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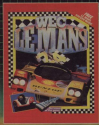


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▲ Driving Sulf Lorry's new love. P 70



▲ Indicators — Conquer's Atari. P 40



▲ CD Rom Revolution. P 104

## Intro

The PC Engine is here, it is now available in the UK and it is going to explode like a 'W' bomb in the computer games world. Inside this issue we check out the CD Rom world on for the Engine and two of the games that go with it. Plus *Weird Dreams* and *FOF* — the two games that have been typed out of sight this Winter. Do they deliver?

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The revolutionary new *Brainstorm* takes the strain out of gaming. *Honors* bring *Divine* to life in pixels, and who won the *Thunderblade* machine?

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EDITOR: Eugene Levy. DEPUTY EDITOR: Julian Hignett. ADVERTISING: Andrew Butler. STAFF WRITER: Paul Scully. GOVERNANCE: MARY MARGOLIN. Barry Williams. SALES & PROMOTION: Johanna Casan. COPY CONTRIBUTOR: Lisa Clark. PUBLISHER: Tony Reed. Subscription Enquiries to: EMAP Periodicals, 1 Lincoln Court, Lincoln Road, Peterborough PE1 2BP. TEL: 0753 520181. FAX: 0753 520185.

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102,401

FRONT COVER  
STEINER LUND



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▲ Gradius — Just Mean Machines C+VG #2. P 104

# THE POWERS

## TAITO COIN-OP HITS

THE ARCADE COMPILATION OF THE YEAR\*

Featuring:

### SEAMAN

CLASH - "Seaman is slick and compelling."  
"Seaman's look is... So another opinion from England, Seaman is a boat  
you'll love!"

### SLAPBOUT

A former hit in VIDEOGAMES - "Simple, smooth, very addictive."  
A winner! "SLAP" is a super-niche competition and a  
great third "venue." Seaman has the  
control to overcome."

### BARBAREE

A COMPASSIONATE USER - "As a computerer of  
the entire time (reading - literacy and  
intelligibility)"

YOUR MIND LAB - "The graphics are so slick  
you really feel you're part of an action movie  
rather than just playing a game."

### ARKADIAN

Doesn't it... it's thoroughly recommended  
because... for the longest time that it's  
simply gorgeous playing with a  
COMPUTER SCREEN - "The real  
factor through is simple. This was a great  
video game."

### EVIL GENIUS

A former hit in the arcade  
and... "This is an excellent game."  
and... "Incredibly fun and  
playable and addictive."

### ARCANEVOID

RE VENUE OF DOH

and... "Excellent - see it  
first in a future number one!"

YOUR MIND LAB - "Incredibly impressive  
and thoroughly addictive. A classic."

BUBBLE BOBBLE

and... "It's a classic  
definitely a game I should keep coming  
back to."

CAZOO, Australia - "Thanks to the fact  
with... it's a classic."

A BONUS OF BLAZE

and... "This is a classic game with  
great... it's a classic."



# THE IN



# R PACKS!

THE  
IN-CROWD  
8 SPECTACULAR  
GAMES IN  
1 SPECIAL PACK



# IN-CROWD

Special Edition

#### CITY2000

"If you're looking for a high speed action packed game that's guaranteed to end with you a good 'game' mood" - *Star Trekker*

#### BARBARIAN

"The regulations for being the most bloodthirstily computer game ever means that an phenomenal success will undoubtedly continue" - *Star Trekker*

#### COMBAT SCHOOL

"Combat School is brilliant - definitely the best arcade conversion around" - *Edge*

#### SHOOTER REMIGRADE

"If you're after some exciting lead 'em up action this is a good reason to go back to all your lead-rained cash" - *Cash*

#### CRAZY CARS

"Crazy Cars is a three dimensional real time simulation. You need better ultimate car games" - *Star Trekker*

#### PREDATOR

"Predator is a superb first and really fits the mood" - *EDGE*

#### KARNOV

"Amazingly colourful games - the most accurate conversion of an arcade hit in years" - *Star Trekker*

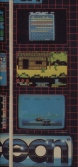
#### PLATFORM

"Platform is absolutely superb - a milestone in the genre and a parallel to what all others shall be judged" - *Edge*

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# Fax

## Cok Tells...

Currently residing in Chennai are three blue-programmers from French software studios Colibri/Vision, Dorian 19 is a novel training game based on the famous animal-shelf rally. As you can see from our screenshot, the game is intended to be an unusual angle as it's interesting to see how the game plays.

The legend of Cok is a mystery adventure set in a real village. Engineers have spent time by tracking down our quest items that you will find because we will not miss anything and we will automatically keep you the best experience through every step. There is a European Space Shuttle which attracts the CIA's space shuttle-terrorist CIA which the paper on one of four islands.

All three should be on the shelves by March on IT and Amiga formats.



## Street



# Nightmare on Northumberland

Genetic culture aggression, Tynesoff from launched Homestead, a new label where they focus rather for a massive unexplored market in horror computer games. The first game on the new label, to be launched at the end of March is on CD-ROMs PC. The product called *Paranoid Nightmares* which was written by the team of programmers who produced *Throne of the Lions for 95*. Like *Throne of the Lions* it will be an arcade-adventure with a definite bias on the adventure. The programmers consider size to be important and the CD version has four disks of scenes to explore and puzzles to solve.

The "good clean horror" in Tynesoff call it is to be published by no less a personality than *Richard Dean Davis*, who is also to be the subject of Homestead's second game.

So far all you can see is the "good clean horror" theme. These games are going to be "well, don't expect images of writhing girls, because the 14-year-old teens are going, more for the traditional *Paranoid* horror style plot, which points the way to supernatural settings on either those wild abnormalities and certain recurring characters.

Meanwhile, on Tynesoff's own label we should expect the coming the great work of *Quake Games*, *Team Spirit* & *Mystery Island* and *Final Fantasy Pinball*. *Mystery Island* could have some interesting characters who get up to all sorts of SAS antics, resulting in some interesting, and somewhat of a thing. *Final Fantasy Pinball* promises to be an unusual addition to the genre, in that it will be the ball and you view the pin balls with all its flippers, bumpers and drop targets in glorious 3D. The most toggle!

# Charts

TOP 10 NEW GAMES

1	Operation Wolf - CD-ROM
2	Paranoid Nightmares - CD-ROM
3	Paranoid Nightmares - CD-ROM
4	Street - CD-ROM
5	Operation Wolf - CD-ROM
6	Paranoid Nightmares - CD-ROM
7	Paranoid Nightmares - CD-ROM
8	Street - CD-ROM
9	Operation Wolf - CD-ROM
10	Paranoid Nightmares - CD-ROM

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6	Operation Wolf - CD-ROM
7	Paranoid Nightmares - CD-ROM
8	Street - CD-ROM
9	Operation Wolf - CD-ROM
10	Paranoid Nightmares - CD-ROM

# Orient Expressions



The Orient Express game is set in 1912. It is a puzzle game where you have to solve a mystery. The game is set in 1912. It is a puzzle game where you have to solve a mystery. The game is set in 1912. It is a puzzle game where you have to solve a mystery.

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# Fax

Hewson Good News. Son



For those of you dreaming your Engines, waiting for the arrival of Hewson's Cyberbond II on the Amigo and ST, the word is that they'll be in the shops in April. The 1.6-bit version will feature extra levels and weapons, and for added goodness, animated wacky landscapes. Great! Feed yer eyes on the screenshot and ballava.

Also on the road from Abingdon is the arcade adventure Standard on the C&A, which features graphics by Hugh Jones, sound by Maurice de Noize and programming by C&A Cyberbond hacker Nick Jones. Can't wait? This ping should whet your appetite for the review material.



## Odd Balls

Cor, this 3D business — doesn't get anywarmer? After producing such 3D greals as Stargliders 1 and 2, Carrier Command and Elite, Telecasoft have applied their perspecto-visionaries to (of all things) a Pool game starring the current European Pool Champ, "Matses" Joe Barbara. What if you mean, "Who?"

As well as being able to play against Joe or one of his four mates, you can take part in a two player head to head game, or just practise trick shots if the fancy takes you. And of course, the 3D element means you can view the shot from any angle.



## A F.I.S.T. - Full of Fun



Fighting heroes from whatever is their parents' phone bill the playing Stone, Jackson to whatever it's game, F.I.S.T. is not even close to the danger dangers of Leather Skinning in F.I.S.T. You're invited to experience the first stage of Action from the Frighty Mates which means you're taking the adventures onscreen of the elite police Squad Six. As to the 40 levels, you make decisions by selecting conditions "options", except that in F.I.S.T. you only have to take the correct number on your telephone. You can even save your position at any time, so there's no need to quit the game on a later date with your temporary and your character's attributes intact. And though F.I.S.T. is a sequel to the earlier program, it doesn't present a learning challenge because the layout of the eight level chapters is reminiscent of the earlier work itself.

You can buy on F.I.S.T. in the shelves 009 000571, but for convenience the cost per minute is 006 if you play on all parts. There's a manual and then, and all workable, and the manual too.

Fancy a game that beats the success of F.I.S.T. (especially) well you could be invited to get on an expense paid day up in London and take part in a recording session so that you can have their voice put in the F.I.S.T. chapters, when it comes to the F.I.S.T. players for all eternity.

All you have to do is dial 009 000 016 (charged at the rates described above) to hear a new version recording of the main theme. You look at the full before entries to make out which of the eight levels could which one.

You write your first (and last) message on the back of a postcard or postcard three messages in the order in which you level them. New postcard F.I.S.T. POSTCARD F.I.S.T. 000000 07 70, Avery Lane, 20 St. Margarets Lane, London E20 0AA. And don't forget to include your name and address in your message and the name of the person you're writing to. Hewson, Good News, New, New Eye, New Line, New Line, New Line, New Line, New Line.

## First Impressions

This is Boulder, first release from new label Impressions ("Matses with Style") which is to make its debut on Amiga shelves in mid-March, priced at 279.99. Gameplay will be familiar to anyone who's played Odin or Thor, and looks like it's a sequel, though you benefit off the confusion of two planets and using your leader team to collect power-ups. There are 60 levels some of which feature intense graphic and fantastic effects, and it'll be looking at it carefully next time.





IT IS THE YEAR 2019

"The Running Man" is a daring game that no-one had ever survived. But . . . . Schwarzenegger has yet to play. The Running Man is an action packed, side-scrolling game in 5 sections with some spectacular backdrops and impressive sound.

Look out for The Running Man Video by Broneworld. Available at £19.99 with the following PC game. Available from Premier Merchandise, 2000



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AMIGA 500



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# THE RUNNING MAN

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# SCHWARZENEGGER

# Fax

## Mindscape Gardening

Now that Mindscape have set themselves up as an independent software publisher it's all green and pleasant lands they have been releasing plans concerning the software needs they're going to be releasing this spring. It's not what you get with a system requiring no 4-wheel drive, it's not Fantasy ... five games, Balance of Power 1993 is an up-to-date sequel to the highly-acclaimed 19-92 simulation of global market powers, which boasts a host of new features over the original. That one will be out on Amiga, PC and later on, ST.

Meaning that the 19-93 and 19-94 releases, are the American Sports series, which includes Indoor Soccer, Kickass Soccer, (that's 3D Football), Billiards, Table Football, Crazy Pool, Shooting Gallery and the best (I'll bet) Hockey and two others, which Mindscape are knocking under wraps for the moment. All the games have a managerial strategy side to them as well as an exciting arcade sports side.

As the end of March, 19-93 owners will be able to enter The Colony, which is the venue for a 3D outside adventure, very much in the Mercenary vein. Looks very interesting, as does Storm of Wrath, the Bloodbowl, a PC simulation of survival after the bomb has dropped. Should be an education.

## Shadey Deals

Here's a true photograph of the C-16 Real Life (and Love) sporting the very latest in contemporary optical enhancements ("shades" if you like). They go by the outside limits of teenage and take the form of a shaped strip of plastic which fits into a cylinder. When you install them and put them on your face the springs plastic flex to return into a cylinder, and as the edges grip the side of your head gently but securely, providing all round shelter from harmful ultra-violet and infra-red rays. The benefits come in numerous, or listed, in a variety of colours and will be in the shops this summer for the princely sum of £2.99.

If you can't wait to rock out with the C-16 Foundation Entertainment Reading Team, here's your chance to get hold of your own advance pack of Shadey. Remember Trading have provided us with 50 pairs of Shadey to give away to the first 50 people to write in, letting us the distance between the Earth and the Sun in miles. Send your entries to: This One My Sunshine Company, C-16, Polyn Court, 99-111 Northgate Lane, Luton, PK15 5AL.



## Biff's Brings Bucks

Acute software house CDG sold so many of their Football Features computer board games (starring Notts Forest manager and part-time pupil, Brian Clough) that they're re-releasing it across every format, even on the BBC. Atari 8-bits and Commodore +4 Prices range from £7.99 to £14.99, and it should be in a shop near you at this very moment.





## Prognosis Bowled Over

From all of the head-wracking, it's hard to believe that there's certainly seems to be a growing abundance of futuristic ball sports on the software scene these days. In fact, chalk up another one, dear reader, because Prognosis are releasing *Ballistic* on the ST and Amiga. The game is alleged to be a variation on football with multiple



accoutrements, including 130 pitches, multiple balls, bumpers, Hoovers, redefinable gameplay and "much more!"

## License to Thrill

Domark's licenses of the Atari/Tengen coin-ops *APE*, *Kyoko* and *Tootini* are old news, so we won't tell you about those. However, did you know that they have also acquired the license to convert Atari's latest road racer, *Hard Drive*, which we raved over in our ATE! report last issue. This should get nicely with their other up-and-coming motor racing conversions, that of Atari's *Final Lap*. Plans for the ST and Amiga versions of this game include a data-link between two computers allowing you to race against a friend, just like the arcade game!

Also on the Domark motoring front, famous Aston Martin Lotus driver James Hunt, is soon to be making his fourth appearance on the Domark Label, in the game of his latest film, *License to Kill*. This game should hit the street just as the movie hits your cinema screens, which, in Gregorian calendar terms, is June. We'll be having a lot more information on that in an imminent issue, ok? (winks a knowing wink).

## Seuick Pirates Outlawed



All you potential Shoot 'Em Up Constructors best better watch out, because there's a pirate version of Outlaw's Amiga utility currently doing the rounds on the European pirate circuit! You don't care do you? Well, you should, because not only does this bootleg version lack many of the features of the finished program, it also comes with a very nasty virus which is immune to most virus killers! Here, nasty, eh?

"Yes," we hear you cry, "where is the brother SEUICK so we can satisfy our perfectly natural urges to build best-selling blazes?" The answer is that the program's launch has been put back to late March or early April, to give Outlaw time to incorporate a number of improvements.

# Charts

Rank	Game	Company
1	Adventure	Domark
2	Adventure	Domark
3	Adventure	Domark
4	Adventure	Domark
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9	Adventure	Domark
10	Adventure	Domark

# REVIEW

◆ MACHINES:  
C64/SPEC/AMIG/ST/IBM/  
AMIGA  
◆ SUPPLIES: MICROPROSE  
◆ PRICE: C64 \$14.95  
CASSETTE, \$19.95 DISK  
SPEC \$9.95 SPEC - 1  
\$14.95, AMI \$14.95  
CASSETTE \$19.95 DISK,  
ST \$24.95 ◆ VERSION  
TESTED AGAIN IT



Not content with the purely realistic, military simulations that MicroProse have brought out in recent times, Mark Bill Stealey decided to take a step out of line and introduce some of the strategy and quick-reaction thinking that MicroProse simulations are renowned for and pump them into an 'action strategy' game. The result? Airborne Ranger, an addictive game combining the best of MicroProse strategy with fast arcade action where you control one of the troops belonging to that crack American combat unit who have earned the privilege to wear the exclusive black beret.

As the best of the best, you are chosen to single-handedly accomplish



## AIRBORNE RANGER

twelve missions, set in three different parts of the world. Amongst the frozen wastes of the Arctic, you must beware the pitfalls of walking on thin ice. In the more temperate climate of Central Europe, you are faced with the prospect of coming up against the best British troops that the massed Communist hordes can produce. Alternatively, you could end up somewhere in the Persian Gulf taking out a fuel dump where, if the enemy doesn't get you, the heat and fatigue almost certainly will.

On each mission, you can choose from an impressive array of weaponry and supplies that will form the contents of three supply containers that will be your lifeline on your mission. Grenades, magazines for your carbine, LAW missiles, knives, time charges and first aid packs can all be selected to best suit your needs for the coming mission.

Once packed, you are flown to your destination in an Osprey aircraft. Having parachuted safely down to terra firma, the action really

starts to hot-up as you run, walk or crawl your way towards your objective, picking up the dropped supplies as you go. The difficulty can be altered before each mission, thus affecting your chances of survival. However, those with experience can go for a higher risk and the greater glory that ensues on return from a successful mission.

Although proving popular with simulation die-hards, seasoned arcade players will also enjoy getting to grips with Airborne Ranger. The game can be played as a fast-moving, hit-and-run action game, but players will soon find that it will require some thought and pre-mission planning if one is to succeed in achieving each objective. This is where MicroProse's reputation for excellence in strategy and simulation games comes in. Often it is a matter of getting to your objective in as quiet a manner as possible, thereby ensuring that the enemy remains unaware of your presence.

Once you have

achieved your objective, you must make back to your rendezvous point where you will be picked up by a waiting Osprey. However, one word of warning - there is a strict time limit to each mission so, although stealth may be important, lack of time might occasionally mean having to run the gauntlet in order to succeed. Are you man enough to handle the pressure?

The action is real - the suspense triggers the adrenalin rush that stirs your senses working overtime. Airborne Ranger is an addictive strategy game that will have you playing over and over again in an effort to complete the next mission and get back in one piece.

Airborne Ranger is a move away from the simulation side of MicroProse releases but is still a step above the normal Ranger/Commando style of shoot-'em-up. An effective combination which should attract those looking for a thought-provoking game' - TGM

... an excellent game with a first-class mix of strategy and arcade action'. Once it's learned that stealth with a knife gets you further than blasting everything in sight ... trying to complete the other missions was quite compelling. A game which needs careful thought as well as great firepower is revealed' - Crash

### ATARI ST

- ◆ GRAPHICS 82%
- ◆ SOUND 70%
- ◆ VALUE 96%
- ◆ PLAYABILITY 95%
- ◆ OVERALL 90%

**MICRO PROSE**

"THIS IS NOT A C&VG REVIEW"

## The Ratings

When a game is reviewed, we give ratings for five different criteria:

### GRAPHICS

Does the game look good? Is the scrolling smooth? Are the games feature? Is the overall aesthetic top-notch? Do the look scores fit?

### SOUND

Sound and music that enhance a game are given high marks. The sound rating is low if the music or effects aren't appropriate or distracting.

### VALUE

What does rating we give that considers the price of the game, the amount of entertainment it offers, and the quality of the packaging and presentation. Basically, it is worth the price?

### PLAYABILITY

Does the game play addictive and enjoyable the game is — the higher the rating, the more playable the game is.

### OVERALL

The most important rating of all. This is what we think of the game as a whole, taking into account every aspect of the entire thing. It's what you'll have when the game really is.

# C+VG REVIEWS

## C+VG GAME OF THE MONTH

### POPULOUS

Becomes a being of ultimate good or evil in Electronic Arts' utterly stunning ability simulator. **98**

### C+VG HIT: DEMARUS

Brilliant horizontally scrolling action in US Gold's progressive shoot 'em up. **94**

### YINDECA TOYS

Take it up with Demark's superb ST and Amstrad conversions of the Atari coin-op. **90**

### SWORD OF SODAN

Large sized characters and brilliant sound are all part and parcel of this HIT! laser 'em up. **86**

### HYPERD

Disastrous' vertically scrolling shoot 'em up blasts in for a HIT! review. **84**

### GRANDS

Horrendous owners shouldn't miss this excellent Hercules conversion. **104**

### DRAGON SPIRIT

A superlative PC Engine shoot 'em up — awesome in every sense. **100**

### SPACE HARRIER

Another PC Engine stunner that looks as good as it plays. **100**



## The Marks

99+

A-C+ (95-97) An outstanding game that shouldn't be missed.

95-98

A very good game that stands out on a higher website due to minor discrepancies. Great deliveries to read, though.

80-90

Very interesting but below average to fairly good. Good and appropriate for the genre.

60-80

Generally average game that might's own appeal to the mass market fan.

50-

Light & fluffy review to buy for your worst enemy.



### THE BEST

WORLD DREAMS	98
BOFT	94
TITAN	97
GRANDS	98
SPACE HARRIER (ARCADE)	98
CYBORG INFLITER	100
SPACE HARRIER	100
HORIZON HARBOR	100
VIGILANTE	110



### BRIAN KOPPELMAN

Formerly known as the creator — and he got on Empire.com, it's safe to say that he's a home growing fanbase of computer and console. Some say up to the top of the list — although he's never before a good reader attention in his 'em up.

FACE GAMES: Empire Sports, Midwestern, Empire

**BRADLEY PAGE LACEY**  
Superior because the software industry longer than he's an experimenter, and certainly knows good game when he sees one. He's a home growing fanbase of computer and console. Some say up to the top of the list — although he's never before a good reader attention in his 'em up.

FACE GAMES: Empire Sports, Midwestern, Empire



### PAUL BROUGHTON

Despite his alternative site Paul creates a great comic. He's known for a strong site, and some great attention and (and) game attention. He's not always the best reader attention in his 'em up.

FACE GAMES: Empire Sports, Midwestern, Empire

### COSBY GARDNER BERNHARDT

When it comes to computer games, Cosby's not just — so long as it's available. He's in Empire.com, but also the best game in his genre. FACE GAMES: Empire Sports, Midwestern, Empire



# WEIRD



Swing over his head or he'll chop you.



Which door? — and what is the clock for?

# DREAMS

► **Bairbird**  
 ► **ST/Amiga £24.99**  
**C64 Cass £14.99, Disk**  
**£19.99,**  
**Amstrad Cass £14.99,**  
**Disk £19.99,**  
**Spectrum £14.99.**

TV exposure is a mixed blessing. Bairbird thought they had cracked it when they got *Weird Dreams* onto Intocomm every Saturday morning. Great they thought — you punter are going to see little bits of the much-talked-about arcade adventure — especially whetting appetites to see even more of it.

Sounds like a great piece of hype, right? Wrong. A large number of punters ate up the hype to enquire about *Weird Dreams* — but they expected it to be a game like *Trivial Pursuit*. Apparently quite surprised to learn that *Weird Dreams* is in actual fact an arcade adventure, in the TV

programme you proceed through the game by answering general knowledge questions — in the game you have to rely on games playing ability.

The basis of the game is one Steve Trevathan who, whilst being on an operating theatre dreams some very weird dreams. Poor old Steve is mad, you see. He lost his marbles as a result of a failed love affair. His only hope is surgery.

