like *Phantasy Fighter*, *Y/S* comes with a lithium battery incorporated in the cartridge, allowing you to load and save games, as you would with a disk-based game.

The story tells of a wandering knight called Aron Christian who is on a quest to retrieve six parts of a magic book before a

diabolical sorcerer called Dark Deff can get his mitts on it. You play the good guy (of course), and knowing that you're after this magic tome, Deff uses all his evil powers to stop you, and every step of the quest is fraught with danger.

Large map to explore.

The game is played over a large scrolling map, with sub-screens depicting smaller locations. Shops can be entered to buy extra supplies, and you can also meet and talk with people, as well as

read from the book when you find it to use its magic.

Status and equipment screens can also be called up to check on Aron's experience and hit points, and any weapon being carried can be selected for use.

As well as being a massive and thoroughly engrossing RPG, *Y/S* also boasts some stunning graphics. The backdrops are beautifully coloured and highly detailed, and



Weapon shop
GOLD 01000

PLAYER

ENEMY

Welcome! I'm
ROSETTI! What
is thy wish?
Please shop
short sword
long sword
talwar!



Large map to explore.

The game is played over a large scrolling map, with sub-screens depicting smaller locations. Shops can be entered to buy extra supplies, and you can also meet and talk with people, as well as

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PLAYER

ENEMY

the sub-seconds are superb, with gorgeous use of shading. The sprites are small, but are nicely animated and highly detailed, and the whole thing looks incredible — the best I've seen on the Sega.

It offers depth and playability and will keep you engrossed for weeks, and even though it is rather pricey, it's still a must.

SEGA

- ▶ GRAPHICS 63%
- ▶ SOUND 73%
- ▶ VALUE 77%
- ▶ PLAYABILITY 96%
- ▶ OVERALL 92%



▶ Where to start?

Enter the doors.



Phantasy Star

► MACHINE: SEGA.
► PRICE: £34.95.
► REVIEWER: PAUL BLANCY.

In December last year, British Minicom's owners were presented with the Legend of Zeldo, a real RPG whose cartridge bore a striking battery so that game patterns and player attributes could be saved after the machine was switched off. Phantasy Star is

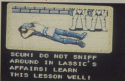
location of characters and objects. As you venture outside the cities, your party is prone to random attacks from the denizens of forests, plains and seas.

Interaction with other creatures and characters in such situations is via a menu system, which, as many systems go, is very easy to use, allowing fast and accurate selections during battle situations, and

providing all the commands you need.

Graphics throughout the game are very good — particularly those which depict the monsters. There are also some very nice set pieces, such as the scrolling 3D movies which run under major cities.

The same game battery comes in very handy during play, especially at the start of the game when Alt's battle weapons are poor protection against some of the earlier bosses. On the whole, Phantasy Star offers pretty much everything a role-playing enthusiast could ask for in a Sega. It has puzzles, battles, lots of interaction and a fair bit of depth. My only reservation comes in recommending it is its monumental price tag — forty quid seems a bit to pay even if you do get a big game and a battery-backed memory system. Real RPGs have should definitely check Phantasy Star out, but anyone with just a passing interest in this type of game might not feel they're getting their money's worth.



▶ The scene is set.

Sega's attempt at a similar type of game, and features the same battery-backed storage system, allowing you to save up to five games on the cartridge at the same time.

In the game you play Alt, a woman out to avenge the death of her brother who was murdered by the soldiers of the evil King Lassic. Her quest in life has become the liberation of the three planets which Lassic holds under his thumb, but she cannot triumph alone. On her journey through the three worlds Alt has to recruit three other characters, all of whom have different strengths, such as magical ability and fighting prowess.

You start the game in the town, where you can buy provisions, weapons or trade at a kind of pawn shop. Any people you meet will only give out clues as to the

▶ Phantasy Star: expensive stuff.



- ▶ GRAPHICS 78%
- ▶ SOUND 51%
- ▶ VALUE 70%
- ▶ PLAYABILITY 80%
- ▶ OVERALL 75%

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Mean Machines

R-Type

► MACHINE: SEGA.
► PRICE: £34.95.
► REVIEWED: ALLAN CORNALL.

R-Type has been in favourite of arcade players for about a year, and now it's finally arrived on the Sega — complete in every detail.

If you've had your eyes and ears covered for the last few months, you won't know that R-Type is a horizontally scrolling shoot 'em up with extra weapons. You wouldn't know that the game has eight levels, each populated by hordes of homicidal enemy ships and a giant guardian, and the objective is to destroy them all and confront the evil Tydo at the end of the last level and blow him away to save the day. But I'm sure you have had your ears and eyes open, so I won't bother to tell you.

Obvious comparisons are with the current crop of computer conversions, and I'm glad to say that the Sega version puts the 8-bit versions to shame, and

engine. Things get even better once you start picking up the power-ups, with wholesale destruction when you get hold of missiles and reflecting lasers — fleets of aliens are blasted with a single shot. Very satisfying!