It is down to you to look after Steve in his dreams — protecting him from his worst fears. Of course you are going to have to get him out of the crazy flow machine first. And if you want him to wake up it perfectly healthy and sane individual you must also find the six orbs scattered throughout the game and take them to a final encounter in the desert with a ghost brain. Haha, sounds weird. It is weird. The game certainly lives up to its title in this respect. Some of the





Can you do you with the fish.

Keep Fighting on.

landscapes are desert-like with dried cracked ground, sun-baked monsters and brightly coloured flying fish.

There are other scenes in the game — like the fairground, the English garden, the Musical Revue and Fall or Mirrors, Haunted House, but it's the desert scenes that are the most memorable. There is just something totally oddball about fighting a monster with a rainbow coloured fish that you have just looted into the air and caught.

But there is more to *Mind Dreams* than simple visuals

entertainment. *Reinhold* are pushing hard the fact that it is on adventures as well. Some of the puzzles are quite tough — requiring a good hand/look at everything on screen and a bit of lateral thinking. There is also a complex order in which things have to be done and places visited.

Some of the scenes in the game have a haunting nightmarish quality about them. The little girl in the garden for example. So innocent and sweet playing ball beside the flower beds — but what's that behind her back

and what is happening to that ball?

*Mind Dreams* is also a race against time. Should you survive the giant candy fish machine you will find your self in the fairground where you confront a giant wasp. You can escape from it this time by dodging into the Hall of Mirrors but it's only matter of time — about twenty minutes until he breaks through to get you.

*Mind Dreams* provides a unique insight into the workings of a game designer's mind. Hermann Samra had been to

the dentist the week *Mind Dreams* was conceived — hence the toothiness of the monsters. There is also a chicken — the monster that was inspired by a bird defecating on fellow author James Huddy's kitchen table. Creating *Mind Dreams* did nothing for getting rid of the idea's nightmares though. They are both still petrified of wasps.

This is all very well, it's great fun, has excellent graphics and sound effects but one question comes to mind for anyone who, like us, saw *Mind Dreams* of the PC show last September.

Chomp.

cont.



FULL WARNING STATUS: CONDITION RED

# BLASTEROIDS



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WARRIOR ● LAUNCH!  
SPEEDER ● LAUNCH!

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WORKS

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# Reviews

# WEIRD DREAMS



▲ Catch my ball like girls.

▲ The balls come out if she gets bored.

What's new? There just doesn't seem to be enough dreams to get through. The ones that are there are fine — but most of them we have seen before either on the PC (Shen or on Mastermask) or in real life. Mastermask only shows you a small percentage of the dreams — it shows you most of them.

The game does have several challenging and well thought out puzzles, with a sting in its tail at the end of the game BUT

— there are just not enough scenes to discover. Part of the reward in playing any arcade adventure is to explore it and find out what great visual delight is locked behind the next door. It has a feeling that gamers are going to "discover" Weird Dreams' secrets a little bit too quickly.

In fairness to the authors, there are some new things in there — like the demonic lawn mower in the garden and fish tank in the kitchen room, and the best end-game trick I have ever seen.

That said, I cannot get away from an overall feeling of anti-climax. If only they had given us a bit more of the same — perhaps by making another

disk or two. As it stands in the game play value for money stakes I am not sure you are getting full value.

EUGENE LACEY

## UPDATE

The SE version will be on sale in a week's time followed by the Amiga a month later, and Sparrow and CD versions in June. A PC version is also in development — though not due for launch until the Autumn.

<b>ST</b>	83%
<b>GRAPHICS</b>	70%
<b>SOUND</b>	49%
<b>VALUE</b>	60%
<b>PLAYABILITY</b>	59%
<b>OVERALL</b>	59%



▲ No — she doesn't want to dance.

▲ The sturdy floor machine will strangle you.

# WEIRD COMPO DREAMS



Stop dreaming about owning a Sky TV dish. Stop dreaming about being the smartest kid on the block, or even down your street — the one with the wacky new TV channel.

Stop dreaming about it and get down to entering our *Weird Dreams* competition in which we will give away a Sky dish to the lucky winner. Five not quite so lucky runners-up will receive a blow-up fish to play with in the bath or, if you live in Grimsby, take to the football with you.

Ten even unluckier runners-up will receive a *Weird Dreams*/Metamorphosis T-Shirt. How about these for prizes — weird, or what?

All you have to do to win is send in a picture of your worst nightmare. Remember to write your name and address on the back of your drawing. We can only return drawings if you enclose a large stamped, addressed envelope. And if you don't have nightmares just use your imagination.

Our prestigious Art Supreme Andrea 'Scalpa' Walker will judge the competition and her decision will be final. Your entry must reach us no later than April 16 1999.

Entries to *Doosh What a Nightmare Compo*, C-1 YG, Priory Court, 30-32 Farringdon Lane, London EC1R 3JL.

Name.....

Address.....  
.....  
.....

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# Reviews

► GREMLIN  
GRAPHICS  
► ATARI ST/AMIGA,  
\$29.99

Well, it's been two years in the making, but the space flight simulator which the parents reckoned would wipe the floor with *Elite* has finally arrived.



attributes, "Wow!" you're thinking. Well, cool your jets, baby — there's more.

Your ship is fitted out with a computer through which you can save and load games to and from disk, view a ship library and access the MAPLE

from POFT HQ and other traders, order spare parts for instant delivery to your ship and arrange the sale and purchase of merchandise.

Trading is as prominent a feature as it was in *Elite*, but the range of commodities is rather

# FEDERATION OF FREE TRADERS

Now, here's the paradox. Paul Otterley, reviewer and game fan. His fun is guaranteed with the game which will, he is assured, change his life. (and reviewer plays game, but does not leave the computer with a explosive grin on his face. So, what's so wrong?)

There's no denying that, on paper at least, POFT provides

everything — and I mean EVERYTHING — that a space simulation pilot could possibly want. POFT is played in simulated space which is the equivalent of 18 million light years across. This space contains some eight million planets to explore and trade between, each with its own set of physical and cultural

data which lets you fill 128K of memory with your own computer programs written in a miniature programming language.

Further to these, the computer lets you access Galnet, a kind of interstellar communications system through which you can transmit and receive messages to and

larger in POFT, running to 20 items in six categories. The price of each is determined by the attributes of the planet, as you would expect, and changing supply and demand causes prices to fluctuate as you watch, so there is even a timing element to trading success.

If you would prefer to live by





the laser, there are seven weapons of varying strength classifications available for connection to your ship's three weapons systems. Some of the more exotic armaments are Ion Disruptors, which lay clouds of sharp sand particles

some purpose in your life. Get on to Combat, dial up PCOFF and they will load through your records and give you a mission suited to your combat rating (which, incidentally, runs from casual, through the ranks, to admiral as you complete

one in Elite, with dots on coloured stalks indicating the relative position of enemy ships. The red traces are enemy craft, and these usually show up on a passive Warning Radar as they lock missile targeting beams on you.

Combat is one respect in which PCOFF does not resemble Elite, basically because it's heavily flawed. First you have to locate your enemy, so naturally you check your RADAR, zooming in to about 20 magnification to get an unobscured view of your surroundings. At this magnification, enemy ships fly a very fast, and apparently random course around a point halfway between your ship and the edge of the view, which is just out of visual range. This makes them impossible to sight until they break and start a high speed strafing run on your ship. Trying to place a shot at this stage is more a matter of luck than skill, because by the time you've swung around to face the laser

blast which are respawning your shields, the enemy ship is out of sight. Give us the tense dogfighting tactics of Elite any day.

The alternative to fighting is to talk your attacker out of killing you (you can't run away, incidentally, because your ship doesn't fly fast enough, and the Time Skip interplanetary jump drive doesn't operate when there are enemy craft in the vicinity). To do this, you have to deactivate your weapons systems and go into communications mode, which displays an orientation bar at the centre of the main screen, if you can manoeuvre an enemy ship into this sight, you are given its twelve digit Coldest ID code, so you can contact him. Well, you can contact him if you select the main computer type HLT to select the communications software, key in your own twelve digit ID, or alternatively type MBUF then enter your voice pass. To transmit type in his twelve digit ID (you remembered to pause

# ION OF ERS

to out pursuing enemies to shields, drones, which fly at your wing-tips until you release them, and then they hunt down the nearest hostile ship and deploy it, and Gauss Guns, which use magnetic induction to shoot pieces of scrap metal straight together in front of you.

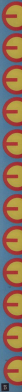
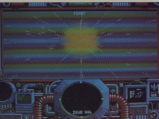
Once you're hooked up and ready for action, it's time to get

mission. Co-ordinates of your destination planet are then fed into your navigation computer.

Selecting the Main-Com displays a 3D map of the spiral armed galaxy you're in, and once you've finished spinning it around with the joystick you can zoom in on your current location and lock in a course.

That done, you can undock from the space station and prepare to enter hyperspace.

Once you're back in real space your 3D RADAR is lit up with traces from nearby craft. The scanner is similar to the



# Reviews

transmit, type in his twelve-digit ID (you remembered to pause the game and write that down, didn't you?). Then, if you get through before he's blasted you to fragments, you can indulge in conversation with a semi-intelligent computer simulation of an alien goon.



▲ The NewComp displays its 3D galactic chart.

have neither the space or the yardage of typewriter ribbon to detail the key strokes necessary for buying or ten of various metals (don't after getting into Colossus, it takes 15 to buy then get back to the

spaceship, flying through interplanetary space you wouldn't see the stars move, and in fact you'd have to be going flipping fast just to see the planets move. In his quest for realism, the programmer

# FEDERATION FREE TRADE

Almost good, that is.

If only the problems were restricted to those described above, but alas, they are not.

An inventory screen is always handy to have. In Elite you press a function key and there it is. As baffling a more "realistic" program, PDFT's inventory facility is more difficult to access. First select

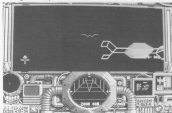
the computer, the type-NET (why you need to access Colossus to evaluate the contents of your own ship is a mystery to me), type in your twelve-digit ID or type H&GF then your name, hit the I key and you're there. Only another ten key-presses and you're back to the flight window. Trading is an even lengthier process, but I

mean screen). Look, I'm sorry to go on about this, but the computer is one of the game's key elements and it's such a shame to see that it quickly becomes irritating if you have to write down codes, etc., then out, then wade through menus to get where you want to be.

Realize also that a victim during flight. If you were in a

has observed both rules, and the graphics are feeling of movement at all. To get yourself between planets quickly, you're supposed to use the Time Slip Drive, but that deactivates as soon as a real ship appears on the RADAR, and the abundance of enemy craft means you can only Time Slip for half a second before

▼ Cloning on the local space station.



▼ All systems fully functional, cop'n.





▲ Winging it over the surface of a planet.

you have to stop. To continue, you must destroy all enemy ships in range, and I've already told you how difficult that is. Consequently, any progress you make is very slow.

Speaking of slow, I might

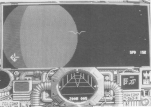
# ION OF ERS

mention the planet-landing section. If a mission necessitates you taking a trip down to a planet surface, you are treated to a 3D scrolling View-type landscape littered with gun emplacements which take very accurate pot-shots at your ship. Your goal in this section is to follow an arrow to a runway where you can land

and trade. Unfortunately, to reach the runway you have to fly at high altitude, doing very little apart from watching a distance meter counting down the miles to go to the runway. This goes on for about five

minutes before the runway comes into view, then you have a frantic ten seconds trying to line up your ship (you can't control your speed) in this stage) before you fly past the runway and have to start again.

It really pisses me to have to criticize *IOFT* further, but I'm afraid I must make reference to the game manual, which runs to only 28 pages. This might sound like a lot to read through, but it leaves a lot of detail out. If you feel the need to program the computer, I can't see anyone reading it.



▲ Flying towards a planet at full speed (which isn't very fast, incidentally).

But let's just imagine you have a whole six and a half pages of reference information to help you, which is nowhere near enough. The manual also compares different types of engine and weapon using arbitrary figures with no units, so their meaning is lost.

The signs are that other months of thinking up brilliant game concepts and producing technically excellent graphic sequences, the final touches were rushed, ruining the gameplay totally. I'm afraid that the programmers haven't realized that the more complex you make a game, the more effort you have to put into making it easy to operate. Unfortunately, *IOFT*'s ship systems are so user-unfriendly that it is a real chore to play.

Even after a week of concentrated play, I have yet to break through the frustration barrier with this game. It has to be one of the greatest disappointments of recent months, and at thirty quid!

would recommend any interested gamers to take a very long look at it before buying.

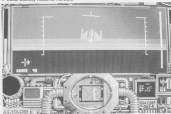
PAUL GLANCEY

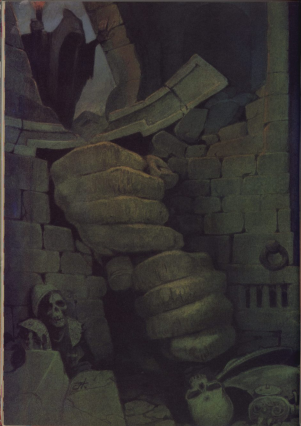
IST	
▶ GRAPHICS:	73%
▶ SOUND:	69%
▶ PLAYABILITY:	44%
▶ VALUE:	49%
▶ OVERALL:	44%

## UPDATE

The *Arden* version should be out as you read this. It will feature sampled sound effects and twenty tunes on a music disk, which should be an improvement over the nineteen atmospheric melodies which accompany the *ST* version.

▼ *Cadet* Glancey heads for the stars.







## The next thrilling step into infinite adventure.

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Again your journey begins peacefully in the Black Claw Tavern, when suddenly a fraught figure bursts through the door. It is the Sorcerer Allion. He has lost his five all powerful Wizard Rings, snatched from his very fingers during the night by Demon Prince Kaadri Ra's Rapsallions. This prize has been borne off and hidden deep within the many levels of the Ingga Maze, a newly unearthed section of the endless dungeon, beneath Castle Marmion.

Allion needs you to rescue his rings from these forbidding depths and return them to him. But it's a race against time, for the dreaded Death Watch Patrol is constantly at your heels. You have but minutes to find a Crypt of Sanctuary before they track you down. Escape with your booty and Allion will shower you with pure gold.

Travel carefully champions, for new horrors greet the chill shadows of this freshly unearthed domain, a labyrinth that magically changes shape every three days. But you are not alone, for Allion is with you in spirit, telepathically guiding your blade.

Will you emerge triumphant? Or will you be swallowed for eternity within the winding belly of this infinite maze?

Step forward. Answer the call of Allion and descend deeper into the darkness.

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presents



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## ► ELECTRONIC ARTS ► ST/AMIGA £24.95

It's great fun being a God, you know. Sitting there on a cloud, looking down on all your devoted followers, occasionally lobbing a thunderbolt at an unbeliever's barn — or even doing the odd miracle every now and then to boost flagging church attendances. Yes, it's certainly fun being a God — take it from me, I've been one.

I've also been a bit of a devil, and I enjoyed that too. Giving those godless heretics Gods to run for their money and generally dispersing myself in a thoroughly wicked and loathsome manner.

And you could be either a God or Devil too if you play Electronic Arts' latest game, 'see that's the sort of game it is — a devil simulation. Yes

indeed! In this wholly original and unique game, you can become an ultimate being of good or evil and exercise your divine power over early civilization.

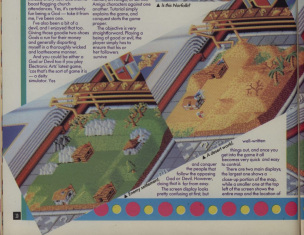
All the stuff of a game: three options are presented: custom, tutorial and conquest. The first allows you to change over sixty game parameters, and choose to play against another human, an Amiga, or set two Amiga characters against one another. Tutorial simply explains the game, and conquest starts the game proper.

The objective is very straightforward. Playing a being of good or evil, the player simply has to ensure that he or her followers survive

# POPULAR



► *Is this New God?*



well-written

things out, and once you get into the game it all becomes very quick and easy to control.

There are two main displays: the largest one shows a close-up portion of the map, while a smaller one at the top left of the screen shows the entire map and the location of

and conquer the people that follow the opposing God or Devil. However, doing that is far from easy. The screen display looks pretty confusing at first, but

# POPOBUS

All your people and settlements — white dots are your towns and hamlets and red represents your opponent's, and blue and grey dots are you and your opponent's people respectively.

At the bottom left of the

The hill depicts the enemy leader.

A divine hand

screen is the main icon panel, and from here you can

scroll the map, elect a leader, create knights (which go on crusades for you and kill the opposing people and raise their settlements to the

The popoul magnet.

ground). There are also five divine actions: create earthquakes, volcanoes, war, storms and floods. These only come into play as you become more powerful, and are used to decimate populations.

The default icon is a rosete and lower land, which is very important since your population won't be able to grow unless they have flat land to cultivate. And you can also create new tracts of land to allow your people to cross seas and conquer neighbouring islands. So, to get going make your lands as flat as possible.

The other four icons give you some control over your people: 'go to popoul magnet' makes people head to where your religious icon is planted, 'sattle' sends your people forth to explore and release new lands, 'gather together' makes your people look for each other and combine to become stronger and fight; 'settles' is the same as settle, but your people look for the enemy to attack before settling down.

As your people's civilization becomes more powerful, so do you, and you're able to create

invasions, volcanoes and floods on your opponent's coast and wipe out weak areas of his land. If you become powerful enough, you can access the battle icon, an armageddon mode that puts both God's people magnets in the centre of the map and forces both populations to converge on them and fight a bitter battle. There can be only one surviving rosete, so if you elect to pose this divine smart bomb, make sure your population is bigger than the enemy's.

There are a thousand different computer levels to tackle, progressively getting harder the higher you go. Early levels are quite easy, with the opposing God unable to create earthquakes and the like, but as the enemy becomes more aggressive, strategy and thought come to the fore as you attempt to outwit the other God. It's certainly tough going, with the computer having some very mean tricks up its sleeve.

One of the many impressive features of Popobus is the presentation — it's absolutely superb. The manual is informative, but isn't heavy going, and the on-screen presentation is utterly brilliant. It's obvious that the programmers have thought long and hard over this aspect of the game, and it has paid

# Reviews POPULOUS

dividends. While the gameplay itself is very deep and has many, many facets, it's very easy to use and gives a feeling of total control and freedom within the game.

The graphics and sound are excellent, combining to create a convincing atmosphere, and the whole thing hangs together to produce one of the most addictive games I've played in years — I was kept glued to the Amiga for hours on end and when I first played it, and have been going back to it regularly for weeks.

The difficulty is beautifully set to keep up a constant challenge, and the unpredictable nature of the gameplay makes sure that there's plenty of nasty surprises to keep you on your toes. And a thousand levels with a two-player mode (via modem or dedicated cable) giving lasting appeal that should run into

▶ One of many option screens.



▶ It's a beauty!

## OPTIONS FOR GOOD

- CAN MODIFY LAND
- CAN ATTACK TOWNS
- CAN ATTACK LEADER
- CAN USE EARTHQUAKES
- CAN USE SWAMP
- CAN USE VOLCANO
- CAN USE KNIGHT
- CAN USE FLOOD
- CAN USE ARMAGEDON

## AGGRESSION

LOW  HIGH

## RATE

SLOW  FAST

OK

CANCEL

months.

Tell me, Populous with the Amiga is a classic computer concept, and think that it's one of the best games available on 16-bit. Some may find the gameplay a little too abstract and austere, but those willing to persevere will find that Populous is one of the most enjoyable and rewarding games to appear on a computer.

It's divine in every sense of the word.

**JULIAN RIGNALL**

## AMIGA

▶ GRAPHICS	90%
▶ SOUND	87%
▶ VALUE	90%
▶ PLAYABILITY	97%
▶ OVERALL	96%

## UPDATE

Only an ST version is planned at the moment, and should be identical to the Amiga to all intents and purposes.



# Reviews

► US GOLD  
► AMIGA £19.99  
► C&A DISK £14.99

"Hey-up," you're thinking, "this looks a bit familiar." And well it should do, for it is a previous incarnation this was the lowest-lambent 8-Type "clone Katana, and,

hoo-ah, the stories I could tell you about that one, matey! Anyway, other Activision pulled the rug on Katana, US Gold were a bit loath to drop a game which had attracted such rave reviews, so they shipped it back to the programmers at Rainbow Arts with instructions to alter it so that it could be re-released without reviewers like me saying, "Cor blimey, it's 8-Type." Demaris is the result.

In case you missed the game last time round, here's the gist. You're put in the spider seat of a heavily-armed space glider, plying the surface of the planet Demaris and using your mighty armament to rid it of the nefarious cyborg monstrosities who have recently moved in. It's played in the familiar horizontally-scrolling shoot 'em

up format, with the usual extra weapons to bolt on and stocking great monsters to pump laser bolts into of the end of each level. Pretty standard stuff, and! Nothing your average legal department could object to there, is there!

Here, well, there are all signs of the game's roots, most notable of which is the weapons pod which you can stow on the front of your ship. But still there are just as many scores taken out of the original, the most notable of those being the lack of a freeze up facility, allowing you to hold down the fire button then release a really powerful shot. Hence, if Demaris is going to win hearts among the arcade players' fraternity it's going to have to do it more on its own merits than on those of 8-Type.

Will it succeed? Well, after several days of concentrated play on the Amiga version, I think I can say that it will. The gameplay is very cat, with a disconcerting number of aliens peaking out the screen at all times. Demaris is one of those games in which you have to learn where the next wave of nasties is coming from, as it's very dangerous to be caught out of position. If you do die in the middle of the level, you lose your weapons, but the generous programmers have arranged for frequent and bounding laser to appear



▲ Demaris — not at all like 8-Type.



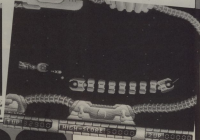
▲ Seven stunning look shops.



# ARIS



▼ End level enemy — takes a bit of beating.



almost straight away, which is a big help.

Some of the extra weapons, such as the aforementioned bouncing laser, obviously come from *B-Type*, but Demaris makes no attempt to copy the bulk or terrain-following lasers, no-does the pod behave in the same way.

It's a pity Demaris's no pick-up spawning rapid fire, as the game is a real thumb-ticker and one which should definitely be played with your joystick (even fire switched on). One item which caused much consternation was the speed-up, which gives your space-glider a hairy look forward as soon as you collect it — wiff and brill, but the sudden loss of controls had nerves if you're coming to a solid obstacle!

Oh, but who can it be griped about shallow kopperies like these on such a good-looking game! Graphically, Demaris is very smart, sporting some slick-looking spacecraft to torch and seven detailed backgrounds to fly over. Not to mention the sound locking, for your ears positively ring to a cacophony of blinding noises to keep your nerve endings (and your trigger finger) engaged! Ooh, getting a bit carried away there, but it is rather good in that department. The music isn't bad either, but I wasn't impressed

by the end of game tune which sounded like the title theme to a BBC children's programme.

It's probably not a good idea to compare Demaris with *B-Type*, because it is much more of a mindless blast, losing *B-Type*'s strategic position to his gameplay, which the real *B-Type* player loves for.

PAUL GLANCEY

## AMIGA

▶ GRAPHICS	83%
▶ SOUND	75%
▶ PLAYABILITY	85%
▶ VALUE	86%
▶ OVERALL	85%

## UPDATE

There are no plans for any other versions apart from C64 disk which has twelve levels in comparison to the Amiga's seven. It is up against much stiffer competition on the 64, the market being awash with horizontally-scrolling shoot-'em ups on that machine, but the Rainbow Arts team seems to know what they're doing so the game should be well up to scratch.

▲ The robot looks like one of Demaris's tougher opponents.



# OPERATION NEPTUNE



The foreign surface of the Pacific Ocean looks like 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-bike 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...

Atari ST, PC, Amiga £34.95

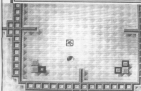
CD-ROM, Amstrad £14.95 (disk), £9.95 (tape)

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

# INFOGRADES







they're over done.

There is almost the exact opposite of what you would think it's from the title. In my mind, the title Titan automatically made me think of something very big and imposing, like some fearless alien force about to take over the galaxy. Then it's an eight-way scrolling Breakout variant.

You control a small block set in the middle of the screen which is positioned somewhere within a maze of bricks. Some of the bricks are destructible. Some of the destructible bricks disappear when you run into them. The other destructible

force is too big a word. If I said that I got to level three without actually moving the paddle, I wouldn't be lying.

Graphics are pretty bad on all formats. The screen scrolls at a very fast, smooth rate. This wouldn't be a bad thing were it not for the lightly detailed backgrounds, causing quite a bit of eye distress to all who witnessed it. The Amstrad graphics are, fortunately, way, way better than the Amiga's. At least the Amstrad version has got colour. The Amiga version is, believe it or not, mono- or less monochrome.

Sound is hip-hip-hip on the Amstrad and some 'beep' it before, probably on another Breakout game's drum complex on the Amiga.

As a game it's far too fast to be playable. Not fun as in 'wrecked', but fun as in 'help, it isn't broken, what I'm doing' fun.

Dull, boring, badly programmed, unplayable, creatively and sonically average (BBBPPAAA). If you take some letters away and change a few, they make the word average. So, it all really.

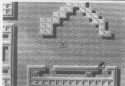
TONY DILLON

▲ Four-directional Advanced clone

# TITAN

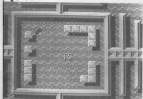
- ▶ TITUS
- ▶ SPEC CASS £8.99, C&A CASS £9.99, DISK £14.99
- ▶ AM CASS £9.99, DISK £14.99, ST £19.99
- ▶ AMIGA PC £34.99

Here's something you don't normally see. An original Titus game. This game is not a rip-off of any recent arcade or popular computer game. In a way it's a bit of a Breakout clone, but only in the most basic terms. The goal here is, it's miles worse than anything else



▲ The skills aren't there

▶ Patterns change — but gameplay does't



bricks have to be destroyed by other means. What other means? The most innovative game also ever. You have to hit them with a ball. A ball is normally found hanging around somewhere in the maze. You have to bounce the ball off your bat in such a way that it hits the bricks and destroys them. Knock out all the bricks and it's on to the next level.

There is only one way that I've come across where you can actually lose a life. Little skulls can be found floating about on lower levels. Should you or the ball touch them, you lose a life. The funny thing is, they don't start to appear until level four, which kind of makes levels one to three a little easy.

## AMSTRAD

▶ GRAPHICS	68%
▶ SOUND	60%
▶ VALUE	67%
▶ PLAYABILITY	33%
▶ OVERALL	57%

## AMIGA

▶ GRAPHICS	51%
▶ SOUND	40%
▶ VALUE	79%
▶ PLAYABILITY	32%
▶ OVERALL	37%

## UPDATE

All versions will be on sale in March apart from the Amiga which won't be ready until May.

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# Reviews

**DOMARK**  
**► SPEC/AMS/C64**  
**£9.95**  
**► CASS. £14.95**  
**► DISK, ST/AMIGA**  
**£19.95**

At the top PC show, Domark pulled off a very neat deal with Tengen, Atari's coin-op division, and secured the rights to five of their newest games: *Xybots*, *Toobin'*, *Dragon Spirit*, *A/1* and *Windicators* — which is the first to appear.

The *Windicators* coin-up is one of my favourite arcade machines, and I've been waiting for the computer version to appear in the hope that they're faithful renditions of the original machines. And I'm glad to say that the ST and Amstrad versions definitely are.

The game is set in the far future. The all-powerful Tengen empire is slowly and inexorably conquering the galaxy, and the only thing between them and complete domination are two brave and heroic tank commanders, who have decided to take on the might of the whole empire single-handed.

The Tengen organisation is spread over fourteen different space stations, each one comprised of five levels. The objective is to enter each station and destroy its control centre situated on the fifth level. In the fourteenth station control centre resides the Tengen Boss, a giant squid-like monster that has to be blown away to save the galaxy.

At the start of the mission, one or two-player mode is selected. After that one of three starting levels is chosen, which has an appropriate points and star bonus awarded depending on the difficulty selected. All that you more about starts in a minute.

When a level has been chosen, the action begins. The proceedings are seen in first person, with the tanks moving up the screen blasting everything that moves. The

▼ A veritable minefield!



The Amstrad title screen, screen scrolls vertically, and also horizontally if the play area is wider than the screen.

The stations are all well defended, with gun emplacements and enemy tanks attacking the tankscape. All about of the intruders and attempt to wear down their fuel supplies with repeated hits. The tanks can shoot back with their own guns and take out the opposition for points. On later levels super tanks, flying saucers, huge gun emplacements, mines and electrical barriers are incorporated into the defence system, making the going very tough indeed.

Items are found scattered liberally throughout the space station, and can be collected and used to buy extra features for the tank — which are vital if





# CATORS



the mission is to be completed (you can get up to 40 stars if you shoot in a higher level).

There are a wide range of power-ups, shields being the most useful. These lessen the effect of a hit — although one themselves depleted, requiring extra shields to be bought when they run out. Extra shot range, extra shot power and speed ups can be bought to increase the ability of the tank,

as well as armour plating — the only thing missing a turret rotate, which is impossible to implement on a computer.

Homing missiles and bombs (when available, it uses five stars from ten of each, and can be useful when you face strong opposition). Homing missiles whizz around obstacles and corners to hit their target, while bombs contain one heavy duty shell

▼ A single Amstrof tank attack



▲ Pick up the key and go to the exit

which eliminate everything within the vicinity of its impact zone.

There can also buy wings to later levels — and give bonus points into the bargain.

Shields, bomb cannon, homing missiles and extra fuel capsules are also found dotted around the place, and come in very useful when times are

▼ Heading for the exit ...



rough.

To finish each screen, the tank commanders have to locate either a red or blue key, which opens up the exit paths to the next level. So as soon as you've picked up a key, make a bee-line for the exit. When both tanks are safely through, the score gained on that level is displayed, and extra fuel is added in relation to it, so the more you score, the more fuel added to your supply. After that the power-up screen is displayed so the players can buy extra features before the next level begins.

On every fourth level a found the control centre entrance, an orange building which the tanks enter by floating a hole in the side. Once inside the tanks are given a short time limit to collect any power-up goodies within and beat a fiery retreat to the exit before the whole place explodes.

The multi-linked Tongue boss lives on the last level, and puts up one hell of a fight as he and the tank commanders slug it out in a final six-or-else combination. It's a tough fight, and be prepared for a rather nasty response ...

The full version of Windicators

# Reviews

# VINDICATORS



▲ The control centre on level three.

It is a sterling copy of the original machine, which looks identical and plays brilliantly. The graphics are first class, and especially like the massive explosions, which give you a real feeling of destruction. All the sprites are smoothly animated and finely detailed, and the backgrounds are of similar quality.

The gameplay is excellent, it's challenging, tough and very addictive, and the two-player mode adds that competitive edge to increase its lasting appeal.

Amstrad Vindicators is also brilliant, with great graphics, sound and playability combining to give one of the best games available on the machine.

If you want a sterling good buy, look along to your shop and grab Vindicators.

**JULIAN RIGNALL**



## ST

- ▶ GRAPHICS 88%
- ▶ SOUND 86%
- ▶ VALUE 80%
- ▶ PLAYABILITY 89%
- ▶ OVERALL 87%

## AMSTRAD

- ▶ GRAPHICS 86%
- ▶ SOUND 81%
- ▶ VALUE 81%
- ▶ PLAYABILITY 87%
- ▶ OVERALL 85%

## UPDATE

Spectrum, Commodore and Amiga versions should be available by the time you read this. The Amiga incarnation should be the best of the lot, with better graphics and sound and

smoother scrolling, while the Spectrum and Commodore versions are expected to retain the playability of the Amstrad version, but have worse and better graphics respectively. NB: BOTH GAMES ARE HITS!



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AMIGA screen shot!



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# Reviews

► DISCOVERY SOFTWARE  
► AMIGA £24.99

Mixing swordplay They team a couple of nasty spells and they can take over the phone, transmogrifying people left, right and centre and generally subjecting the populace. Zora is one such magician, whose latest victim happened to be your poor old Joff. So, it's time to get the ceremonial sword of the mountains and sally forth to Jann's city, hack your way through his nasty ladies, finally to enter his fortress, Castle Croggmoor and do battle with the man himself, thus avenging the death of your father.



▲ Sorrow features huge characters.

# SWORD OF SORROW



▲ The biggest load state of all — fills the screen.

Sorrow of Sorrow is a hack and slash arcade game in the grandest of styles. You start the game by selecting either a male or a female warrior as your on-screen persona — (they have identical fighting abilities), then BOORISHANNA, there you are outside the walls of the city. Have a quick look at the map to check where you are, then you're off.

Your repertoire of fighting manoeuvres is limited to high, middle and low swings — no

Barbarian-style flying neck chops, unfortunately — and being a little young barbarian, you can evade blows by leaping and ducking. Each enemy you come across has a small energy bar at his feet, and each hit you manage to score knocks pixels off the bar, until it disappears completely and your enemy keels over, dead. Your warrior is similarly equipped with an energy bar, as well as a supply of lives which can be replenished by picking up items left behind for

The little old man with his ► decaying wall.

recently deceased enemies. Other collectibles include Magic Doppers (essentially smart/bombs), magic shields and increased hit strength. You can hold up to four extras of each and activate them individually using the function keys. The extras have to be used judiciously, as certain enemies, particularly the magic-users on the later levels, cannot be beaten without help. Zora's breath-tweaking seems to increase damage, starting off as lance-wielding soldiers, then outnumbered axe men, followed by club-beating giants. As you approach the castle, you're faced with scorpion-lizards, worm-spitting ghosts and, in the castle, wizards who fire lightning bolts at you.



Some of the scenery is just as dangerous. Level two is played on a wooden bridge which has metal spikes popping through it at regular intervals. Even

larger spikes make an appearance on level six, accompanied by lava belts which coast along the ground, stone columns which drop down from the ceiling and moving stepping stones which coast pin of flame.

Getting caught out by one of the spikes is pretty impressive visually — the screen shows the barbarian being expelled through the chest! There are other gory touches throughout the game, the most spectacular

one that I've seen being the decapitation of the giant at the end of level three. There are also bloody spurts accompanying successful sword blows, and screeching moans from dying soldiers.

Indeed, the Amiga's sound and graphics capabilities are used very well throughout, the former being put to work on excellent music, screeching sounds and wood hits, and the latter producing huge, colourful spikes and lovely

▶ **Cut!** — a spike gets Olmey from below.



▶ The war's castle — your first destination.

portals — popping backgrounds. The animation is slightly racy, but I'm a tolerant sort of bloke, and it soon became unnoticeable.

There are one or two gameplay loopholes that I would gripe about, though. The main one is the length of some of the early levels, which, once mastered, take so time of all to complete. The short playing time is offset by lengthy (poor) between-pieces, during which the next plot of the game loads from disk, the map is displayed, and you're given a piece of poetry describing the way ahead. All fine the first time around, but when you've played a few games and are keen to get on, it becomes a bit of a pain.

My other complaint is specifically to do with the traps which appear on level six. These take the form of pits, which appear out of nowhere, swallowing your warrior before you get a chance to take any kind of evasive action.

Apart from these two things, I was well pleased with *Sword of Sodan*. It's not a groundbreaking game, nor is it terribly difficult to play (things don't get difficult until level

six). I doubt whether it's worthy of the title, "best Amiga beef 'em up" — *BC+* is a more pure example of equably slighted violence — but it's rarely kept me at the controls, and I think with it until the end is in sight. Real rose-fostered warriors may find they break it before they've had their £25 worth, but anyone in the market for a playable, visually and sonically impressive game would do well to check this out.

**PAUL GLANCEY**

#### AMIGA

▲ GRAPHICS:	86%
▲ SOUND:	89%
▲ PLAYABILITY:	83%
▲ VALUE:	79%
▲ OVERALL:	85%

#### UPDATE

There are vague plans for the *BT* and *C64* version of *Sodan*, but don't expect them for at least six months.



▶ Serpents of the trees.



# ODAN



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# Reviews

## MASTERTRONIC ST/AMIGA £9.99

What is it with beautiful Princesses? They're always getting themselves kidnapped aren't they? And then some poor old hero has to risk his neck going to her rescue. Well, guess that's happened in Mastertronic's latest 16-bit budget title. A Princess has been abducted and a hero is required to save her bacon. And that hero is you, and the Princess in question is Choodonny.

As steady Disagmatron's defence devices. There are four main hazards to get through, before reaching the second zone of defences, which are even tougher.

First up is a chase through a densely packed asteroid field. The action is viewed in vector graphic 3D, and the objective is to whizz through the ladder-shaped spaceships and blast five Disagmatron spaceships. These blue craft appear one at a time and one simply blows away with one well-aimed blast of laser fire.

After that comes a labourious scout across a planet surface. The idea is to guide the ship through a series of gates, which sounds easy enough, but unfortunately the ship's speed can't be regulated and sometimes it's impossible to fly left or right far enough to get through the next gate. Like the



▲ Ken-rodA, book, apps.

last level, hitting anything results in the loss of one of the ship's ten shields.

The third level is a hyperspace jump, where the hero flies the ship through a long tunnel made up of squares. Fly through the squares and everything is OK.

Fly outside and it's curtains!

Finally, the ship zooms down a tunnel, avoiding oncoming obstacles and blasting Disagmatron ships. When five have been toppled, the game returns to the first level, only it's harder.

In principle, Choodonny like it might be quite a nice little budget game, but unfortunately it's lacking in many areas. The four levels are very simplistic, and annoying quirks like the lack of a speed control on level two and Disagmatron ships that seem to be flying outside the tunnel on the last level are very annoying.

The gameplay is limited, and once you've beaten round the levels it all gets boring. The vector graphics are smooth and fast, and the 3D update continues, especially in the tunnel sequences, but in the end they're wasted on what's an ultimately shallow and tedious game.

**JULIAN RIGNALL**

# CHASE

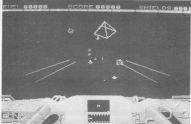
The game is set a few millennia in the future, so instead of going out to rescue her on a rusty steed, the hero thunders off in a fab-'n' groovy rocket ship. The evil genius who's currently holding the Princess captive are the Disagmatrons, and they have all sorts of horrible and nasty things to do to her... so you'd better get your waders on, buddy!

The mission of mercy isn't straightforward zip in, zip out affair, and involves negotiating



▼ If this is 16-bit budget — done it.

▲ Well the price of wit — I'm so good.



ST	
GRAPHICS	67%
SOUND	54%
VALUE	47%
PLAYABILITY	43%
<b>OVERALL</b>	<b>43%</b>
AMIGA	
GRAPHICS	67%
SOUND	56%
VALUE	47%
PLAYABILITY	43%
<b>OVERALL</b>	<b>43%</b>

## UPDATE

No other versions are planned.

Remember . . .

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WARS**

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**THE  
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\*Tengen is a subsidiary of Atari Games Corporation

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as Vindicators.

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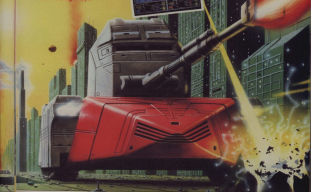


# INDICATORS

Indicators provides incredible action and graphics. It challenges you to negotiate each station's heavily guarded corridors, and locate and destroy its control room.

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# SPACE HARRIER

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Space Harrier was one of the first Sega sit-down and ride as you feel games.

It shook up the arcade as much as the players who played it, as the hydraulically driven coin-op didn't come cheap. An upright stand and play version of Space Harrier soon followed and the game became one of the monster arcade hits of '86. Sega quickly realized that they were onto something with hydraulics and spectacular 3D graphics—following up Space Harrier with classics like Afterburner, Out Run, and ThunderBlade.

Elite grabbed the home



▲ Blast and stay alive.

rights to Space Harrier and earned out a reputation as the leading coin-op converter of the late.

Three years on and the 14-bit versions arrive. Will they still thrill the way their predecessors did or will they appear too simple for 32 and Amiga gamers?

The thrilling you notice about the Amiga version is that it fills the whole screen. No tiny postage stamp-sized windows through which you view the play. The 3D effect is so much more effective as a result of filling the screen—you really feel like you are flying.

Space Harrier is a very simple 3D shoot 'em up. Get on for as you can, destroy as much as possible on the way, and see if you can stay in the air as the game accelerates.

and you (the Space Harrier) enter into "inertial combat" with these "clones of another planet."

Basically—just jump into the air or the machine yells "get ready!" and start blasting.

And speed on the trigger and rally maneuvering of your character are what is required to dodge the aliens.

At the end of each level is a rally—the first one being a giant dragon requiring segment by segment destruction of its ugly, writhing form.

Later you come up against giant robots—and still more dragons. There are no real rules with Space Harrier—when it gets messy I am so keen on it, it is an entirely ungratifying computer game full of weird and woolly noises. Altogether you have ten levels to deal with in the Amiga version—the same as the SE. They get tougher as you go—speeding up—so that it is going to take you quite a while to clock it.

Space Harrier fans will be well pleased with the 14-bit version.

Eugene Lacey

AMIGA	
▶ GRAPHICS	81%
▶ SOUND	70%
▶ VALUE	80%
▶ PLAYABILITY	83%
▶ OVERALL	82%

## Update

C64, Spectrum, and Amstrad versions of Space Harrier are available on Elite compatible boxes. They will also be out in the budget boxes labeled at £3.95—though probably not until next year. 31 retail Amiga versions are now in the shops and a PC version will be launched later in the year.



if either works or fails on the quality of its 3D routine and its speed. For those reasons people scoffed when Elite attempted to code it on 8-bit machines. These people lived to eat their words there and my honest opinion of this version has to be that it is an excellent conversion.

The speed and the slight feeling of air sickness are all there as your hero jet packs his way around the screen with his heavy laser resting in his arms.

The simplicity of Space Harrier is emphasized when you read the story line. All you are told is that the Dragon Lord is occupied by "barbaric and evil creatures"



# Born in the USA

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# HYBERS

► **SUPPLIER:**  
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These of you who own a 1-bit dot machine and have spent the last year decrying the lack of a good shoot 'em up are about to be silenced for good — as Coinstar's import of this one Discovery Master's all sorts melt your screens in a veritable explosion of scrolling mayhem.

So what's so special about this one? Especially so it makes absolutely no claims about stretching the machine's capabilities or providing 'blazing action with a subtle hint'. The answer lies in the playability, which has been pitched to the point of perfection and has had everyone who's played the game in the office hooked from the first attempt.

After you've chosen to be either commander Blunderbuck or Loretta (this makes no difference to the gameplay, but in case you're interested

Loretta's a member of the faster and your ship is launched onto a semi-tropical landscape.

At this point two things happen: a pulsating soundtrack bursts into life and you're immediately set upon by the first of many flying and shooting aliens, backed up by



▲ Fire that in all directions

ground-based weapons installations.

Although there are only three levels to be negotiated (the second is wottery and the third appears to take place above the internal organs of some massive monster), they're all quite long and take some

time to complete... but not if you stick with the standard weapons system.

Weapon upgrades appear at regular intervals in the form of numbered icons (not for it — one to fire), and when the complete set has been gathered up your ship will be

▼ Fully-trilled up for the end screen glory





▲ Split your ship to control the fish.



▲ Power up the J-WF comes into view.

as close as it's possible to get to unobtainable.

Casual and all as the extra weapons are, they can be improved further by a neat little trick: simply spin the joystick rapidly and the weapon randomly is revised with more destructive powers. Three expansions are allowed per weapon, and if you've forgotten how many times you've already used this trick there are three "E" icons at the

top of the screen to remind you.

Besides the action it so-far, you'll like how often the presentation sets a little ruff — but it's far from it. There's an impressive high score table, a rolling demo (including self-portraits by the programmer!) and an options screen which allows almost all of the games' parameters to be altered. This last item can be abused, however, and can make the game far too easy if taken to extremes.

The only really odd thing that I could find was the occasional appearance of totally unobtainable sprites (such as the banner) that can be collected for a bonus of 3,000 points, but that's such a minor

detail that I'm almost sorry I mentioned it. *Hydra* is quite simply the answer to the I-didn't-shoot-'em-up-fans' prayers.

CIARAN BRENNAN



#### AMIGA

GRAPHICS	78%
SOUND	87%
VALUE	78%
PLAYABILITY	94%
OVERALL	90%

■ Nice congratulatory screen.



#### UPDATE

IBM and ST owners don't have too long to wait to start their own drive through the *Hydra* scrolling landscape, as both are just reaching their final stages of development and should be available soon after you read this. As for as PC graphics go, it's still uncertain as to whether VGA or VGA graphics cards will be supported.

# BALLISTIX



## BALLISTIX It's a whole new ball game!

Sick of silly old soccer? Tired of pathetic games? Then you need a dose of Ballistix - the fastest, wildest, toughest ball game yet to appear on a computer. Ballistix just explodes with excitement, puzzles and an amazing 100 different screens of frantic action.

The aim of the game is simple: score more goals than your opponent to win the match. Doing this a different matter as splitters hit the screen with dozens of balls, barrels hit them from view, bumpers bounce balls all over the show, ferocious red arrows speed them up to almost impossible velocity, magnets pull them away from your control, and much, much more.

Ballistix is incredibly flexible, too. You can play against the computer or another player, set the speed if you can't stand the pace, define where the balls are fired and their velocity, rack up bonuses that will get you extra goals and then, at the end of an exhausting game, set your name in pride of place on the high-score table. And it's all played to the accompaniment of a throbbing sound-track and a crowd that applauds your every goal.

Ballistix is definitely not a game for wimps. It's tough - fast, challenging and incredibly competitive - in fact, it's just the kind of game you like.