The graphics are very good throughout, with detailed and colourful sprites — the end guardians are

exceptional, especially the finale — and near the end of level two, it must be said that the game does flicker a bit when things get busy. But it doesn't detract from the gameplay (anyways, even the coin-op slows down at times).

R-Type is by far the best blast available on the Sega, so it goes without saying that no shoot 'em up fan should be without it.



► Gun emplacement on level one.



► The Big mothership.

while it doesn't quite have the graphic finesse of the 32 conversion, it's far more playable.

The alien patterns are almost identical to the coin-op, and the initial level guardians are dispatched in exactly the same way, so you can come straight off the coin-op and play it in the same way — something I always like to see in a conversion.

The game is addictive from the outset, with blasting colors as you take on the might of the Tydo

SEGA

► GRAPHICS	88%
► SOUND	89%
► VALUE	80%
► PLAYABILITY	94%
► OVERALL	87%

► Level two's Boss.



Mean Machines News

Coming Next Month

Sega's *Cyborg Hunter* arrived just a little too late for review this month, so you'll just have to make do with this neat story and picture until next ish. It's a horizontally scrolling arcade adventure, in the mould of *Bitten*, and casts the player as a mercenary who enters the fortress of the evil Viper and destroys his army of cyborgs.

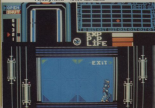
We've had a quick glimpse, and it looks pretty action-packed stuff - wait four weeks, and we'll tell you all about it. But available here soon for

all you sports fans on the Sega are *California Games*, a translation of the superb seven-game computer simulation, *Water Payton Football*, *Reggie Jackson Baseball* and *Super Basketball*.

Arcade players will be glad to hear that Irem's *Vigilante*, *Alienated* *Beast* and *Time Soldiers* will also soon be available, as will *as All*, a game of the TV programme, and *Alio Kido* in *High-Tech World*.

We'll be bringing you reviews as and when we get them.

TCyborg Hunter - review next month.



Look No Hands

Broderbund's revolutionary new 'U-Force' had punters gasping in amazement at the recent 'Consumer Electronics Show' in Las Vegas.

The show stopping device is an add-on for the Nintendo which enables gamers to control the characters in the software with just their hands - no joystick.

In Mike Tyson's *Punch-Out* for example the demonstrator simply stood in front of the U-Force and threw punches at its bright Perspex screen.

The electronics inside the window interpreted these movements and reproduced them in the game - flooring Tyson of course stage with a mighty right hand swing.

The U-Force was also demonstrated with *Kung Fu* games and even *Super Mario Bros* - where Mario was made to run, jump by a gentle undulating hand



Playing *Star Wars* with the U-Force.

movement.

The U-Force uses a number of electronic sensors and proprietary circuitry developed by Broderbund to read the players movements. It will sell for £40 in America and will be available in May. There are currently no plans for a UK launch of the U-Force - though this may change now that Broderbund have appointed Domark to act for them as official representatives in the UK.

Nintendo Dominate

Nintendo's football patch sized stand dwarfed all others at the recent Consumer Electronics Show in Las Vegas - with stacks of new games and consoles available for the Nintendo Entertainment System.

As is always the case with Nintendo, however, most of the games on show will not see launch in the UK for some considerable time. Probably not until next year at the earliest.

It is a strange situation. In America and Japan there are literally hundreds of titles available for the Nintendo with several new titles launched every month.

Nintendo's policy in the UK is firmly to launch only two titles per month.

Some of the titles you can look forward to if and when



Nintendo's stand at the C.E.S. show.

Nintendo decide to make them available in the UK are *Pro Man*, *Gunbird*, *Mohawks*, *Three Masters*, *Who Framed Roger Rabbit*, *Friday the 13th*, *Back to the Future*, *Beetlejuice*, and the *Karate Kid*.

If you own a Nintendo, therefore, C + W's advice is to sit tight and save your money (come sooner or later there are going to be some real hot games hitting these shores).

COMPUTER +video GAMES

N M Next Month



You gasped in amazement at its graphics when it was previewed at the PC Show. You've seen it on Metamorphosis. Now the C+VG review team put *Weird Dreams* through its paces. Does the gameplay live up to the graphics? C+VG has all the answers, plus stacks of Metamorphosis and *Weird Dreams* goodies to win in a

fabulous competition.

And we'll be bringing you the latest reviews, news and previews of computer, console and arcade games - as well as the best hints, tips and maps around. C+VG: the games player's bible - it's available on March 16 for a mere £1.25. Don't even think about missing it.

Out To Lunch

A fortnight in Las Vegas, and a man could go mad. Twenty-four-hour casinos, glistering bright as day, neon signs striving to outdo each other as far as the eye can see. And everywhere there are slot machines, from the airport arrival hall to the departure lounge.

But I'm not in Glitter Gulch for the gambling. I'm not here for a fortnight, either. Forty hours is my limit, forty hours to stroll round the Consumer Electronics Show taking in all that's new in TV, video, Hi-Fi, and yes, of course, computers. What's the latest action? *Strawhead!*

The first period I stop to visit is... Andrew Harrison. Then I jump into *Damien* and *Mark of Darkness*, who say "Super Fantastic," before tripping off to win a bundle of the *Madjack* tables. Reading I run into Steve Wilson of *Elite*... the man has his own stand to test the territory. And there's Dr Jim Longdell of the *Edge* talking to the lady from *Marvel Comics* in case there are any superheroes who want to cut in California.