Two joysticks required for two-player game

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Screen shots taken from the Amiga version.



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# BIG Screen

Stop me if you've heard this. A man stumbles into a police station. "I'd like to report a murder," he says. "Who's the victim?" the desk sergeant asks. "I am!" gasps the man. It sounds like a joke but for

Dennis Quaid it's deadly serious. The university lecturer has just discovered he's a **DOA** — **Dead On Arrival** (10). A slow-walking assassin gives him just twenty-four hours to find out who has killed him and why.

Quaid isn't having a good time. One of his highly talented but highly strung students takes a suicidal dive right by his window. His wife gets her head split open by an unseen intruder. And when Quaid decides the murderer is neither resident, daily Mag Aquin (Kevin Spacey), he suspends her until he gets to the bottom of the case. Well, maybe it's not all bad!

Together they escape from the police, who have made Quaid number one suspect for his wife's murder, and set out to find the real killer. While the plot, based on a 1943 thriller, doesn't stand up to much investigation, the class is good and the direction, by the people who brought us *Max Headroom*, is stylishly torturous. **DOA** is alive and kicking.

It'd rather be in the dead-of-night than going to a **Tequila Sunrise**. This promising erotic cocktail of a thriller ends on a simple cock up!

It's another odd-couple cop movie, in which Kurt Russell is a police officer and Mel Gibson plays his former friend, a coke dealer trying to go straight. The two are brought back into uncomfortably close contact when Russell is ordered to trap a major drug trafficker colleague of Gibson's.

The third ingredient in the brew is Michelle Pfeiffer as the restaurant owner whose affections swing between them. Should she date coke-dealing Mel or his clean-cut Kurt just courting her because she's a source of information?

If the plot sounds familiar it's because a similar set-up appeared in *Extreme Prejudice*, an absolutely violent thriller last year. *Tequila Sunrise* is far more intelligent, but it spends so much time staring into the bottom of its glass you may end up wishing for some good old pyramid eyes to alleviate the boredom.

For an even-outrier

**Good films, bad films — twin sides of the coin . . . and only Ward & Street can tell them apart.**



▲ The man on the right has 24 hours to live. He's **DOA**.

leaning by **Twins** (PG), featuring those identical actors Arnold Schwarzenegger and Danny DeVito. (Arnold's slightly taller if you have problems telling them apart.)

Naturally nature couldn't refuse such an inspired pairing — the unlikely brothers are products of a genetic experiment to create a super-being. But instead of one baby it produced two — and genes who draw the

▼ *Ward & Street* — Delvita and Schwarzenegger



▲ *Working Girl* — glib career girls.

drops? While Arnie, the Apollo, grew up in a tropical paradise, thousands of miles from civilization, dearie! DeVito suffered in the sweetest box of life, becoming a small-time hustler with big time debts and even bigger guys after his hide. Luckily Arnold is bigger than anybody and he chooses the movement to turn up in his twin's clothing. Unfortunately for **Twins**,

there are two pairs of writers credited for the script. While the credits between

Schwarzenegger, showing he has a talent to do more than flex his muscles and snarl, and DeVito as deliciously steady as ever, are often funny, there is a ridiculous thriller filler which detracts from the characters and stays along at a snail's pace. Perhaps they should have made two movies from *Twins*!

**Working Girl** (10) is every bit as brutal. Though it concerns two women, Melanie Gifford (*Something Wild*) is the ambitious secretary while Sigourney Weaver takes time off from those *Coronas* in the Mist to be her boss. What follows is pure *Coronator*!

On a sicking holiday, Weaver breaks her leg so Melanie takes the opportunity to put a few of her own executive schemes into operation. Her innocent accomplice in the million dollar deal is Prince Charming forward, Harrison Ford, who finds himself falling for Melanie's plan . . . and then for Melanie.

But inevitably things go wrong when Sigourney returns to uncover her

secretary's ambitions — meanwhile Melanie discovers that handsome Harrison is her boss's boss! The bitchy boardroom battle that ensues means that one working girl loses her job. While it doesn't always work, *Working Girl* is still a neat little comedy.

Ridiculous could assuage **The Adventures of Baron**

*Munchausen* (PG) of being wiles read or little. This vast and rambling tale cost tens of millions of dollars but unravels there is little evidence that any of it was spent on the story.

*Munchausen* is a reimagined German farce and Terry Gilliam, of *Monty Python* animation, *Time Bandits* and *Brazil* fame, is the director who dared bring

# BIG Screen

These fall tales for the screen. In some ways he's the ideal person. Muchaussen's mad adventures are always on the grandest scale, and *Callams* add visual imagination as well suited to his surreal deeds. But despite the spectacle it doesn't hang together.

War is raging and the Nazis invade it's because he and his parents relieved the sufferer of all his gold. So he sets out to



▲ *Born-Marchesean* — your city.

find his odd friends and raise the siege, searching the maze and inside a white before they're all arrested.

There is no end of talent in the film, from Eric Slezak as Berthold, who turns so fast he has to wear four bells round his ankles, to Helen Williams as the king of the moon, whose body and head just don't get on. See it if you, like spectators — but I'd be lying if I said you won't risk occasional boredom.

The secret of good movie-making is not knowing money is on the screen but telling an engaging story with good actors. *Rainforest* is just that. Two brothers, long separated, cross America together, and thanks to Dustin Hoffman and Tom Cruise it's a wonderful trip: often funny, sometimes sad but never boring.

Cruise is an ambitious young business man with big money ambitions while Hoffman is mentally disabled and unable to relate to the real world except through a series of closely regulated routines and rituals.

When Cruise learns of his brother on the death of their father, he realizes that the only way he can get his hands on the old man's money is to take Hoffman from his mental hospital home and 'teach' him. This cynical kidnapping eventually turns into understanding as the two travel across America.

Hoffman is raised above



▲ Hoffman and Cruise in *Dear God!* — Hoffman

the sentimental or beauty depressing by the two superb performances — Cruise as cocky, hard-headed charm and Hoffman as a shuffling, creaking innocent. Director Barry Levinson follows *Good Morning Vietnam* with a movie you shouldn't wait for a rainy day to see.

There's dirty doings in both *Scarlet* and *Dangerous Liaisons*, so decide whether you prefer casual insouciance of the 18th century or 1980's. Either way it's pretty racy stuff.

*Scarlet* tells the tale of the Profumo affair which, in 1963, led to one man's suicide, helped bring down the government, and made a

young lady called Christine Keeler a household name. Christine, a bright young thing from an ordinary background, was picked up by Stephen Ward, an escapist. Ward invited her to live in his flat then introduced her to the rich and famous. What ensued is still fairly scandalous today — though we're more likely to be shocked at the way the establishment made Ward a scapegoat for the whole affair. The film features superb acting by John Hurt as Ward, Ian McKellen as Profumo and



▲ *Race* — who's what of my computer?

looking uncannily like the original, Joanne Whalley-Kilmer as Christine. A powerful probe at British hypocrisy.

Of course the French have always done these things with far more style, even back before the revolution set heads rolling. Considering the Vienna de Valmont's *Dangerous Liaisons*, maybe they should have stopped off somewhere other than his head.

Based on the hit stage play, Les Liaisons Dangereuses, this is a superbly entertaining tale of bed-topping by the venereal Valmont, the picture of corruption as he

tries to seduce a virtuous young woman to win a bet with his former mistress. The real John Malkovich (*Empire of the Sun*) plays the count with an evil smile always on his lips, and Glenn Close gets involved in an even more clearly after than *Fatal Attraction*. Even if you don't normally like costume-drama consider a dangerous liaison of your own.

This month's fancy movies are a fairly steady bunch, of which *Flight Night — Part 2* (18) is probably the least novel. Poor young Charley Finestrat is seeing warplanes and warplanes again, despite psychiatric help. This says very little for American cinema — they failed to help the young protagonist of *Phantoms 2* either a couple of months back.

TV honor show host Rocky McDowell is back too, as Peter Vincent, the finest hero ever to stake a vampire. There are some good effects but the whole is less than the parts.

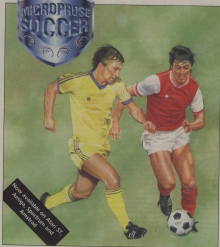
At least it's more coherent than *The Untouchables* (18), a dreadful piece of pseudo-religious rubbish in which young priest Ben Cross suffers at the hands of the devil's minions. These temptations of the Cross are supposed to be his secret desires, in which case he should never have become a priest in the first place.

*The Madonna* (15) is by far



▲ *Leavings* of tomato sauce in *The Untouchables*.

the most interesting movie of the month, though this tale of art going on in the world of painters, poets and writers in the Paris of the 1920's, isn't so for everyone. Its evocation of that crazy decade and the eccentric who made it so important is peppered with brilliant performances. A truly original movie from Alan Rudolph (*Yankee in Paris*).



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# AGM

This month **Advanced Games Master** has a wealth of computer role playing and adventure news. Keith Campbell discovers the risqué delights of *Leisure Suit Larry II*, Wayne finds a good role playing book in *Slaughter Mountain Run* and we bring you all the latest news.

## Robo-Combat

**Battletech** manufacturers — FASA has released two new products, namely *Renegade Legion* and *Revenge*.

*Revenge* is a tabletop wargame. Although not *Battletech* Supplements, these two new releases cover the same hi-tech form of gaming that fans of robotic combat will appreciate.

The game takes place in a futuristic setting, which has only Roman overtones. There are two groups of opposing forces — the Imperial Knights and the *Renegade Legion* — both of whom vie for galactic freedom or domination — depending which side you are on. Of course combat is the name of the game and this is carried out either in the air (aerial combat) or on the ground.

► **Battletech Sequel** — *Renegade Legion* ripe for computerisation.

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FIGHTER BRIEFING

the last ridden remnant of various planets by the ultra modern equivalent of massive tanks.

The two games have been created to be used in conjunction with each other, so you can get a full scale war going on your living room table! Although both games are straightforward, totally inexperienced players should not attempt them, because the amount of rules involved could prove difficult to master. However, if you have already conquered the *Battletech* system, you should be qualified enough to give these games a try. They don't come cheap though, selling for a princely £19.95 EACH!

## Warhammer Doubtful

Warhammer the computer game is unlikely to see the light of day in 1990.

The hit fantasy role playing board game from Games Workshop was supposed to be converted by Activision — but no work has been carried out on the game and it looks like the Reading based company may have lost the license.

Games Workshop spokesperson Andy Jones told C+VG "The Activision chapter is now more or less closed" and said that GW were in discussion with a number of other software houses about Warhammer and their other popular games — *Bloodbowl* and *Dark Future*.

► **Microhammer** — computers will waiting.



## AD & D

The hottest news in fantasy role playing at the moment is the imminent release of the revised *Advanced Dungeons and Dragons* manuals.

The first release will be the new *Player's Manual*, which is expected in the shops in March. This volume will be approximately 200 pages long and contain all the new changes and improvements that have been engineered over the last ten years. It will also take into account the wishes and requests of several thousand players who replied to a special TDS survey. The revised material will be presented in a clear, concise format, with a complete index. The price is expected to be around the £11.95 mark.

It will will see the release of the new *Dungeons Master's* guide. For around £10.95 players can expect to receive a 192 page book, which — it is claimed — will be written with your reference in mind. It is hoped that by eliminating the *Defensive* guide, it will clear up all the inconsistencies, and awkward mechanics that were captured in the original, while at the same time adding a whole new realm of flesh and exciting information.

While the above mentioned books are official "Enhancement" to the AD&D system the *Monsters*

## Battle Titans

Games Workshop have been very busy lately with no less than six new releases.

The most important release will be *Battle Titans*. This is a box set of six plastic mounted battle class Titans, solely for use with their *Adapted Titans* game — which is expected in this very issue of C+VG. This will enable players to recreate the epic battles that took place in the *Horus Heresy* and generally cause mass mayhem.

*Imperial Guard* contains a set of 26 plastic guardsmen, each of who come with separate arms and weapons to help you vary your game. Again this will be £9.95 and is intended for use with *Titan*.

*White Line* Prep is an advanced rules supplement for GW's *Dark Future*, which was reviewed in the January

edition of C+VG. *Prep* allows for more complex maneuvering, new weapon combat rules as well as a complete vehicle design system. FASA will cost you a reasonable £1.95.

*Monolith* fans will be pleased to note that a new supplement for the game will be released soon. *Star Players* is a booklet that gives you all the information you will need for using super stars in your *Monolith* teams. This includes full details of special skills available to players, new rules for creating your own heroes, 36 star player cards, career stats of all the top players currently available, rules for any extra large players you may wish to use and the current line up of eight of the greatest teams ever.

The two final releases are *Slaves To Darkness* and

# D-New Manuals



▲ **AD&D** — new versions for computer trouble through T.E.E. — **Monstrous Manual** — the biggest names in role playing the year.

**Compendium** is an official replacement to the old **Monstrous Manual**.

All the necessary information sheets will be punched to fit the binder, enabling the player to file the monsters in any order they desire. Volume two of the **Monstrous Compendium** — available in August — will contain a further 144 pages that will fit neatly into the original binder, while volume three — available in November — will be dedicated exclusively to the weird beasts of the **Pocket Monsters Realms**. The prices are \$19.99, \$9.99 and \$1.45 respectively.

Finally, unless AD+D

players will be pleased to note that T.E.E. is not changing the old AD+D game. The booklets you have used will enable you to play AD+D, but the new releases will contain all the official rule changes and rules, less well explained game mechanics.

**Massively Piled of Realms** — the RPG based on AD&D has so far only been launched on the C64 and PC, ST, Amiga and Spectrum systems and not expected for another month at least. **Heroes of the Lance** — the arcade adventure based on AD&D is now out on all formats apart from the C64.

# News

## Origin Tell Tangled Tales

The excellent Origin series of role playing games are about to be launched on a variety of new formats.

**Times of Lore** received a C+ PG hit when it was reviewed last year on the C64 and ST. From March Spectrum, CPC and Amiga owners will be able to attempt to restore peace to the troubled Kingdom of Albrecht. The 11,000 location epic that is **Times of Lore** is regarded as one of Origin's best games yet — even on performing the classic Ultima series in terms of interaction and graphics.

Telling of the Ultima series — **Me's 1, II and III** are being translated in America for the price of one. Origin spokesperson Martin Booth said "the games will be available in the UK between March and April at £19.95 on C64 and £24.95 for the PC.



▲ **Ultima** — three for one deal.

Also new from Origin is a brand new game called **Tangled Tales**. Origin describe **Tangled Tales** as a departure from the traditional 'dark and heavy' themes of role playing games. It tells of a wizard's apprentice (the game player) caught up in an outlandish world that includes bearded humans and medieval foresters.

## Head to Head Dungeons

Image Works are about to launch the first head to head role playing game in the shape of **Crystal Maze**.

Set in a huge world with the now ubiquitous grey stone walls marking its labyrinthine passages and corridors. The quest is to find four crystals which will enable you to cast two spells. One to banish evil and the other to maintain

peace.

The game features a horizontally split screen which enables each player to explore different parts of the world at the same time. As they explore they will meet and can interact with various strange characters.

**Crystal Maze** will be launched in April for the Amiga, ST, C64 and PC. No **Spectrum** version alas.

▼ **Crystal Maze** — two player role playing.



▲ **Rebel and loyalist** — **Moss** square up.

**Warhammer Fantasy Roleplay**, both **Core** editions. **Rebel** is the second and final volume in the **Warhammer Old Chaos** series and explores the **Warhammer** mythos in depth to cover such topics as the three heresies, various army lists and various generations. Not bad for £14.99.

**Warhammer Fantasy Roleplay** — both **Core** editions is a complete gaming system for the **Warhammer F&P** system. This enables a group of players to create individual characters and run a campaign around a whole world and victory world. This is not at all bad value for £9.99.

# AGM

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# Zork is Back



▲ **Zork Zero** — Keith Campbell  
The first version of Zork Zero, ported to Infocom's Classic Zork's II, III, and IV, are beginning to appear in the USA. First off the production line was the Macintosh version, to be followed by Apple, IBM, and Amiga. Real news for Atari ST owners is that there are no plans for an ST version, and indeed, it would appear that the ST has been dropped as a target machine for all future Infocom titles.

An early glimpse reveals Z2 has an extremely clever inventory system, displayed on a separate page with the command MAP. All locations in a 'group' (and I believe quite worked out what constitutes a group yet) are displayed, with

it writing itself over the current one highlighted with a flashing border. Trails leading nowhere indicate exits not yet used, giving an immediate picture of the 'hole' in the player's exploration.

Most useful of all, the map is mouse sensitive. This means you can move about by clicking on it — and can even click on an empty space near an exit trail, to enter a new location. At this point, the main screen remains unresponsive, with the new location description displayed. The player starts off as a lonely warrior, waiting at tables for a heroism hinted by the Great Lord Dwarven Platford. It receives the reward Allegro, and the end of the first Underground Empire is at hand.

# News

## Millenium-Sex Shocker

Is it a strategy game, an adventure, or an arcade game? This is the question concerning Activision who cannot do their forthcoming money epic, *Millenium 2.0*, into a convenient classification.

The earth has become uninhabitable following collisions with an asteroid. Following this event, man established a base on the moon, and now the race is on for the last representatives of the human race, to exploit the resources of the solar system to reconstruct the earth to a state capable of supporting life once more.

▼ *Millenium 2.0's* author — *Jim Endersmore*.

Building spaceports, mining planets and their moons, and conducting the necessary research to do this from are the basic mechanics of the game, but it has far more to offer than a mere prospecting game.

Played in real time, all sorts of unexpected things happen during play, providing real problems which require typical adventure style brain bashing to solve.

*Millenium* will be available for ST, PC, and Amiga, around the end of March. And the rest? There isn't any.



## Captain Frontier



▲ **Captain Frontier** needs his weary boots.

Meet Captain Frontier, retired mercenary officer and citizen of the planet Aayaxada who is brought back into service to rescue kidnapped scientist Dr Simons.

Set in a world enclosed in a big glass bottle — a Terrarium — which is also the title of the game.

Frontier's enemy have infil-

trated the Aayaxidan top secret laboratory by manufacturing a secret army of warriors and hiding them in the mountains.

They overpower her, miniature her, and incorporate her in a tower. But where? That's for you to discover in this adventure comic arcade game for Amiga, ST and PC. Courtesy of Image Works.

## It's a Mythtery

Well, everyone gets to win occasionally! Our February issue features on *Myths*, the *Magnum* bundle.

Mini-advertisements going free to members of Official Secrets, contained a couple of inaccuracies.

Contrary to what we stated, *Myth* will NOT be available (at any price) to the general public, not even to members of Special Reserve, the discount mail-order software club associated with Official Secrets. To get a copy of *Myth*, you will have to be an Official Secrets

member, or become one, before the end of July.

We also stated that graphics will only be provided on 16-bit versions of *Myth*. In fact, Secret's have since decided that some 8-bit versions will also have graphics. Here is a complete breakdown of availability:

*Myth* WITH graphics: Amiga, ST, Macintosh, IBM PC with VGA (3.25 & 3.5 disk), C-64 disk, Amstrad PCW.  
*Myth* TEXT ONLY: IBM PC without VGA, Spectrum +1, Spectrum 128 tape.

# AGM

# AGM

► **GAME:**  
"SLAUGHTER  
MOUNTAIN"  
► **CREATED BY:** JOE  
DEYER  
► **PRODUCED BY:**  
BEAVER BOOKS  
► **PRICE:** £1.50

Joe Devere is a name well known to C+VG readers. Over the years Joe has won many prestigious awards, the most famous of which was presented to him for his "Lone Wolf" adventures. In this novel book

"Whilst living underground, you manage to learn a great deal from your relations. Your uncle teaches you how to refine gasoline and maintain generators, while your aunt teaches you first aid, how to keep fit and generally assists in your education.

In the year 2030AD, you have your underground existence to discover the nightmare that the bombs left behind. Hardly any structures stand, once fertile plains are now barren wastelands and the weather changes continually. In the first book in the series

## SLAUGHTER MOUNTAIN RUN

series you played the part of Wolf, the last Kai master, who tried to re-establish the honour of the Kai people using swords and magic.

About a year ago Joe chose to depart from his sword and sorcery style and covered a new series of books called Freeway Warrior which were set on Earth in a post-nuclear war society.

In Slaughter Mountain Run you play Cal Phoenix, a young man who has spent eight years living in an underground mining complex with his aunt and uncle. The reason for this is that HAYOC — The Hink, Assassination and Violent Oppression Commission — an organisation consisting of political terrorists who are funded by organised crime, have managed to cause total nuclear devastation.

are to complete it without getting killed you will have to overcome all kinds of problems. Apart from the 100's of bikers, Punks, Greasers and Hell Angels knocking about, there are many other dangers including poisonous spiders, Coyotes, fresh weather conditions, and cannibals to name but a few.

In fact, I found this book a lot harder to play than it's predecessor and you are really going to have to think hard and fast if you are going to survive.

It doesn't matter if you haven't played the Freeway

book work to date. He writes in an economic, yet descriptive style that is full of short sharp phrases, which never let you get in for a moment. My only criticism is that he has stereotyped most of the characters. All the baddies are the usual nasties of today (Niggers, punks, shambans and even American Indians!), while all the goodies are clean cut, white American males. About as original as most's apple pie. What I would have given to see a baddie in a three piece suit.

All in all Slaughter Mountain Run, while it is a good occupied for



Mad Mick — killed with a shotgun.

Warrior in each book can be played individually. However, you can also combine the books to create an epic: Solo Role Playing game.

Another advantage of being a regular player is that you can move your character — Cal — from book to book — if he survives that is! You are allowed to take all the equipment they may have obtained on a previous adventure with you as well as any Skill bonus points you may have obtained. Of course this gives him a better chance of surviving in the long run. It's not the best kind of an advantage, but on a Role Playing book as tough as this one, you'll need all the help you can get. Slaughter is probably Joe's

best. This book is well over 300 pages long and contains 150 large gaming screens, a whole combat system, all the charts and tables you need, a well illustrated colour map and an introductory story.

You get all this for just £1.50 and I consider this tremendous value for money. Recommended!

WAYNE

► <b>PLAYABILITY</b>	80%
► <b>COMPLEXITY</b>	4%
► <b>DESIGN</b>	91%
► <b>VALUE</b>	90%
► <b>OVERALL</b>	91%





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# AGM

## ► ACTIVISION/SEREA ONLINE

### ► ATARI ST (DOUBLE SIDED DRIVE ONLY) ARKIA, PC CD ROM

Welcome back, Larry! But it's not like you're being arrested, somebody else's been! Oh, I got it — payment to level, I suppose!

That levitic, leathalic, sandy body schmuck, would you believe, has checked up with Lisa, a girl from his Longo Lizard days. Only trouble is, Eva knows nothing about it yet, so when he arrives home to find Larry installed, and calmly eating her grapes she goes wild and Larry is sent packing, with nothing in his pockets save a dollar, scavenged from a pair of Eva's old panties.

However, fortune is about to smile on Larry... in the shape of a show-biz opportunity at the TV station. Clever that he is, Larry manages to become a candidate for a *Bird Date* with Barbara Bumble, a "bachelorette" from *Airland*. California bachelorettes include tantalizing elderly men; *Bird Dates* include the aroma of exotic rare sodas :) In a hilarious take off of the famous TV game, Larry wins a month's cruise in the company of this gorgeous female, and a million dollars a year for life. So off he goes to do some last minute shopping.

But Larry it ain't all fun and games. Larry is about to get involved in the evil machinations of arch-villain Dr. Monocle, whose secret base is the interior of an extinct volcano on a remote island. No police for guessing that the underlying theme is a spoof of Ian Fleming's *Dr. No*.

Now it happens that by the time Larry joins the cruise, unbeknown to him, he is carrying some top secret microfilm files hidden on antique Peruvian *Uakabak*. He'd been showing off again — this time by chatting up a Spanish girl in a music shop. His Spanish was so poor that the microfilm he intended, by sheer coincidence, was pre-

arranged recognition code phrases. And by even greater coincidence, the real spy is Larry's double.

The trouble with Larry is, he tends to chase after anything in a skirt, and every a week and a wiggle leads Larry to his doom under a travelling laser beam, at the hands of a whole series of Dr. Monocle's lovely henchmen. Leave them alone, Larry,



▲ Larry is smitten... but at first sight.

# LEISURE SUIT



▲ Bird date... BT style.

you know it makes sense! Thought you'd caught a live one by the pool, didn't you, and where did that lead? Yeah, the cold slip! And Larry, what are you doing with that bikini top washed in your pocket?

Larry soon has to make a hasty departure from the cruise, and after 10 grueling days drifting at sea, finds himself washed up on the sandy beach of a holiday isle. Good restaurants, smart hotel rooms, a nice beach, and a barber shop that does a special line in wet treatment, are all within easy walking distance. But so are the KGB, and it takes all Larry's cunning to avoid recognition, and to escape to the airport.

Ever stood in a queue on a *Poor Office*? You're always waiting at the wrong counter, right? Well, it's like that for Larry at the airport check-in desk, and nothing about it a bomb will shift the queue that Larry decides to join! After a painful flight, Larry finds himself in a jungle on Monocle's island. KGBs, bees, an anaconda, deadly quickhairs, and pitfalls are hazards now facing Larry before he meets his true love, daughter of the dead one! There follows a love scene that is enough to bring tears in your eyes — tons of marital

Trouble is, before he will sanction a marriage, chiefly wants Larry to prove himself, first by writing a program in



▲ She's here on the ground.





It is beautiful — he dresses up in duds to impress her.

# IT LARRY II



Assemble only it leads to a full accident's death.



A superb graphics in Larry II

assembly, and then by defusing a nuke, which he does in a 3D sequence finale that plays itself like a film.

Larry On-line has substantially upgraded their system since Larry's earlier appearance. Text windows now only contain far more, they look a whole lot smarter. Input text goes into a window that pops on to the screen as soon as any character key is pressed. The SAVE/RESTORE options are far more user friendly than the somewhat confusing ones of old.

But by far the biggest improvement comes in the graphics, which are more detailed, with extensive animation, often even with

incidental background animation, like a train running along a track in the distance, or a plane coming in to land, seen through an airport window. All this takes up storage space — the ST version comes on three disks, and they are double-sided. The puzzles do take a while to solve, but this is alleviated by some clever picture-watching in memory, eliminating disk loads when moving to locations recently visited.

The story itself, however, is less spicy than its predecessor. Larry does some odd or twice (try it with the hard mode!) but eventually it leads to his demise. A nice

first couple of disks, to save all the puzzles you are likely to need. Some of the puzzles are extremely obscure, although some are very complex. What's in, say, an Indiana adventure, the player would have to figure out the detailed steps to get through the mechanism of a puzzle, here it is often a matter of talking (as general, to the right person, at which point the computer takes over by answering, correctly, exactly what Larry wants to say).

The odd theme here is back (I like it so much I always let a play itself out) and there's a very haunting melody to accompany a couple of romantic interludes. Here, as in a few other parts of the game, fairly lengthy animated sequences are played out, during which the player simply sits back, watches, and needs the accompanying text. And a word of warning: the first time you play, make sure you don't hit a key while the titles are displaying, or you will miss the lengthy animated introduction to the story — the title-by-gone takes you straight into the story cold.

The animation is superb, and includes some hilarious sequences in which Larry, dressed in drag, accidentally regains his balance when teetering on the edge of a cliffside path. And during the game, Larry himself can eat and will swim, dive, and crawl, at times, as well as having great fun under the bedclothes!

Larry II is a light-hearted romp of an adventure, that tells a humorous story in a linear way. You get it right or you get it wrong, in a predetermined sequence. But more importantly, it is a superb piece of all-around entertainment, particularly, but not exclusively, suited to adventure players.

Keith Campbell

leads to a fifth Level contest, infinitely variable between Clean and Dirty, but even with this set to maximum dirty, the game hardly achieves a Leather Goddess 'game'.

The puzzles are mostly of the type where you have to get it wrong first, and then go back (often after a long way) to get it right on hindsight. This means you MUST save regularly, and I would recommend pre-formatting at

## ST

- ▶ VOCABULARY 75%
- ▶ GRAPHICS 91%
- ▶ PLAYABILITY 70%
- ▶ VALUE 88%
- ▶ OVERALL 94%

# AGM

# AGM

The PBM scene has been expanding at a rapid rate recently and this can be confirmed by the amount of the new PBM games and companies that have arrived on the market. Always first with the news, Wayne brings you the hottest PBM gossip around and this month he sorts the good from the bad.

There is a new and excellent PBM run by Michael Ward and his four associates. There is your typical hand-modified sword and sorcery PBM, allowing you to play a single human character who's aim is to travel the world and explore its surroundings. Your character can be one of either four character classes — Warrior, Wizard, Thief or Priest — each of which has its own special skills.

You have 40 points to allocate these skills which range from strength to wisdom. Once this is done you may choose one of the eight gods to worship or decide to become an atheist. Finally you can choose a profession for your character if you wish. This is left totally up to you and no hints are given to help you make up your mind.

The game is based on the land of Quoronus — a name obviously nicked from the actual computer game of the same name — where a constant war between the forces of good and those of being fought. You have to boldly explore the hostile regions, gaining experience points as you go, which help you improve abilities.

The rule book is a very small, cheap and easily photocopied affair, which is littered with spelling mistakes and bad grammar. It is also totally unhelpful and gives you no idea what the game is supposed to be about.

For the setting game of the whole affair was the price. A start up costs only £1.50 and further turns are a reasonable 75p, so if you are looking for a low price sword and sorcery



▲ **HOTTY!** "Tobler...definitely worth playing".

game this could be for you, if you are prepared to put up with the tatty set up material.

Given as a run by Michael Ward, 3 Queens Hollows Drive, Knowle, Solihull, Birmingham.

New one game that really is worth playing is *Tobler*. This hand-modified game has received high critical acclaim on the PBM magazine and I have met and spoken to hand modifiers and full time GM — Mike Richards — many times.

He has created his world on a massive series of continents, which are set on a totally flat world called *Quoronus*. The original continent of *Quoronus* is set over subtropical by potential players at the moment, but Mike had anticipated this possibility a long time ago, so in his spare time he created another area called *Tobler* and spent most of

your training up a new GM to deal with it.

The new area is now ready to receive, so he has released a new revised rule book to deal with it. This large A4 photocopied booklet is a daunting read, but is very much worth the effort. It is well put together, consisting of player-friendly text and game artwork. Upon reading it you cannot fail to be slowly but surely drawn into the game.

Once again it is a simple character sword and sorcery affair, but not as ill like many other of the back and they PBM's you will find on the market today. Magic in Mike's world is a very rare and feared phenomenon. Magic Users are more likely to be feared, not respected.

Sword fighting and any other form of armed combat is a very

your character and get it to attract ideas and goals that YOU create and goals that YOU want.

The start up in *Tobler* is £3.50 and for this you receive the rule book, an A1 map and one free turn. Further turns cost a very reasonable £1.25 and rise to a maximum of 1000 turns. However, Mike claims that they can continue to move than more that length.

Interested players should contact Mike at: (MWR Games), Flat 3, 19 Palace Rd., East Molesey, Hampton Court, Surrey, KT 8 9DL.

Another new game with a growing reputation is *Slaves and Servants* which is run by Harry's Games. Each player controls ten characters with as many special skills as they wish to allocate!

The game has a definite objective, which is to kill the evil overlord. This many pieces of work undertaken a mass of death and destruction on both the slaves and masters, leaving them thirsting for revenge, also for different reasons.

The slaves wish to kill the overlord for nothing more than vengeance, while the masters want to kill him so they can take his place. On the way to root out the 'omble Overlord, your base is randomly wrecked on a strange coast far from home. Your characters are washed ashore unscathed — and in the case of slaves — naked!

You will soon find that the world your characters inhabit is full of both rating monsters and evil creatures, so arming and protecting yourself is your main objective.

Each turn is the equivalent of one day and you may move five miles on your map each turn.

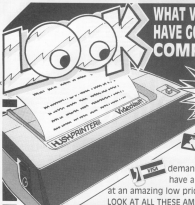
However, all this changes if you obtain either horses or boats, as they increase your movement dramatically. You are allowed as many actions as you wish, except when large battles are in progress, when you may wish to reconsider your position. *Slaves and Servants* is described in the most basic terms possible to enhance the game speed or anyone looking for graphics may well wish to look elsewhere.

Start up in the game costs £5.00, and for this you get a rule book and three free turns. Further turns cost £1.50 each or £1.00 if you do nothing more than move. Potential players should contact: H Games via Harry's Games, 26 Newmarket St, Guilford, GU10 2LQ Londonbury BT13, 1141.

That's all for this month.

**PBM**

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# AGM

## II KEITH CAMPBELL'S WRITE-IN Helpline

The harem of Wolfman are after Svatovic Petravic of Belgrade! As soon as he drops off to sleep, a companion with him whenever he inserts a crystal into a screen in the altar, they kill him! When Svatovic isn't playing Wolfman, he's likely to be found burbling his way through Frankenstein — where he also meets an unlikely foe. This time the killer is a man standing on a street corner in a pool of light, in the company of a woman. Who can help our Yugoslavian friend to avoid death — twice?

Jason Goterman writes from Cairo, with problems in King's Quest 3. He is having great difficulty trying to find the magic wand and the map. He thinks they are locked in Masmara's study, but he can't find the key. Are they — or is he simply wasting his time looking for it? His final plea concerns the desert. "Is there anything of importance there?" he asks.

Three wise words are sought after by David Kozal of Eugene. They are urgently needed for the site in Dargoth's Tower, an level three of Bard's Tale II.

Stephen Englander of Inglewood, is not happy with Fish! Stephen reviews adventures for a number of German computer magazines, and suggests that the difference between Magister Svatovic and Infocom, is that Infocom produces a good orientating theme, in which the puzzles are easy, secondary, while Svatovic just try to bang a series of puzzles together. And the cities a

few favorite sticking points, that must often be solved in sequence. The conclusion apart when obvious problems pose at themselves, yet the player does not realize that he is way off having the means to solve it until he has solved a number of other puzzles elsewhere in the game.

In some months now, and marvels at its depth. However, he has yet to hear of anyone else playing it, and feels he is missing out on part of the fun of adventuring, which is to be able to figure it someone else for assistance, or to get fresh determination made more progress! "I surely can't be the only Universe II player in the world!" he exclaims.

I can't resist having heard of the game from anyone except William, and I have certainly never had a copy of it reach my grateful jaws! So if there's anyone out there playing Universe II — PLEASE drop me a line and I'll put you in touch with William.

And at last, a happy ending for Allen and Mark Irvington of Durham. Correspondence from Allen and Mark has concentrated on Shadowgate an Unleashed for the past six months. They certainly seem to have been bitten by these two games, and reading their letters, I began to suspect that their entire lives had been taken over by them! But now all that has come to an end. Congratulations are in order for Allen and Mark, who have sent me "official" printed completion certificates for both titles. Their perseverance has finally paid off — but as the prompt goes: What now?



▲ Monhunter — help is at hand.

number of logical traps in Fish, Svatovic latest. For example, if you hold the crucible ON the fire, it is too hot for you to hold, whereas if you hold it ON the fire, the gold melts. And hitting the mould with the hammer only works if you are holding the mould, "which," comments Stephen, "would rarely be a bit painful!"

No doubt Mr Sinclair of Hag Svatovic will have some observations on the points you make, Stephen, but meanwhile, who can say Infocom produces games at all? At the time of writing they haven't produced even a tagged adventure in the last 11 months!

Perhaps Infocom are looking in their past glory, in that it is no doubt that their older adventures, which seem hardly to age at all, are still being played avidly. Lacking Svatovic is currently making a Helpline comeback with Amiga owners, and there are

To illustrate the point, a constant niggle is: "What should I be doing about the arches — he's obviously there for a purpose?" and this is often coupled with the question: "How do you get through the arch in the alchemy lab?" You see, the player has no way of knowing that the arch is usable to fulfil his task in the game, until certain things have been done beyond the alchemy arch! So look in the Clues section for some guidance. . .

And even further back in the annals of Infocom, Park 3 is proving William Stone of Aberdeen, a seasoned adventurer if ever there was one. William is trying to open the chest he found at the bottom of a cliff. He can tie it to a rope and pass it to the man at the top, but the trouble is, this fellow simply steals the contents.

William has another request to make. He has been playing a vast game called Universe II

## Clues

### WOLFMAN:

Look around twice when you climb up in the museum.

### FRANKENSTEIN: LEFT THE CREAKY FLOORBOARDS:

### LURKING HORROR:

Show the professor the note found on the great dome. Blessedly the arches with a reconstructed hand!

### FISH:

Find a dry route after casting.

### LEISURE SUIT LARRY I:

Use passages where you need one! Visit Eve's again!

### MANHUNTER:

Use the minimum successful Runic Doll sequence that you already know!

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DTP

# AGM

- ▶ **Top Ten**
- ▶ **Spectrum; Commodore 64;**
- ▶ **Amstrad CPC;**
- ▶ **Cassette \$1.99**
- ▶ **Reviewed by Keith Campbell**

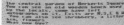
This is a sequel of *Endzone*, centered around the characters of Herbert Square. Bill's dog Willie has gone missing, and your first job is to find it. However, it turns out to have been literally blasted to death, and so the quest turns into a hunt for the killer.

To follow up the mystery involves asking people about things. Most questions fail to yield useful information, making this a rather hit and miss affair, although some answers are designed to make a

few smiles — providing you know your Kahlheber characters, who appear in this game under recognisable pseudonyms. All very punny, and fiendishly unoriginal.

## DEADENDERS

This is a GAGged adventure, with a rather poor vocabulary that slows off the GPC's gaspingly long response time to unrecognised words in its best advantage. There are a few



▶ Herbert Square in all its glory — yuk.

graphics, but animating pictures of such fascinating things as park benches, washing machines, and a pub bar. Every so often the best background colour changes at

the showing of a different picture, and your eyes have to make a quick adjustment to read the text comfortably.

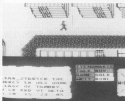
Cassette adventures waiting for a game to run on them

- ▶ **Amstrad/Microdisks**
- ▶ **Commodore 64 disk £19.99**
- ▶ **Reviewed by Keith Campbell**

Just released is a C-64 version of a Role Playing game descended from the 16-bit original on Amiga and PC. I say "descended" as opposed to "converted" because although I have not seen the game in its earlier incarnations, I find it hard to believe that any 16-bit game could be as clumsy to play as this version.

The objective is to rescue a Tallman, which requires the player to defeat the

▶ The Amiga version still shines.



▶ **Fairy Tail disappointment**  
Necromancer (puzz). The puzzle, in fact, is Julian, but should be the voting his quest, one of his two brothers takes over. Lost there, and you have to start again.

Moving Julian and his family over semi-play views of the fields and buildings is a pretty tame affair if you have just polished off *Lionel Fair Larry*. For the animation is minimal, and the pictures boring. Buildings can be entered and searched, but the disk loading response time for this is poor, and not visually rewarding when you get there, anyway. And it is all very well entering building after building, but it is

## FAERY

▶ Julian has related sets out on foot.





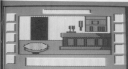
machines would do far better to get hold of some older, previously employed titles, from the likes of *Lord Adams*, *Brain Wars*, or *Simon Utteraki*.

► Vocabulary	45%
► Graphics	28%
► Playability	30%
► Value	49%
► Overall	38%

▼ Fancy a drink at the Old Queen — not really.



The first person to write in and tell us the name of this dog was a C-96 T. Slat.



The inside of the Old Queen is dark and atmospheric. It's a room full of dark woodwork, a bar counter, and a few stools. There are also some tables and chairs, and a few items on shelves. You can also see some of the other rooms, like the bar, tables, chairs, stools, and some items.

# RY TALE ADVENTURE

on Intel



all a bit mundane and boring without some sort of clue or response to provide interest and direction.

But by far the worst feature of the game is the command and control system. Clunky, as well as cumbersome, is by keyboard, but the control is too crude to do more than just toggle frantically, and hope you reach your enemy to a pulp. If that is, you can recognize the story in time, for as characters approach there is no way of knowing if they are friend or foe until it is almost too late.

Also, there is worse to come. Commands from a small off-screen menu can be entered by hitting the "appropriate" key, but the some instructions fail to explain this fully. Often the key hit will produce an entirely unexpected result. A

number of commands seem completely undecipherable, and it is difficult to tell whether this is due to bugs in the program, omissions in the instructions, or, as I suspect, a mixture of both.

A combination of boring plot, uninteresting graphics, a frustrating command system, and instructions written by an incompetent, led me to turn off the 64 before I suffered irreparable brain damage. Yesterday's technology, yesterday's game. What a waste of two dollars. Yours . . .

#### RATINGS

► Vocabulary	6/10
► Graphics	29%
► Playability	11%
► Value	9%
► Overall	5%





# PBM

and easily understood. In fact I was impressed by the player — brevity of the whole system which — by me — made the game immediately playable.

Obviously, the make-or-break factor in AT is the combat system, as the whole game is mainly based around fighting. I am therefore pleased to report that combat in AT is fast, fluid and fun, even if it is deadly! After playing the game several times, the whole gaming procedure will become second nature, as it is that easy to implement.

GW are renowned for supplying games that are complete in themselves, but are found sadly lacking when more advanced play is required. However, they have redoubled the balance with AT as this game covers long stages, interweaves and close combat all in one.

Furthermore there is a

which give various advantages to the Titans in their control. My only criticism here is that the Experience and Skill level systems could have been neatly incorporated with just a small amount of effort, creating a game with a bigger role playing element.

Although AT is a complete game in itself GW have obviously got rules expansion in mind, because this game is obviously interlinked with their Warhammer 40k system that complete new rules for Titan to Khain and Titan to Marter unit combat are only a matter of time.

The idea of massive robot fighting is one for the pure hell of it is just amazing. FASA have done it before with BattleTech and ICE have done it with Robot Warriors. However, GW have managed to come up with a new and interesting angle on this kind of warfare, which will

# TITANICUS ADEPTUS

- ▶ Games Workshop
- ▶ Price: £14.99

Titanicus, is based around the combat between giant robots at the time of the Imperium in Warhammer 40k. These huge creatures are manned by a crew of around 5 space marines, who control its movement, fire its weapons and repair any damage it suffers.

Eight small polystyrene models, are used to represent buildings and the city terrain over which you will be fighting. The glossy booklets contains six plastic Warlord-Class Titans, two sets of space weapons, two range rulers, two sheets of colour counters that represent damage and burns of fire, a sixty page rulebook, resin Titan cards and four six sided dice.

The model Titans need to be cut off a framework and constructed. All the models can be clipped together and no glue is required. Furthermore, all the supplied weapons are interchangeable — apart from the power fist which only fits into a Titans left arm. I found that some of the weapons, especially the ones that fit underneath the Titan, were prone to notch their way loose

and fall out after several games, but a small amount of Blue Tack applied to the end of a weapon soon stopped this happening.

Once you have assembled the Titans — and this requires a modicum of skill to release the models from their plastic framework — you will be ready to play the game.

To start off you should use the examples of pre-constructed Titans that are supplied. By using these you will get to grips with the basic rules and learn to appreciate the advantages and disadvantages of the combat system.

All in all the actual gaming system is easy to learn and simple to play. AT uses a static sequence of play, which consists of turns. Each turn is split into five different phases, namely Order, Movement, Repair, Combat and End. In the Order phase each player selects one of the four Order Counters available and places it face down, next to their Titan.

This order largely determines what takes place in the remaining Phases. I don't have the space to detail the whole rules system, but anybody with a small amount of common sense could barter it out without any problems. The game is logical, straightforward

complete set of Advanced Rules for players who want to make their game that more realistic. The advanced rules allow Titans to carry a whole new range of lethal missiles, ranging from the powerful Plasma Missiles — which split into six warheads and causes immense damage due to its instantaneous release of scorching plasma — to the Haywire Missiles — which creates a huge electromagnetic field, disrupting all opponents electrical systems in the process.

Also included in the Advanced Rules is a system allowing the crews of Titans to obtain experience levels. This gives the opportunity to players — who have their Titans manned by the more experienced crews — to make their opponents to-vell crucial dice rolls in critical situations, improving their overall odds.

If the crew reaches the highest experience level — Ace — they can begin to learn a whole range of new Skills,

apart from a wide range of powers. The rulebook is excellently detailed by several excellent artists, including a brilliant cover by John Blanche, and true to form, GW supply a complete descriptive background to the game, making for more convincing play.

Although priced at £14.99 AT is good value for money as — contents aside — the rules will give players many hours of satisfying entertainment. If you've got the space, cut, it's a purchase worth considering.

## WAYNE

Value	80%
Playability	75%
Basic Rules	45%
Advanced Rules	50%
Presentation	95%
<b>Overall</b>	<b>85%</b>

# AGM



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# CES-ER'S PALACE

FRONTIER

There is more to Las Vegas than slot machines and neon lights. Nevada's sin city also plays host to the Winter Consumer Electronics Show. This monster trade convention is the showcase for all the latest electronic gadgets, TV's, stereos, videos and computer games. Eugene Lacey was there to drool over the goodies.

If Sony, JVC and all the other giant electronic manufacturers get their way, you won't want to leave the South Pacific room.

As far as feature is concerned, you won't need to imagine a TV twice the screen size and twice the picture quality of the one parked in your front room. Imagine a picture so clear that you can see the smallest details — scratches on a car, and the weave and texture of material in clothing. Consider that this TV can pick up locally owned stations — from sport, to news, to porn and

even Daffy Duck. Anything you want to watch is there at the press of a button and in Cinema like a picture quality. Add stereo sound, remote control, window overlays so you can check the other side, or slides, and watch one, or two, or three prog channels at the same time. Plug your PC Engine in with its CD-ROM add-on and — well, there's all this to fit. It is all working now, and on its way to the shops in the near future.