Damn! Just where are *Americans* in this place? Of course there are, and pretty soon I'm asking Major "Wild Bill" Sweeney about his British invasion. I mean, shouldn't he still be in a squadron of F-19's to blast *Minispeak*, *Telebase* and all the other Brit-softs back to Blighty? Apparently not.

The American market has fallen over itself with very complex products. We need products which you can fire up and play almost immediately," says Bill. Which is apparently what we Brits can provide in abundance.

Harrison has been producing quality, not quantity, for over five years. Now the *New World* is going to taste the delights of *Hyperworld*, *Exodus*, *Eliminator* and the like. Which is why Andrew Harrison is strutting down the Strip, dressed in a university gown. He's styled himself "Mild Andrew" to "Wild Bill".

Yes, Harrison has become an affiliate label of Microprose in the States. Not

John Nissen makes a whistle stop tour of the Winter Consumer Electronics show in Las Vegas to report on the 'big' deals going down. Next month we bring you a full report on all the new games, gadgets, and computers.



is "Wild Bill" Sweeney and "Mild Andrew Harrison."

entirely true, Harrison has become an affiliate label of Microprose's latest tactical weapon in its battle for an even greater chunk of the market. Another *Madjack* should cross the Atlantic like a speeding spider. Paragon has enrolled of "Web Head" himself, plus his pal, the patriotic Cop, for the first in a series of *Marvel Superhero* games.

Company veep (that's Vice President in US speak) PJ Lennane introduced me to the game. *Spiderman* and *Captain America* battle it out with a vile collection of star villains in *Doctor Doom's Revenge*. The graphics and smooth animation made it look just like a comic book come to life.

Those Paragons of virtue will be busy producing the first ever computer adaptation of sci-fi ring traveller as well. Despite its neat and detailed nature they've been cramming code into memory to bring you *The Zooden Conspiracy*, a tale of shroud and riddle cross somewhere in space. Expect it around August.

I couldn't leave Microprose's luxury suite without sampling another *Damien* Parity... sorry, without having a word with the Major about future "Prose plans. Big news from the



A Mario and Princess Mushroom - in the first battle-ground in M1 Tank Platoon in which you drive a battle tank down the canal reservation, all the way from Birmingham to London.

Only kidding. Having covered almost every sort of airborne transport - and not tempted by *Hang Glider Pilot* - Sweeney is giving the land-based boys their turn.

And for all our Japanese, *Samurai*, mentioned in the Microprose profile a few months ago, is now called *Sword of the Samurai*. Eventually I dropped myself back to the main hall, leaving Andrew Harrison busy with an Amiga so he could show the US journals just why his games have business. Things had been happening on the floor.

By now *Damien* had done its deals including a two-way arrangement with

Broderbund which means we'll be seeing products from the American major over here at long last. Then in another piece of silly contract signing the *Sam Dooms* will be putting their wares on *Academy* for consoles courtesy of Teenage. Simply appalling.

But the real eye-opener was Nintendo's village. Last month I rambled on about how the episode came was big *Strawhead* but you really don't know how big until you've seen the stand, where software features of every sort show off their latest products.

Wandering away from the computer section I strayed into a demonstration of what may be the future of television. HDTV stands for High Definition Television, and there's currently tough competition to arrive at a standard. In America they use a primitive colour system named NTSC - which some who insist stands for *Nature The Same Colour*.

But on this demo, HDTV is to traditional signals what a satellite dish is to a CB. The old, square picture is replaced by a wider-screen image. Images are bigger and brighter. Let's just hope they start producing better programmes because it would be a pity to waste all that technology on a bigger, brighter *Blind Date*.

Can't wait when you'll be able to buy an HDTV set though... when you'll be able to take pictures with the electronic still camera that does away with film. Or about any of the other high-tech gadgets that are quarantined to set you dreaming.

Sunday afternoon I flew out of this big show for the technology obsessed. I'd been so busy I'd not had time to gamble. Well, ten dollars isn't hurt, so I wait for my plane. I wait two tiny ones but the machine soon swallowed them up again. Would I risk another one? No way. I might have got lucky - but I preferred to save my cash for some of the products I'd seen. I felt like I'd looked into the future and I want to get down a deposit on it.

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"There's nothing for a high speed action action game that's equal to this in any other genre." - *Game Magazine*



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"Crazy Cars is fast, spectacular and has lots of action. This must be the ultimate car game." - *Game Magazine*



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"Amazingly powerful game... the most accurate simulation of an image film game." - *Game Magazine*



ZAXXON
"A wonderful way for doing the most interesting adventure game ever... more than its predecessors, the game will undoubtedly continue." - *Game Magazine*



LAST NINJA
"A wonderful way for doing the most interesting adventure game ever... more than its predecessors, the game will undoubtedly continue." - *Game Magazine*



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