Even if you are not the million type and feel the need for some fresh air there is no need to leave your

electronics playground at home. Everything comes in a pocket sized version — TV's, CD's and even Fax machines for the busy executive can be slipped inside your overcoat whilst you walk the dog.

Of course not everything being shown at the C.E.S. show is going to make it into mass production. I have serious doubts about an electronic tablet paper dispenser (what is there is a power out?) and wanting a power driver does not hardly strike me as a matter of life and death.

But that is what the C.E.S. is all about. There are plenty of turkeys in amongst the million sellers. A few years back the personal stereo was written off as a C.E.S. turkey — and now Walkman's, or Walkmen are among the best sold of people on tubes and buses the world over.

There is generally a lot of a buzz about the hot things at the show. You get into "did you see that thing" conversations in bars and bus queues, which are usually neatly rounded off

by phrases like "wasn't it about as big as lightning for that?"

This year, lightning gadgets were the video. Spending, imagine getting the off with the sub-level dog. I mean I'd had a line I might slip into the usual routine of "wasn't it for long for an hour love. I'm just finishing some screen shots for Miami Madonna." Now that really is frightening. Fortunately the company that made the video player have to far only developed a still image prototype.

Still image video was very much in the fore on the Sony and JVC stands. Both companies have developed a still image video camera that may well mark conventional camera as a thing of the past. The Sony device stores images on a tiny disk which can be used and re-used. When you have finished snapping you simply plug the camera into the TV to view. No processing is needed. At least two hundred pounds these cameras were definitely considered show "gems".

Not quite a gem — but definitely a show stopper — was the palm tree on the Philips stand. The Royal is described in the show guide as a "concept" car, developed by a British company based in Warwick called I.A.D. the

Royale is a customized Subaru L7 like saloon. Packed with just about everything even the faintest of techno-puppies could desire. We are talking state-of-the-art electronics on-board. Seated amongst the Royale's stylish ocean liner interior are no less than thirteen speakers for the CD driven music system, two telephones, two televisions mounted in the back and a third in the front.

a specially developed car computer with enlarged LCD display, a Fax, radio, windows, exterior mirrors — the whole shebang is push-button controlled. Even the map book is electronic thanks to the Carin Navigation System. The navigator stores all of the pages of the guide on laser disk and displays the page you require on an LCD display.

If the Royale was one of the bigger show stoppers there were plenty of smaller ones to catch your eye as well. In fact, somewhere, if you happen to appear to be an aficionado, it makes sense though, I mean even some Deputy C + MS Editor Julian Riggs doesn't leave the house before slipping his portable colour Ferguson into his pocket before making his way to the train. He tells me there is no shortage of fellow commuters waiting his neighbour over his shoulder on the 3.45 train.

# CEG- PART



▲ Nintendo power pad — play and get fit.



▼ The Zapper — handy LCD books — any important reading etc.

Farrington to Brighton as he travels home after a hard day on the PC Engine.

Get us with the CEGs managed to see company — Nintendo. Their football pitch-sized stand dominated the West Hall where the computers and video games companies hung out.

Just about anybody who is anybody in the Japanese coin-op world was showing a range of games for the Nintendo, Capcom, Taito, Namco, Tengen, Data East, SNK. — they were all there with games like Dragon Ninja, Paper Boy, Double Dragon, Iron Warriors and Gunstar War. In fact any game that isn't anywhere in the archives is now available for Nintendo. It would be easier to list the ones that aren't than to list the ones that are.

But it's not just arcade games. There is a whole batch of film licenses including *Demiguns*, *Friday the 13th*, *A Nightmare on Elm Street*, *The Shivers* and *Who Framed Roger Rabbit* and many more.

The huge number of games for Nintendo that are available in the US is in stark contrast to the situation in the UK — where there are currently less than twenty titles available. The reason for this is a world shortage of the chips used to manufacture the cartridges. However, Nintendo are about to bring new chip making facilities on-line and guarantee more games will be available in the UK before the end of '89.

The swelling catalogue of



▲ The power glove — ultimate video life.



# COMP'S RACE



▼ The U-Ford — beat 'em up fire controls.



It's available in the US is possible because of the huge number of potential purchasers. There are currently almost million Nintendo players in the US. Three titles launched last year sold over two million units each — Mike Tyson's Punch Out, Legend of Zelda, and Super Mario Bros. Not surprisingly, this tends to put the Arcade, PC and Commodore CD games teams firmly in the shade.

This is a great shame as there are stacks of interesting, innovative games coming through from a variety of companies.

One of my favourites is *Sea City from Interpoint*. The game casts you as Lord Mayor of one of seven of the world's most toxic cities. You are challenged to improve the quality of life for your citizens by reducing such urban problems as pollution, traffic congestion, crime, and overconcreting. No mention of traffic accidents, though.

Comcast have been the wind-up of the show, second — for their CD-driven award endorsement of *Defender of the Crown* on the PC. The West Coast company have long been renowned for working on CD-I games — so when the developers were sent out to view the first CD-enhancement of a computer game, a lot more was expected than a few extra casual efforts tossed on CD and implemented to run with the game. No improvements in the graphics department at all. What a disappointment. It

was not all bad news from Comcast though, as the company are promising to increase the output of their extremely high quality games this year. Games to watch out for are *Tri-Sparta Basketball* and  *Lords of the Rising Sun*.

Even latest games were overt shadowed by the rumors circulating about the new Project X, being shown to day-time buyers behind the scenes in warehouses. The California-based company are saying nothing at all about their new baby — refusing to confirm or deny the main rumour that it is a hand-held video games system. Whatever this game turns out to be there was also a couple of games on display which suggest that the firm still have their feet firmly in the arcade adventure business. *Devon Alley* in the hidden *Diamond Cutter* introduces a cat burglar (*Devon Alley*) as a graphically superb arcade puzzle. Not quite impossible to solve — but pretty good just the same.

Knowing that they too can cut it in the innovation race, Activision, very Nintendo, were showing *Man Hunt* running on the Macintosh with Hypocrite. The next issue of Mac owners with Hypocrite (a go faster add-on) that is almost half a dozen in the US. *Man Hunt* is none the less impressive for that. It really is like exploring a small *Alien* in interrelated science animals talk to you when you click on it then with the camera.



▲ Clutter here the easier pocket CD's.



▲ Smaller TV — a near watch too games.

It is huge. I explored it for an hour and then I went got back to the same location. I don't know how many graphics are stored in *Man Hunt* but it did appear pretty infinite to me. Activision were also launching their range of Sega titles and very nice they looked too including *Samurai, Cyborg Hunter* (*Revenge*) in *Mean Machines* and *Ghost Busters*.

Macrom were the other main highlights of the Mediagame stand. The *Boxem* suite have now Unicom off their rather unobtainable like commitment to test only adventures by launching a range of graphically excellent role playing games. Pretty soon we will be carrying reviews of *Journey, Barbarians*, and *Quest on a* — the *Book of*

## Nintendo CEREAL SYSTEM



### ▲ Nintendo's cereal is not for kids only

Timothy in A-Club, Shogun and has graphics and looks like a pretty mean Nintendo as well.

But there was more than just software to turn a game into the C.E.S. I have never seen such a wide range of joys (aka and ads) in a show. The Bonus award featured no less than 33 titles for a variety of computers and video games systems. Apart from the usual store items of multi-colored rocks and memory limited sticks there was also the *Timothy* — available for the Sega, Nintendo, 32 and C-64. The handle bar like stick has five buttons mounted on it, two grippers and is just the kind of game like *Star Gladiator* and *Top Gun*.

By far the most impressive of innovations on display

# CESEER'S PALACE



### ▲ Breakthrough — a fusion of two players

was Breakthrough's U-Force. So far only available for Nintendo the U-Force is the most radical development in controllers since video gaming was invented.

You don't need to hold anything in leaving games for example you simply sit or stand in front of your U-Force and throw punches at it. The U-Force interprets these movements and translates them into the

▼ The U-Force has a lot of everything.

character on screen via means that "positive hand and finger movements in three dimensional space." Going one step further than the U-Force the Power Glove

will have a range of games developed especially for it — it captures on the increased control that the glove offers games players. The first of these is *Red Street Brawler* which will be launched in the US in the Autumn.

Also revealing new ground in controllers — though again Nintendo only at this stage — is the Power Pad. This novel controller reads game moves from the player feet as the player steps on numbered circles on a mat. The game is demonstrated with archery games like *Hyper Sports* where a player can on the spot to make the game athlete run. As the player jumped to see did the video



### ▲ Nintendo Adventure

game on screen. This was most effectively demonstrated in the Nintendo game *Mike Tyson's Punch-Out* with the game featuring Tyson at one point with a mighty right hand swing. It took a definite touch of realism in level 'em up games but was also demonstrated with driving games and an adventure where it seemed equally effective.

Breakthrough are not saying when it will be available in Europe or if there will be a U-Force for other systems.

Not to be outdone by the U-Force were Mattel's *Star Wars Power Glove*. Slip the glove on and the movement of your hand alters the action of object and

game athlete. Nintendo were citing the powers of the Power Pad at C.E.S. claiming that you could use your Nintendo to keep fit as well as enjoying the game.

But if the old one and controllers are getting things you don't seem nothing yet. A whole new hardware industry is flourishing around Nintendo. Most systems now carry a range of specially from Mario's recent titles, pencil cases, and bags to coats and even shoes. Whichever of all though it is the second announcement of a Nintendo endorsed product reveal. That's America for you.





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The spring is spring, the grass is green — we wonder where the IBMPC is. Well, he's in the C+VG offices opening another bulging Goliath bag of mail, that's where. If you've got a moan, groan, complaint — or just have something silly or witty to say, send your letter to THE YOB, MAILBAG, C+VG, FREDDY COLTON, 30-32 HAMBURGIAN LANE, LONDON, EC1R 3LL. It's his infinite wisdom, the YOB thinks your letter is fab 'n' fab, he'll send you a splendid good C+VG ticket. To what are you waiting for — get writing.

Dear YOB,  
After reading C+VG we thought that the PC Engine was a superb machine. So we went to see friends who had one and we saw Galaga III. We were really impressed, but he only had Galaga III so we decided to make a trip to Munich to see Games World where they sell PC Engines. We arrived at Games World totally exhausted and asked the shop keeper to show us the Engine. After some problems with the village we started to play R-Type. We were not impressed, because you said that it is exactly the same as the coin-op. But we didn't think it was.

Then we played a lot of

other games like *Legendary Ace*, *Pinball*, *Chan and Chan*, *World Court Tennis* and *Dragon Spirit*. Then we played *Victory Run* — and that was another disappointment. The only game that comes near the coin-op is *Galaga III*. So we were better without a PC Engine. How much money did you get from NEC to print your review? Patrick Coswell, 5167 AD Aachen, Holland.

YOB: Either you're blind or stupid. Any idiot can see that the PC Engine is by far the best games machine currently available. I honestly can't understand you saying that R-Type isn't like the original, I know for a fact that the arcade fixed Signall practices the game at home on his engine, then rigs down to fit into arcade machines to knock up a high score, and he says he even exactly the same tactics. It's our opinion — and we're not alone — that R-Type is still faithful to the original 99% faithful to the original machine. If I was you I'd stick to pulp-picking and beam-riding — you obviously don't know an amazing machine when you see one.

Dear YOB,  
I get your magazine every month, but I feel like cancelling it. I own a Sega and every time you give away

a game, it's either for the Amstrad, C16 or Spectrum — but never for the Sega or Nintendo. Before you about at me for saying that they cost too much, remember Sega cards are only £14.95, so please give away a Sega card.  
Robin Freeman, Edinburgh.

YOB: Tapes are easily mass-produced — if we were to give away a Sega card, we'd have to pay £££ for each one, and that added to the cost of sticking a card to each magazine would push the cost per copy up to a mere £££. Next time you write to complain, make sure your brain's not in neutral.

Dear YOB,  
Please could you send me a list of C16+4 PCMs and clones.  
Howard Black, Aberdeen.

YOB: No.

Dear YOB,  
Please send me a PCM for Commando on the C16. If you can't, can any reader help me? Send it to Lynne Avenue, Stroud, Kent.  
Colin Coopers, Stroud.

YOB: No I can't. Can anyone?

Dear YOB,  
At last, someone dares to

speak up. Thankyou Kenneth Jackson! Living in Israel where the Sega is second only to these ancient PCs, I can't help noticing the kind of hype this machine is receiving — and it doesn't deserve it either. Both popular consoles are foolish when compared with most 16-bit micros.

You say titles like *Super Mario Bros* still put the majority of 16-bit games to shame — you said it and made my day! *Shin vs. Shin*? Great! *Footballive TV Sports Football*, *Top Gun vs. Falcon*! Oh yeah, sure . . . you're the ones that ought to open your eyes.

Lior Weiry, Akko, Israel.

YOB: SMB is a million times better than Shin! You could go on for hours arguing about 16-bit and console games. You list the finest examples of 16-bit games — but the quote was 'the majority' — there are still a lot of crummy 16-bit games out there. Generally speaking, new console games (*Satanstörke*, *Yokian Ventures*, *Double Dragon*, *Track and Field II* etc) are all extremely good. You the old games!

Dear YOB,  
Can't down on the black and white pages. Your mag is turning out to look like a newspaper. A few more colours perhaps? Bruno Amorosi, Haldenham, Essex.

YOB: Your wish is my command, matey. As from next issue, C+VG will have more colour pages — and full-colour covers — and will generally have more colour than a bird cage.

Dear YOB,  
Thanks for the free game in your February issue. Like many other console owners, I found it very interesting to look at, along with my 20-odd other freebies. . . . A great worth buying a Spectrum 128! But I think I have another solution for us 16-bit/4 console owners.

Either give money-off vouchers for cartridges and cards, or increase the size of the brain machine section, with news, charts, features and more reviews, including PC Engine titles.

I'm sure it would go down well, as more different machines will be available in

the near future.

On a lighter side, your intensions Garry Williams is obviously very intelligent to include support Arsenal, as they are the pinnacle of English football today. What is Garry's official capacity to the nearest store, Michael Corgan, Colchester, Essex.

**YOB:** The money of vouchers sounds interesting — and could, I am told, become a reality in the future. Keep looking, the Mean Machines column will grow with the consoles — and we're doing plenty of features, so you've got nothing to complain about. PC Engine reviews have just started this month, and, Signal assesses me, will continue. I think our consoles news is second to none — and the only reason why we don't print a console chart is because nobody cares one of present. The future of Mean Machines is looking rosy and rosy — just watch it. Lastly, the only reason why Garry Williams is an Arsenal supporter is because they've got the only ground with doors wide enough to let him through, and big enough seats to house his massive expensive behind. His weight is classified, I'm afraid, and I can't even give an approximation to the nearest tone. Sorry.

**Dear YOB,**  
Why, why, why is poor old Garry Williams being insulted because he's fat? The jokes (?) in the March issue of C+VC were very crap and stupid. Even if it was a competition, I am 34 years old and very fat and proud of it. I think Garry should be a reviewer as well. Go Arsenal, Home! Fitzpatrick, Home!

**YOB:** We don't take the sick out of gurglesman Garry just for he's fat. We take the sick out of he's fat, indifference and obsession. And because nobody likes him.

**Dear YOB,**  
Could you tell me if Sega are converting Super Hang-On to the modern system? From Saturn, Above, Above, A400 Game.

**YOB:** Yes, no.

**Dear YOB,**  
Recently I was bored and was forced, though I am now totally enthralled to it, to read another computer magazine, and was fortunate to see that it said that the ST sound chip is poor compared with that of the Commodore 64.

Please tell me whether this is true.  
Craig Dyer, Mollary, Aberystwyth.

**YOB:** I'm afraid you'll have to top yourself, old chum — it's true.

**Dear YOB,**  
In the magazine of speculation regarding software pricing and piracy, I thought I'd better voice my opinion on the subject and make a prediction. May back in the heady days of the rubber-knuckled 486, Spectrum, the name of the great Ultimate Play the Game was on all 20 lips. They were THE leading game company, and their software, priced at £5.95, was second to none.

Imagine, then, the outcry when Ultimate released Sabot Wolf, a decent enough game, but at a price of \$9.95 — almost twice as dear as its predecessor Air Star. Can you imagine if you'll have to, because there wasn't one, save for a few disgruntled software reviewers. The general consensus of opinion, though, was that, okay, it's a little dear, but it IS Ultimate after all — and it did take six months to write.

At that time I, being youthful of mind and all, ignored the nagging thoughts that worried me of a prospective rise in software to come, and of course I was wrong. For within a further six months, Sabot Wolf, selling in large quantities, triggered off a chain reaction within the industry, and the price of software rose by at least three pounds. That more-or-less brings us up to date. Yes, I know an average Spectrum game costs about a pound less than its Commodore counterparts, but nowadays you still get very little change from a tenner for a full-price 8-bit game.

And now I think the same thing is happening again. The compilation packages are the first to surge in at anything from £12.95 upwards, and although some may argue that 10 games or

more for £13 is still good value, it has to be said that very few compilations have games of equally high or low value throughout. The question is — would you really pay £3 more for some games that you'll never play? I think not.

But if the argument is a little weak on the compilation front, I have recently seen Microgame Machine on sale for £3 — on cassette. I asked that in this case there are different types all ready to play, but surely this can't justify an extra five being slapped on. If this policy carries on throughout the industry, and frankly allow my experience I'd say there is a strong possibility of this. Then a disk-based game will damage the pocket as much as the already overpriced 16-bit games. Indeed, at a time when 16-bit games really tend to drop a little off their price, an 8-bit surge will hardly be encouraging, will it?

I don't know — maybe I'm wrong and these are uncorrelated incidents. But if it isn't and if the next crummy Christmas conversions weigh in at £7 a three, you'll know where you heard it first. You have been warned.

Stephen Frost, Ryeheath, Lancs.

**YOB:** One thing you fail to mention is the budget market. Back in the older days when games were a mere £5.95, the budget market didn't exist. In those days of overspending, the budget market is booming, with loads of high quality games costing a mere £2. Having said that, software IS expensive — but there are plenty of games which ARE worth the asking price. But the crux of the matter comes down to the fact that you don't HAVE to buy a game if you don't think it's worth the money. In fact you'd be stupid if you did. If most year's 'crappy' Christmas conversions are £5 you really would be a dumb blert if you actually bought them.

**Dear YOB,**  
I own an MSX and I was angry when you stopped doing the MSX-only section. I buy C+VC not only buying for MSXers, but for news about games and PRMs. At school my friends say the MSX is crap, but I think it's

just as good as the C64 and Spectrum. Please restart the MSX section and tell me and others what you think of the MSX.  
Jeffrey Richardson, Sunderland.

**YOB:** The MSX is a real little machine — but we don't cover it because it's got such a miserable user base. There are more BBC, C64s and Atari 8-bit owners out there — so it wouldn't be fair just to run an MSX-only column. Sorry, Neary.

**Dear YOB,**  
I am fully ashamed on your mag. It said in January's issue that 'there was to be given away a free demo, and we think it will be a great fit'. You must be joking. I am think of the more better games than Brainstorm. Please could you not be so much I know your just doing it to sell your mag.  
Chris Atwood, Waltham Cross, Ayles.

**YOB:** I'm fully ashamed 'er' you meany boots! I'd mark for bringing without cause.

**Dear YOB,**  
I'm writing to you because I would like all your latest info (posters and a magazine). So I would be grateful if you could send me stuff. I also would like more Sega magazines in the shops. What have people got to order in a shop? It's ridiculous.  
Marko Games.

**YOB:** What do you think I am? A blunder? Clarity or something? I don't give out any freebies, unless you send me loads of cash or something, equally desirable — like a beautiful sister if you've got one. Anyway, you forgot to include your name and address, so even if I did want to send you something, I couldn't. By the way, D-did youa English.

**Dear YOB,**  
Whilst I was in an arcade in Whiteby I saw an Outrun Sim and went over to it. I hadn't seen an Outrun for ages, so in I got, bargued in 30p, selected the tune, but when I set off I moved the wheel to the left and the sign'ing car

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that good — buy one.

Dear YOB,  
I have wrote him to say "I am not very pleased with PlayStation." Why do you just give CD4 cheats and points? You rarely print Amstrad cheats and games (I myself have an Amstrad). I am very disappointed but I forgive you on one condition — you print more Amstrad cheats next month. I have sent some tips for Harrier Attack to get you started. David Cornwall, Soughall, Chester.

YOB: Can I flip the heck! Tips for Harrier Attack? Stop the games, just! Look, Dave, if we received any decent Amstrad tips we would print them, wouldn't we? Obviously CD4 and Spectrum owners are much better at hacking than Amstradsters. CPC owners prove me wrong or face the wrath of the YOB!

Dear YOB,  
Crawl . . . scamble . . . blab . . . then . . . my  
former friend, Rathamangone  
14, 1500 Route 4, H-Gwynedd,  
PA

Now I've got a totally different question . . .

Until the beginning of February '89 I could watch the English TV programme, SKY Channel. Then they changed it to Luminator and SKY Channel can only be seen in the UK. Just then SKY started to broadcast the Daily Nation News from the USA at 6:30 on Sunday evening. I really want very because I'm a great fan of Daily Nation.

So, now I want to ask if someone in the UK would be so kind as to record the show for me on VHS video. I am willing to pay. I'm so desperate because there is Germany and being TV channels will never send these shows.

Thanks a lot.

YOB: Sorry I didn't print your letter Robert, but it was a bit too crumbly for my liking. However, your PS was most entertaining. Doesn't it just go in the potter what people say about it "talking all sorts", mumbled Oh, well . . . Anyone who can help Robert, please get in touch. This has been a Reader Service Announcement.

went right. And the games were opposite too! This has really put me off Outlook, and I haven't been on a since.

Anyway, your mag is a SINCERELY good read. Chris Rigg, Harrogate, N. Yorks.

YOB: There's nothing worse than putting your dolls into a machine and finding it doesn't work. The other thing that makes me wince is when arcade owners don't renovate their machines properly — pinball machines with faulty flippers, coin-ups that don't have all right joystick directions, and crappy fire buttons often forget me to put me back into the coin slot. If you brought a Ham las, you wouldn't expect it not to have any chocolate on it, would you — it's exactly the same thing with coin-ups. When I put in my money, I expect a full-working game that I can enjoy.

Dear YOB,  
I read every C+VC that I can get. Usually I read it the same day it comes to Finland. C+VC is a good magazine, but it has one problem. My hobby is IBM games, and C+VC has

information about IBM games on only one page. I believe that IBM games need two or three pages — more space! Most of my friends agree with me. Add to that, the 00070 Ahadist.

YOB: A for your English, but I think IBM gets too much coverage already!! They just smell too funny, and are too videos — well, my Monopole is, especially when I play by it.

Dear YOB,  
I currently own a 486i Nintendo, but I am worried that with the Konix console, the Atari ST console, the PC Engine and Sega Mega all coming out soon, my Nintendo will be forgotten about. Please reassure me that it won't!  
Andrew Gilbert, Hindlewood.

YOB: Well, look, no one else, I'd like to be able to reassure you, but . . . Oh dear, oh dear . . . Nah, I'm only joking! The other consoles you mention might have the edge technically, but the standard of Nintendo games does seem to be on the up and up (within). Goodies this issue (I and the rest) are based in the US should ensure a steady flow of new titles for a few years

to come. So don't worry — be happy!

Dear YOB,  
I am writing to see if you could send me one of your fab C+VC T-shirts. They're so good I'd resort to anything, even battery — via! Your mag is regularly comprehensive in all forms (AS to AGM to Japan Machines). It is the bestest games mag around in the whole universe.

Don'tn't phase you, ha! Well, I'll have to resort to bribery. If you don't give me a T-shirt I'll break all your arms and legs and shove a copy of Commodore User down your throat!

Not threatened? Ok, ok, ok, ok, ok, I'll have to resort to provoking. Oh, please, please, please, please (as I have top of your wonderful, stinking good T-shirts) I shall greatly treasure the T-shirt and it will be one of my most prized possessions, and as an added bonus it would be good advertising and this single freebie would doubtless compel my fellow Australians to letter you.

So how about it? Did I earn one?  
Jason George, Victoria, Australia.

YOB: No, No, No, No, No, No, No, No. If you think they're

# Play Masters

It is with a smiling countenance that I bring you this month's Playmasters. For along with a splendid selection of low-down cheats, sexy POKEs and wholesome hints, we also premiere **THE PLAYMASTERS**, the definitive UK highscore table that covers all aspects of the gaming hemisphere. If you have some tips, hints or maps, send them in via Her Majesty's postal services, making sure your envelope is addressed to **PLAYMASTERS, C+VG, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3JN**. There's a big bundle of software on offer to the senders of the finest tips of the month. This month Mr Barry Manger of Mayes in the shire of Middlesex walks off with a stunning great package of goodies. Who knows, next month it could be your turn ...

Julian Egnan



## MUNSTERS

Three Doughnut Cracking Sides! Do they ever stop their hacking spree? Apparently not, for one of their number — The Breaker — supplied a whole hoard of happy hints, alongside them this set of C64 cheat (pokes) for Again Again's horrific game. Load it, hit the button and POKe 2178, 0 to change the speed of the game (you can try any number between 0 and 5). POKe 8430 258 gives you infinite energy. Not to repeat the game. tape 2048 216 POKe 2049 120 POKe 3040 50 (RETURN), then 575 2048 (RETURN).

## PACMANIA

Another Breaker poke, this time for the C64 version of this wonderful title game. Load, reset and enter POKe 28520, 108 (RETURN), then 575 14308 (RETURN) and the game should restart with infinite lives freely available.

## GALPUS

Not a tricky conversation this one, and here's The Breaker of Doughnut Cracking Services (and is a helping hand in the form of an infinite lives poke). Load the game, hit that reset button and type POKe 32436, 173 (RETURN) followed by 575 4059 (RETURN), and in the words of Poo Pickering, "twice you go".

## TARGET RENEGADE

In case you Spectrum owners are feeling left-out, here's a tip especially for you. Infinite lives are yours for the asking in the Spectrum version of this



▲ Obviously help is at hand

funny-old best 'em up. Get to the high score table, hold down CAPS SHIFT and B and you should get an asterisk. The level where you died should reappear, but without colour, so start playing again and when you move on to the next screen the colour should return, along with infinite lives! Simon Gledhill of Steephams is the person to thank for that one.

## N-TYPE

Joe from Oragh, N. Ireland, Glenn Finlayson and Craig Moore of Inchester and David Mitchell from Perthwood all sent in this cheat for the ST version of the laddy shoot 'em up. Load the game as usual, then when you're asked to insert disk B hold down the HELP key and type ME. Press the up-arrow key and put the second disk in the drive to continue. Hit the space bar to begin and you

can use the following keys for some wacky effects:

**F8** toggles between invulnerability from aliens and walls.

**F6** toggles invulnerability from alien fire.

**F7** infinite credits.

**F8** gives mouse control of the pad, making for a pretty good two player game.

## SDI

Another ST cheat revealed by Joe of Oragh which lets you select levels simply by pressing the function keys. Get yourself onto SDI's high score table and type ALDRG. Now you should be able to go where no man has gone before!

## DALEY THOMPSON'S OLYMPIC CHALLENGE

Reading's own Paul Deacon, and our regular type-typist, Kingsley Hyatt have a little cheat for the Amiga version of

Ocean's jam-wrecker. Load the game and get yourself onto the high-score table. Then type in HIRG00N-V. Just the "V" on the numeric keypad. Press the DEL key and the magical "DEMO 0" should appear on the top of the screen. Now type "4," and press the DEL key again and "MOGA-DEMO" should appear, and lo, you can partake in the event of your choice simply by pressing a function key. And with three coins if it's possible to boot

## REVENGE OF DON

Kingsley Hyatt reveals that if you boot the Amiga version of the game, while holding down the left mouse button, you will be presented with the title screen from Steve Johnson's forthcoming conversion of Redwood. Cool!

## FUSION

A rather jolly cheat made for a rather jolly Amiga game from the programmers of this month's mega-game. Populous. Start the game as per usual, closed the ship then fly to the top-left of the playing area, where you should get back in the fudge and drive into the corner. Now type in "STCRACK" and re-enter the ship. If you now press D, you will cycle through the available weapons, and pressing C puts you on the next level. Repeat this process on the second level and you will be able to fly through walls if you press the "T" key, and pick-up switches if you never over them and press "I". Thank to

to Kingsley Hayes and David Butler for that.

### DOUBLE DRAGON

Half of *Dragon of Blood* means you should play a two-player mode and get both players killed until you have one coin left and the

CONTINUE message is displayed on both sides of the screen. Press both fire buttons simultaneously and you should find yourself with infinite lives. Reload *Double Dragon* on Sega claims that if you type "I'D CALLING MY PAPA A PAPA" on the title screen and press Return you'll be able to kill every opponent with just a good of the CTRL key.

### BATMAN

If you're really stomped on "The Penguin Plot" here are some tips from Haary the Hacker which should get you well into the game. Battling the man with guns until they speed up and they will drop a useful bag of craps (you win so a smaller thing to the cops in "A Few Worse Than Death"). Use the scanner to let the computer then insert the disk. Use the badge to get past the policeman and take the rope. Then climb up the first ladder you come to collect the torch. Go down and use the key to open the factory door. Use the rope to get down the lift, then you should be able to walk right and pick up a key which lets you go back up.

Those of you who have problems with the Joker in "A Few Worse Than Death" should be pleased with this complete solution from Haary the Hacker of Hayes in *bedrooms*.

From your start position in the park go left, down then right and kick up the water bar. Keep going right and get the light bulb. From there, go left, up, left and up, and take the Bataringer. Go down, left, down and left. Use the light bulb in the dark room and go to the door. Use the bar to break the door open. Then chop the bar. Go left and get the torch. Then go down the ladder. The next room is also dark so switch on your torch and watch out for rats. Now head down, then left and up



▲ Spookily look one Ahabaru found you.

and pick up the carrot. Go down, right and up and collect the gas mask which you should use as soon as you enter the room to the right. Go down, left, down and down again. Go right until you reach another ladder going up. Go up it until you come across some teeth, which you should pick up and use. Go down, right, up, up, left, down, left up the ladder, down, left and pick up the fish. Go right, down and right again to find a bag of money, then go up, right, down, right, up, up the ladder. Get the axe, use them and then drop them. Go down the ladder, down right, up, right, up left, down, collect the pills and you can now defuse bombs just by standing next to them and using the pills.

To find the bombs you have to go all the way back, so go up, right, up, left down the ladder, defuse the bomb. Head right, then down, then left, down, left as far as you can go and defuse the next bomb. Then go up, left, down, left, up, again, defuse the bomb, go left, and defuse the next bomb. Now, go left, then down and get the handcuffs. Go up, right, down the ladder, right, down, down, left, up, down, down, the ladder, left, and defuse the bomb. Walk left, climb up the ladder, go up and defuse the bomb. Then it's right, up, left, down, left and defuse the bomb. Go up and defuse the bomb, then go down, right, up, right, down, left, down, down the ladder, right, up the ladder, right, up, up again, left, down the ladder, left, up the ladder, down, down, right, up, right, down, right as far as you can go, then up, right, up, left, up

left, up the ladder and right, and you should see the Joker. He'll fire repeatedly until he runs off, then go up twice and let him again. Go left and left again and hit the Joker as usual. Now go right, down, left, down, left and take the elephant. Go down the ladder, right, up, get the milk, down, left, down, left, left, down, take the object and drop it, go up, right, up, up the ladder, up, collect the knife, go down, left, down and left again until you see the Joker. If you hit him as before he will fall over, giving you the opportunity to slip the cuffs on him. Once bound, he should drop a large coin which you should pick up and take right, up and left, to a room with a similar card in it. Use your card and you should then be able to walk through the large card as if it were a door. Go left, collect the can, go down. Go down and you should find yourself at the Roller Coaster. Go right climb the ladder and go right until you come to another ladder which you should also climb. Go left (remembering to duck when the lights fly past), keep going and you should eventually find Hobus.



▲ Choose your level and your weapons in *Batman*.

# Play Masters

# THE PLAYMASTERS

## THE PLAYMASTERS

Calling all joystick-wizards! Here's your chance to put your top scores on display for the world to see. If you're a champion in the arcades or on computer or console games, send in your scores and they'll be entered into THE PLAYMASTERS, Britain's definitive games highscore table. So what are you waiting for? Put your top scores on the back of a postcard or envelope and post it to THE PLAYMASTERS, C-1 VC, PEBBLY CROSS, 38-32 BARRINGTON LANE, LONDON EC3R 3AU. And don't forget to say which version your score was achieved on.



▲ Best OF! BOB on PC Engine  
8-Type

### SEGA

**ALYN CROSS** 8,000 YEARS  
80,000 Philip Jones, Northampton  
**BURNING SOULS**  
790,000 Julian Signal, C-1 VC  
**ENDURANCE**  
4,990,730 James Ag Hensell, Cardiff  
**FANTASY ZONE II**  
5,952,870 Philip Jones Northampton  
**REPTER**  
87,000 Philip Jones, Northampton  
**SEGA 88**  
40,000 William Pugh, Liverpool  
**THE ARCADE**  
1,000,000 Philip Jones, Northampton  
**WARRIORS** (ARCADIA)  
747,000 Philip Jones, Northampton

### NINTENDO

**4-IN-1**  
71,000 Alan Bell, Salford  
**CONQUEROR**  
371,000 Alan Bell, Salford  
**GRANDIOS**  
112,000 Julian Signal, C-1 VC  
**ICE CLIMB**  
1,000,000 Alan Bell, Salford  
**KUNG-FU**  
171,000 Alan Bell, Salford  
**METROID**  
790 Ken Melling, Wigan  
**RC RACING**  
770,000 Alan Bell, Salford  
**ULTRA FIGHTER**  
35,000 Ken Melling, Wigan

### PC ENGINE

**ALYN CROSS**  
75,700 John Signal, C-1 VC  
**CRASH** (ARCADE)  
380,000 Julian Signal, C-1 VC  
**CRASHIN MASTERS**  
700,000 Tony Ng, London  
**GRANDIOS**  
25,000 Julian Signal, C-1 VC

### ST

**ALYN CROSS**  
710,000 Kevin Langton, Chesham  
**CRASH**  
1,400,000 James Bond, London  
**CRASHIN MASTERS**  
1,200,000 James Bond, Birmingham

**40,000** Kevin Langton, Chesham  
**CRASHIN MASTERS**  
80,000 Paul Hinton, Newcastle  
**PAC-MAN**  
100,000 Andrew Lacey, Birmingham  
**SEGA**  
3,511,000 Kevin Langton, Chesham

### AMIGA

**CONQUEROR**  
81,000 Robert Dixon, Huddersfield  
**CRASHIN MASTERS**  
80,000 John Taylor, Walsall  
**PAC-MAN**  
200,000 Mike Gibson, Chesham

### CGA

**ARCADE**  
8,770,000 Graham Calder, Luton  
**CRASHIN MASTERS**  
77,000 David Hensell, South Croydon  
**LAST LORD II**  
240,000 Robert Lobbings, Woking  
**SAVANA**  
270,000 David Hensell, South Croydon

### SPECTRUM

**CRASH BOB**  
17,000 Ian Hallett, Cambridge  
**ROBOCOP**  
100,000 Ian Hallett, London

### ARCADE HIGHSCORES

**ATARI**  
8,200,000 Paul Jones, Northampton  
**ALYN CROSS**  
770,000 Tony, Portsmouth  
**ARCADE**  
5,000 Lee Martin, EBB, Haying Island  
**BURNING SOULS**  
5,000,000 Johnathan Price, Rochdale, Lancs  
**CRASH**  
1,000,000 Mark Watson, BAFB, Manchester  
**CRASH HD**  
8,000,000 P Thompson, Portsmouth  
**CONQUEROR** (ARCADE)  
8,000,000 Mark Wang (MB), Harington, Wolds  
**FRANCIS**  
1,000,000 Garry Dwyer (GAF), Swinton  
**GRANDIOS**  
1,700,000 Julian Signal (JAS), Brighton  
**CRASHIN MASTERS**



**40,000** Alan Bell, Salford  
**BOB**  
81,000 Alan Bell, Salford  
**POWER PAINT**  
1,270,000 Martin Evans (ME), Portsmouth  
**REPTER**  
1,000,000 Martin Evans, Portsmouth  
**SPLENDOR**  
232,000 Martin Evans, Portsmouth  
**TRON** (ARCADE)  
100,000 David Smith (DAS), Brighton  
**TRON** (CONSOLE)  
1,007,000 Julian Signal, Brighton  
**TRON**  
100,000 Julian Signal, Brighton  
**TRON**  
100,000 Martin Evans, Portsmouth  
**WARRIORS**  
770,000 Julian Signal, Brighton  
**WARRIORS**  
8,000,000 Paul Hinton (PH), Newcastle



# 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 Joystick 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 votes cast by you — the C + VG readers. It's the reader poll that makes our awards the special ones. No ordinary panels, no reviewers picking 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 Emag group (our publishers) 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 Sinclair User Spectrum Game of the Year, and the One Atari ST Game of the Year.

Get your votes in now. We have ten C + VG "Shouting Good Road" T-shirts to give away to ten lucky voters who are drawn out of our mail bag. Vote now.

Best Coin-op Conversion	<i>B-TYPE</i>
Runner-Up	
Software House of the Year	<i>Acorn</i>
Runner-Up	
Arcade Game of the Year	<i>Champion</i>
Runner-Up	
Best Adventure Game	<i>Legend</i>
Runner-Up	
Best Original Game	<i>Legend</i>
Runner-Up	
Best Graphics (8-bit)	<i>Legend</i>
Runner-Up	
Best Graphics (16-bit)	<i>Legend</i>
Runner-Up	
Best Soundtrack (8-bit)	
Runner-Up	
Best Soundtrack (16-bit)	<i>Legend</i>
Runner-Up	
Programmer of the Year	<i>Legend</i>
Runner-Up	
Best Role Playing Game	<i>Legend</i>
Runner-Up	
Strategy Game of the Year	<i>Legend</i>
Runner-Up	
Best Simulation	<i>Legend</i>
Runner-Up	
Game of the Year	<i>Legend</i>
Runner-Up	
Best Console Game	
Runner-Up	

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

Voting Coupon



▲ A dash through the jungle grabbing the weapons.

## MISSING IN ACTION

Konami must be very short of new ideas if they think they can hob us off with *Missing in Action* — a game which would have been new and innovative several years ago.

The *Missing in Action* is heavily reminiscent of *Green Beret* and a very bad *Green Beret* at that. The graphics are very stylish, large, colourful and well drawn. But the movement just watching the game gave me a case of the shudders. It's jerky and totally without realism. In fact, the characters all seem to have trouble running. I think it's because of the high knee action and the fact they appear to be running a lot faster than they actually are.

That grows aside, the game is much the same as the original. You are given an important mission which means moving behind enemy lines and you're immediately spotted. The enemy rush in from all sides and you're only got your two fists to rely on, that is, until you can pick up a weapon.

Half the time your best form of escape is to run up one of the many ladders and onto a higher level. The

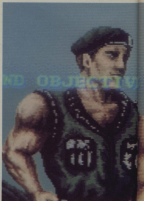
enemy is always hot on your heels but this gives you a little breathing room. The airfield scene is particularly fraught. As well as dodging roof pursuers you'll have to find your way round the huge transport planes which roll towards you with their propellers obscuring your getaway route. The only way out is up the ladder to the cockpit, along the spine of the plane and down the other side. Tricky when under pressure.

Jungle scenes follow and you'll eventually play back the way you came to the airfield scene again — the first time I've seen a horizontally scrolling game play from left to right. On the strategy side, all you have to do is make sure you keep one step ahead of the enemy — hit before you're hit, and if you're out of range, drop to the ground to avoid the bullets and grenades whizzing your way.

*Missing in Action* is a another attempt at a well worn theme. The graphics are it somewhat but there are more innovative games out there.

▼ *Lost in Action* — even a child is blind to *Green Beret*.

# ARCADE



▲ Impressive, evolutionary screen at end of level two.



# E ACTION



▲ *Image Fight* — lightning fast vertical shoot 'em up

## IMAGE FIGHT

Irem's *Image Fight* has that certain something which makes it instantly more playable.

Once again you're poked to take on the first wave of attacking enemy, and they swoop down with a vengeance spraying you with clouds of deadly fire balls.

As soon as you destroy the first attack wave you can go for the pods. Little satellite ships which attach

themselves to your wings and duplicate your fire. Red pods are more erratic, they fire in the opposite direction to your joystick movements and in 14 directions. Blue pods are more stable and fire straight ahead. Up to three pods can be attached and they make a hell of a difference to your fire power.

The graphics are very typical of Irem, and very close to the chunky colourful style found in *Alien Hawk*. The game itself moves fluidly and there's enough coming at you to offer quite a Challenge. While there's nothing new here you'll find *Image Fight* extremely addictive.

▶ *Asuka 'n' Asuka* — orange stuff



▶ Don't level early in *Image Fight*



## ASUKA 'N' ASUKA

My heart sank as I attempted to play *Asuka 'n' Asuka* from Taito. It's not that the game's particularly difficult, it's just that it's similar to every other vertically scrolling shoot 'em up ever released.

You control a craft which starts off at the bottom of the screen and must shoot the squadrons of alien craft.

Equipped with rapid fire and a smart bomb effect, annihilate each attacking wave to produce a pink up symbol which increases the strength of your weapons.

Some of the aliens are pretty hard to deal with, especially those which whir down like vicious cathartic wheels spraying the area with deadly fire.

As in all such games, the best tactic is to keep a weather eye on the cannon balls while systematically shooting everything else. However, there's not much more to say about *Asuka 'n' Asuka*. It's a pretty average game.







# ARCADE



▲ A melancholic pose.

## STRIDER

Strider from Capcom is a game which defies the laws of gravity. It'll have you climbing up the walls.

As the name suggests your character strides manfully over the rooftops of some foreign city. Walking presents no problem, it's just the method which is a bit strange. Walking down a closed roof, your character leans at an angle just short of 45 degrees and still manages not to fall over!

Attacks and alien objects hurl themselves at you from all directions, though these are quickly dispatched with the aid of a flashing beam of light. Knock over some thing aliens to pick up an object which follows you around like some little robotic dog. The thing runs around you shooting your attackers — rather like a satellite ship in shoot 'em ups.

So over the roof tops you hang, careening over seemingly impossible gaps and chugging on through catacombs to the next section of the city. Climbing walls is as easy as you chin up.

vertical stone, stopping only long enough to knock out those things revealing knives which lie in your path.

The graphics are large, movement is fast and the whole game comes over as being something a bit different. However, there are one or two borrowed themes, the main one being your traditional need of level monster.

As you belt into the council room at the end of the level, the councillors rise and line up one after the other to form a huge thrashing monster complete with massive pincers at the front end and whipping tail at the other. The only way to defeat the thing as it writhes round the screen is to stand in the centre of the flow and keep firing. Eventually it'll form a circle and when its tail meets its head you can destroy it. Move out of the centre and you're a dead man.

Further levels will use more of the same with a bewildering variety of backgrounds, monolithic figures and other creatures. Strider is fast, it demands a fair degree of skill of play and offers quite a challenge.

▼ Plenty of robot-killing tricks.



▲ Strider defies gravity.

# REACTION



▲ The contestants line up.

## FINAL BLOW

After the excitement of the Bruno & Tyson fight, what better time to bring out a boxing simulation.

Now you can step into the ring, experience the euphoria of being the winner and not have a minute to savor for it in Lasso's Final Blow.

This time there's been no attempt at the 3D approach, instead Lasso has gone for good, solid graphics, and some realistic gameplay. There are a large variety of punches and these and the strength of each hit are controlled by the joystick position and pressing a combination of three fire buttons.

I found the game very confusing at first, but as soon as you get the hang of the controls you'll be throwing good solid punches, punishing hooks and short, sharp jabs.

Select one of five opponents from the ringside

▼ An inside knockout



▲ A superior boxer line up.

from Dynamite Joe in the Detroit Kid. You'll need different tactics for each fight. And to make the game more of a challenge each opponent has a different height, weight and arm reach.

Winning four bouts makes you overall champion, and you can only win each bout by a Knock Out or judge's decision.

Final Blow is hard work but the challenge is worth it to become a champ. Move over Mike Tyson, here's your rival's gloves (ground).



# ROCK STAR



Could you manage this  
Rock Star ?



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# ROCK STAR



Could you manage this  
Rock Star ?



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Mean Machines is meaner than ever this month. Everything is a red hot exclusive — including the first in-depth look at CPC Engine CD software, reviews of Space Harrier and Vigilante, Grandia for Nintendo and Cyborg Hunter on the Sega. Plus all the latest console news. Start here for consoles.

## CYBORG HUNTER

SEGA, £21.95

Cyborg Hunter from Amstar is an arcade adventure in the mold of Zillion, and while it doesn't score high marks for originality, makes up for it with plenty of fighting and shooting action.

The Cyborg Hunter in question is a tough 'n' ruthless mercenary who's more than a little stressed out with the antics of Vigron and his vast army of homicidal robots. They're been whacking it up and terrorising the neighbourhood, and Cyborg Hunter has decided enough's enough, and is going to stomp right into Vigron's fortress and

battle his way to get in a few thumps of his own in an attempt to wear down the hero's energy bar.

Vigron's estate has different levels, which are accessed by entering the lift and travelling to another floor. The higher the floor, the tougher the robots — so it's best to work around on lower floors until you're adept at fighting.

The objective is to reach Vigron himself, and give him a demerol dump. And with you in control, Cyborg Hunter's not going to fall, is he?

As I've already said, Cyborg Hunter isn't the most original



4 Cyborg Hunter — arcade adventure for Sega

such thing as 'meaner' he'll never forget.

As you can imagine, then, Vigron is a big, dark and foreboding piece, and is packed with Vigron's horde of metal minions. They lurk in halls, outside lifts, and around just about every corner of Vigron's horrendously scrolling world. So Cyborg Hunter is in for a lot of tough time.

Being a mercenary type, CH is a hard dude, and can give it good whackings, and any miscable robot, who burn his way can be decapitated with a few well-aimed kicks and punches. Mind you, while CH is kicking seven shades out of the robot, the binary

game around, but it is addictive and challenging, with a large map to explore and plenty of robots to reduce to scrap metal. Zillion fans should certainly be in their element here, although those who find this type of game tedious should steer clear.

**JULIAN RIGNALL**

## SEGA

► GRAPHICS	79%
► SOUND	88%
► VALUE	67%
► PLAYABILITY	70%
► OVERALL	76%

# MEAN MACHINES

## MACH RIDER

NINTENDO, £29.95

Set in 2112 AD, Mach Rider casts the player as defender of justice and truth, destined to ride the freeways of the far-flung future and rid them of the evil invading forces. Yes, old mother Earth's in peril once again, and it's up to you to save the day.

Basically, Mach Rider is a Road Buster variant, with the player whizzing down the road in a turbo-motorbike blasting anything and everything. The proceedings are in standard in-race game style — in 3D from behind the bike.

As the norm of a game there are four options: fighting, auto, endurance and design. The fighting option pits you against the alien forces. You lose any green, and you have to race down the road, avoiding obstacles and destroying everything that gets in the way (you can also kill a car, or by bumping them off the road, because being enough to get to the end of the road and a bonus is awarded before the player progresses to the next, more difficult track.

If the endurance option is chosen, you have to travel a certain distance within a time limit. Unlimited lives are given — you just have to travel far enough to be able to go the next stage, which requires at least greater rings to be covered. This is far easier than the fighting mode, and allows you to rack up more points by being reckless.

and blasting everything that moves.

So, is it similar to endurance, but the road is far more twisting, and there aren't any other vehicles on the track — speed is of the essence here, so further distance needs to be covered.

Finally, design lets you build your own tracks and race on them.

Having seen Mach Rider screen shot I was looking forward to playing this, but unfortunately I found myself coming away disappointed.

The 3D effect is flat, but the road moves quite nicely and the motorbike controls don't feel particularly good. The graphics are quite pretty too, although the car has a weird-looking

The three modes of play is a

7 Your bike is oned.



# RAW MACHINES



▲ *Mach Rider* fails to impress on Nintendo.

good idea, but unfortunately the violence and solo options are let down by being too easy, allowing a novice to get far into

the game with little precision. Fighting on the other hand, is very tough, almost to the point of being offputting. The difficulty levels just haven't been balanced very well.

Having said that, *Mach Rider* isn't totally dire — it just isn't good enough to justify the massive £30 price tag. The gameplay is fun for a while, but doesn't hold your attention long enough.

**JULIAN RIGNALL**

## NINTENDO

▶ GRAPHICS	61%
▶ SOUND	42%
▶ VALUE	33%
▶ PLAYABILITY	59%
▶ OVERALL	58%

# BASEBALL



▲ *Baseball* — strictly for fans of the real thing.

**NINTENDO, £24.99**

Although there are several types of baseball games available in America, including the superb *MLB Baseball*, only Nintendo's own version is available here in the UK at present.

The presentation is very straightforward, with teams made of just either a human against a computer team, or two players leading head-to-head. There are six different teams to choose from, each one having its own strengths and weaknesses.

Two screens are used during the game, one which shows a close-up of the batter and pitcher, and another showing the entire playing field, which pops up when the ball is hit outside the diamond.

Traditional baseball rules are strictly adhered to, and control has been deliberately simplified so that even a baseball novice can easily get straight into the action.

For a baseball game, and looked forward to giving this a few innings. However

disappointment was the order of the day. Nintendo's *Baseball* falls due to the speed of the gameplay — everything is very slow. Players wobble around as if they're walking through treacle, and when you throw the ball it flies along at very low velocity. Even pitching is slow!

The graphics are also very weak, with blocky and badly defined players, and a very hard pick. The animation isn't very good either, and the whole game looks unconvincing.

As with *Baseball*, fans will doubtless glean some enjoyment out of this, but it's generally worth for a better version of the sport to be released before rubbing out with my club.

**JULIAN RIGNALL**

## NINTENDO

▶ GRAPHICS	42%
▶ SOUND	39%
▶ VALUE	49%
▶ PLAYABILITY	52%
▶ OVERALL	47%



▲ *Swing Bat Baseball* — SLUGG



# MEAN MACHINES

## GRADIUS

### NINTENDO, £34.95

Konami's *Gradius*, or *Mehmari* as it's better known in the UK, appeared in 1985 and is notable for being the first arcade game with power-up weaponry. The Nintendo translation has all the features of the original machine, and is far superior to the computer versions that were released by Konami a few years ago.

The objective of this horizontally scrolling shoot 'em up is to conquer the evil Bakker on empire that's threatening the galaxy. It's just you and your trusty Warp Rader space craft against seven levels of hostile and heavily armed alien forces.

The mission starts on a vibrant planet, and the Rader flies in and blasts at the heads of Bakkerian units that form the primary attack force of the

empire. When an attack wave of craft is destroyed, an item is left behind which is picked up to enhance the power-up weapons bar at the bottom of the screen. There are six features in all — speed-up, missile, double-fire, laser, spin and force-field, and any can be chosen if enough icons have been collected. All the



The only hiding place on level one.

original machine, and apart from the very occasional Bakker, everything moves smoothly — even when the Rader has a full complement of weapons. Sound is also faithful to the coin-op, with good background music and effects.

As well as picking in all the features of the coin-op, Konami have added plenty of their own in the form of cheats and hidden bonuses. On each level it's possible to get an extra life and 5000 bonus points by completing a set manoeuvre, and there are also a myriad of other secret bonuses and maps which'll be revealed in *Playmasters* in the coming months.

Nintendo Masters are rare beasts, so don't let this one escape.

**JULIAN RIGNALL**

### NINTENDO

▶ GRAPHICS	98%
▶ SOUND	78%
▶ VALUE	72%
▶ PLAYABILITY	92%
▶ OVERALL	87%



Reaching the end and signal will for two power-ups.



The PC Engine has been an unceasing subject of amazement for the last year, with a string of incredible games and arcade conversions to its name. But, in the words of Al Jolson, you ain't seen nothing yet (ohhh). The sound of jaws dropping was heard for miles around when the PC Engine CD-ROM player was brought into the C+VG offices. What is this wonder-widget? Julian Rignall has the story...



▲ See — it's small.

## CD-ROM ANTICS

► The fun limit and games

The pin-sized CD-ROM player is no bigger than a Sony Discman, yet has more memory than 1976 Amigas of 1144 Squares per together — a massive 4MB megabytes!

Games come on conventional CDs, and are loaded in the same fashion as a computer disk — but these CDs are also capable of storing full sound which can be played while the game is running. The unit has outputs for headphones and a full link, so you can listen to your games in glorious stereo — and with the few games we've seen, the effect is nothing short of stunning.

Since the CD discs store so much information, there's plenty of disc space during the game, but the scanning system is very rapid, and pauses are kept to a minimum.

Next to the games themselves, the two we've played are a conversion of Capcom's Street Fighter coin-op, and a very unusual Japanese

role playing style game that translates something like Mizuki Phoe (apologies to Japanese readers — we could be wrong!).

Like all PC Engine conversions, Street Fighter looks and plays identically to the coin-op — but there's loads of extra speech and some incredible tunes that aren't featured in the original machine. The sound effects are brilliant, well-timed yells and thumps, and five amazing soundtracks for



# RAW MACHINES



▲ Street Fighting in China.

each part of the world where you fight, Street Fighter is rocky, tough and addictive — but apart from the superlative graphics and sound, *Street*'s obvious offer (anything that hasn't already been seen is a best 'em up).

The other side is far more interesting, and really shows what can be done on CD: It's a Rōkyō type of role-playing game and has more speech and music than any other computer game we've seen! The story unfolds in a long series of animated camera screens, each accompanied by dialog and pieces of music — and it means real music, with vocals, drums guitars and all!

At regular intervals you have to partake in a Japanese trivia-style quiz. Having the



▲ Quiz it!

version is a very early questionmaster — but you have to jump in the form of a tiny character female, both talk while you answer the questions, and hence you if you answer incorrectly. And if you answer three questions incorrectly you're thrown out of the game — get one right and you continue (after being congratulated by the character, who leaps up and down with excitement).

The graphics are great, very unusual oriental characters are to the fore, and some of the backdrops are outstanding. The game is absolutely huge — it's a shame it's all in Japanese. Hopefully, with the PC Engine being released in America, we'll see English translations.

We hope so — the PC Engine CD-ROM is definitely THE most exciting development in the game market since the advent of 16-bit.

▼ CD-ROM — outstanding



▲ One of the Quizzes.

▼ Street Fighter





## SPACE HARRIER

PC Engine, Mail Order only.

Sega's *Space Harrier* caused a sensation when it was released in the arcades a few years ago, and looks set to make a similar impression on PC Engine owners now that it has been converted to this mega-machine.

Unlike the computer conversions that were released by Eidos, PC Engine *Space Harrier* features all 13 levels that were present in the coin-up-original — quite a feat of programming! And it looks and sounds very similar too.

Storywise, there's not a lot to say about *Space Harrier* — it's just a case of flying over the landscape blasting everything stupid enough to get in your way, and avoiding the enemy traps and any missiles they fire in your general direction.

The enemy are a pretty wild lot, and range from futuristic robots to robots, mammals, grizzlies and menacing mushrooms! At the end of each level is a game monster,

which you have to destroy. On level one there's a dragon, level two has a load of spinning heads — later ones include an octoid, a two-headed dragon, pods and opening and closing gates.

One of the most impressive features of PC Engine *Space Harrier* is the graphics; the MD is fast, smooth and convincing, and the backgrounds and sprites are colourful and detailed. The game doesn't even look pretty — it also plays brilliantly too. I wouldn't be lying if I said the gameplay is tough, but it's addictive too. In fact, I think the Engine version is a tad more playable than the coin-up original!

What higher recommendation can I give?

**JULIAN RIGNALL**

### PC ENGINE

▶ GRAPHICS	87%
▶ SOUND	82%
▶ VALUE	79%
▶ PLAYABILITY	90%
▶ OVERALL	89%



# MEGA MACHINES

## DRAGON SPIRIT

PC Engine, Mail Order only.

If you've ever wondered what it would be like being a dragon, flying over the landscape roasting everything in your path, roasting no longer. With Namco's latest PC Engine conversion you can do just that.

*Dragon Spirit* adds a new twist to the vertically scrolling shoot 'em up genre with the player flying a dragon over enemy landscapes. The enormous blue

symmetrical reptile is capable of spitting fire jets at any flying enemy, and can also launch white-hot plasma bombs to take out ground targets.

Plenty of power-ups are available, accessed by shooting up eggs on the ground and collecting the items that are released, or by blasting fishing buddies (so-called) who throw out a basket you can be assigned for extra firepower, and gathering red pods upgrades the dragon's armoury from jets to missiles, and ultimately fiery breath, which is a very powerful





# RAW MACHINES



weapon.

Other features include drink, sex therapy, magic flowers, boxing machines, alchemy, arena fights, bonus points and skulls, which take away all power-ups (very annoying).

There are ten levels in all, each one very long and hazard-packed. Terrain includes ice, sea, volcanic levels, a deadly valley and dreamlike levels, and each level has a giant monster to kill and which is destroyed to go onto the next. Landscapes have the monsters are written, with giant spiders, skeletons, dinosaurs and even a huge space-riding flower!

Concepts are very tough and challenging, but remain incredibly addictive as you battle up the landscape. The graphics

are simply gorgeous, with plenty going on and not a flicker in sight — the giant monsters are particularly impressive, especially the huge flower. The sound is also superb, with a brilliant techno soundtrack, an earth level and good spot effects.

*Dragon Spirit* is a superlative that's rare — an essential addition to every PC Engine owner's software collection.

**JULIAN RIGNALL**

## PC ENGINE

▶ GRAPHICS	87%
▶ SOUND	94%
▶ VALUE	98%
▶ PLAYABILITY	92%
▶ OVERALL	94%



## VIGILANTE

**▶ PC ENGINE** **Mail order only**

As if you needed any proof that the neighbourhood was going downhill, a gang of skateboarders have kidnapped Phyllis.

To recover his sweetie, our 'Vig' has to follow his captain's van throughout five of the level's four unusually scrolling areas of streets, all of which swarm with street gangs. 'Vig' is a messy sort of biker, though, well-versed in martial arts, and he can jump, duck, punch and kick to beat 'em all.

At the end of the first four levels are some per-necky big arch thugs, who include a pair of acrobatic pugilists and numerous fire-balling ruffians, none of whom are called Gary Williams, surprisingly enough, but all of whom can land very heavy blows. The big final I mean B&C boss guards Madonna at the end of level five, and is the unlikely event that you manage to knock him down, 'Vig' receives his girl and takes her off into the sunset.

Happy endings like this are all very well, but it's a pity

Vigilante's it so easy to see. It's not that the game is easy, but it was probably a mistake to put in a death system, allowing you to continue the game after you've lost your three lives. The temptation is just too much, so it doesn't take much practice to get 'Vig' to the end of level five.

Having said that, Vigilante is still a flying good game, even second time around. Anyone who has played the linear campaign will be hard pushed to spot any discrepancies in the conversion, because the graphics are spot on, perfectly defined and beautifully animated.

It's not top of my Engine software shopping list, but my best 'bit up' fan should check out Vigilante without delay.

**PAUL GLANCEY**

## PC ENGINE

▶ GRAPHICS	87%
▶ SOUND	90%
▶ VALUE	74%
▶ PLAYABILITY	81%
▶ OVERALL	86%



# MEAW MACHINES

## GET YER PC ENGINES HERE

As long as the PC Engine is now available in Britain — although only through mail order outlets at present. The prices of software and engines are varied at the moment, so we have decided to round up all dealers and give a comprehensive list of what they supply, and how much it costs — it's up to you which one you choose, but we do advise you to phone first and ask about the availability of stocks.

## TELEGAMES

Telegames will have versions of the Engine. The cheapest comes with a SCART adapter and runs on monitors (such as the Philips) or televisions with a SCART interface, and costs £199.95. If you want one that plugs straight into the TV, you'll have to pay £229.95. The software range is good, with 16 titles ranging from £27 to £35.

For the price list send an SAE to Telegames, Wiggins, Leicester LE8 1TE or phone 0533 689445.

## MICRO MEDIA

Another new company that deals exclusively with the PC Engine. They have large stocks of Engines — the SCART version costs £199.95 (don't forget that you need a monitor or TV with a SCART interface) and a TV version costs £224.95. The CD-ROM unit costs £405 (with interface). All Engine games are standard, each costs £29.95.

For more details, write to Micro-Media, The Moor Hall, One Devonian, Shropshire. Don't forget to enclose an SAE. If you want to phone, ring 0584 75004.

## PC ENGINE REVS UP

Some rather tasty looking titles are soon to be available on the PC Engine. Rainbow Island (Bubble Bobble II) looks very nice — it's a really platform game and looks just the same as the original. Also coming soon is Demaris a conversion of Taito's vertically scrolling shoot 'em up, and a superb-looking beat 'em up in the mould of Dragon Ninja — we don't know what it's called

'cos it's Japanese ...

The last two games are Winning Shot, a golf game from Data East, and Son Son II, a conversion of the Taito shoot-up. We've seen Son Son II and it looks brilliant: it's an arcade adventure of sorts, with the hero running, jumping and climbing around a multidimensionally scrolling landscape in search of his kidnapped friends. There should be a review next month — look out for it.

## SHEKHANA

Shekhana mail order services is one of the oldest software suppliers around, with over a decade's experience in the computer trade. They stock fully converted PC Engines that run

on British televisions for £230 — they'll also part-exchange an NTSC PC Engine that won't work properly in the UK for a converted one. Ring for details. Shekhana also have PC Engine CD-ROMs for sale (a complete unit with Engine and games costs £400) and have 18 titles in stock (prices vary).

For more order details send an SAE to SCS (COMG) Ltd, Green Lanes, London NE1 0QY.

You can also see and buy the Engine at Shekhana's shop at 221 Tottenham Court Road, London W1.

## PC ENGINE SUPPLIES

A new company that has formed solely to import PC Engines. They sell fully converted Engines that run on British cables for £199.95, as well as the CD-ROM player (£308), an Audio/Visual Booster (with monitor-to-I connection) for £35, an audio/joystick (£20) and five-player interface (£12). They stock all available PC Engine software, with prices ranging from £27 for B-Type to £40 for Space Harrier.

If you're interested, send an SAE to PLS, 2128 Waterloo Road, Cotonidge, Stoke-on-Trent, Staffs, ST6 3HS for a complete price list, or phone 0783 217993



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# Next Month

Next month we have an all-formats review of System 3's new horizontally scrolling shoot 'em up, *Demolisher* — brought to you by the same team that brought you the immensely successful *Last Ninja* games — as well as in-depth reviews of *Vigilante*, *Dark Zero*, *Run the Gauntlet*, *Renegade III* and *Voyager* from

*Ocean*, and all the latest 8 and 16-bit games. *Mean Machines* has reviews of *California Games*, *Time Soldiers* and *Vigilante* on the Sega, as well as all the hottest PC Engine and Nintendo titles — and an in-depth look at the 16-bit Sega and its new range of games. On sale April 11 for \$4.20. Don't miss it.

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# Out To Lunch

I've been keeping an eye on this guy for some time. He's the one they call Bob. They know all there is to know about program copying. He's been in the business of software piracy for years.

But Bob Hay isn't a pirate. Just the opposite, in fact. He's the software industry's gamekeeper, director and co-ordinator of FAST — the Federation Against Software Theft. The man who shouts, "You've knocked!" whilst Namco, Nintendo and Pac-Man take in the door and arrest the young ruffians who've been ripping off their games.

Or maybe not... it's hard to imagine this soft spoken, former Chief Superintendant raising his voice at all. Still, after thirty-one eventful years in the force, which included the famous Lindbergh Siege, the Guinness pocket lines and the Southall riot, it's a fair bet that Bob Hay certainly cares of himself when he needs to. Look into his steel grey eyes and you immediately recognise the authority of the experienced policeman.

That's what brought Bob to FAST when he retired from the Met. Back in 1984 the software industry realised it needed to protect its products from copying. People who would never think of half-inching a paperback from Smith's had no qualms about ripping off videotape tapes and discs.

The law, proving once again that even if it's not an ass it's as slow as a mole, had failed to come to terms with the new technology. "What is a micro-computer?" learned judges asked. The problem was that when the copyright laws were drawn up in the US and America were mere science fiction. So the law headed a kick up the arse.

Twelve months later the legislators had been updated, thanks to FAST. Further victories followed and its membership grew, so that now all the major games publishers, as well as many business software companies are members.

So how does FAST tackle the pirates? Like most good police work it depends on a little luck, a few inspired

Yo, ho, ho software and parrot on your shoulder jokes have been around about as long as Long John Silver himself. Now Long John Minceo talks to Federation Against Software Theft boss — Bob Hay — about the pirates that are about to walk the plank.



▲. Completions a fair way of building your games library.

hunches, a lot of hard work and some solid detection. Take this recent heist, for instance, the files of Bob Hay. (Only the shoe sizes have been changed to protect the innocent).

"There was this guy advertising as a mail order software supplier. Now luckily there are still a lot of honest people out there, and one who'd received this stuff could clearly see that it was pirated, so he got in touch with the publisher, which passed it straight on to me."

So did Bob send round the Sweeney? Not quite. FAST is more Sherlock Holmes than Dirty Harry. "We traced him via his advertisements then made test purchases. Eventually we had more than enough to interest both the police and local trading standards authority."

When the raid finally came the pirate surrendered without a fight. "We could have entered by force, but we're not in that melodramatic world. I wouldn't flatter them, it's not that sophisticated a crime." In the case in question the accused came clean — probably the wisest move as FAST confiscated all his stock and business records as evidence!

Not all cases are so simple though. There's not been any

sign of organised crime counterfeiting software since the mid-eighties, according to Bob, when a major forger operation was busted. But there is an international network of pirates 'hacking' through protection systems and selling the copies.

The pirates of the Spanish Main have their contemporary counterparts today. Then again, software prices in Spain were, until recently exceptionally high, which is just the sort of climate that breeds pirates. But Bob Hay knows of copies all around the world, many of whom escape scot free because local organisations refuse to tackle the situation.

More recently there's been the rise of the hacking crews, deftly weaving their T-shirts around last year's PC Show. Bob Hay is dismissive of these program-busting posers.

"The closest comparison I can think of is the CB lepers. They gave themselves leishmaniasis. They loved the sounds of their own voices. They craved attention and were desperate to create a media image. But what happened to CB? It was an amusing phenomenon that came and went."

"You take away the image," Bob continues, "and there's only one adjective I'd use to

describe them. They're pathetic. They don't build or create — they just react."

"They say they do it because it's free. It's the same thing that drives pet to climb Everest or trek to North Pole. They'd like to believe that's what it's too, but I don't believe software's the final frontier."

There's one thing Bob Hay does believe though. Piracy, if it's allowed to continue, will destroy the software industry as it has destroyed music sales. They pass the losses from shop lifting onto the honest customers. "Pirates gamble about the price of software, but they're always it up. And it's the honest customer who suffers."

Warning in his theme, he describes the situation in Sweden, where piracy is the

"If you allow piracy to go unchecked, it's a matter of getting a return on your investment." There's no incentive to stay up all night knocking your brains out if there's a fifty per cent return on your investment!

But what's the real state of the problem? Last year counterfeited software with a street value of £1.5 million was seized in Britain. That's £1.5 million which should have gone to programmers.

If you doubt me, even if you don't give a damn about their losses, should have been ploughed back into new games.

With the law now firmly on his side, industry-wide support for FAST and new measures on the cards such as an international anti-piracy body, Bob Hay believes that he'll continue winning the battle against pirates. But does a little copying really matter that much?

"How would you feel if somebody was photocopying your articles and strips from selling them?" he asks. "Which does sort of hit home."

According to Bob, it's better to educate the public who support the pirates by buying their illegal copies, robbing the rightful owners of their share of the profits. Imagine you're happily out making your dough and see how you'd like it. Enough said!

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