XS NRG

ISSUE 3 ★ NOV/DEC 1991

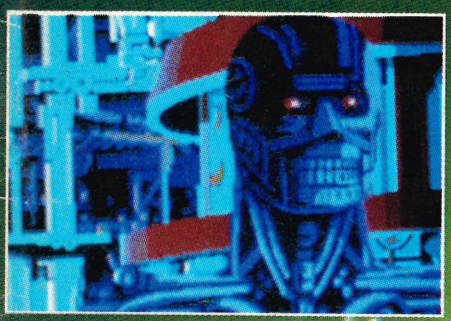
For the serious 16-Bit enthusiast



POPULOUS 2 - GOOD GOD!



WING COMMANDER 2 - EXPLOSIVE 3D ACTION



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JAMES POND IS BACK, BUT CAN HE THWART THE EVIL DR MAYBE?



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DOMARK

Available on: IBM PC, Amiga, Atari ST.

Programmed by Simis

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XS NRG

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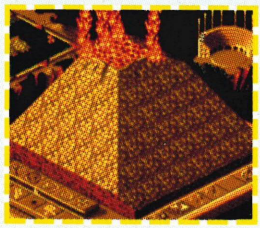
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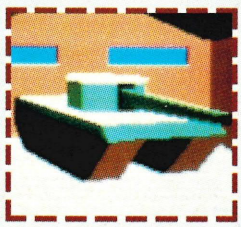
13 WING COMMANDER 2. The Kilrathi are back with a vengeance in this PC based cinematic extravaganza. Chris Roberts of Origin has squeezed a lot into this sci-fi epic, in which you play the hero. Robert Moss squeezes into the cockpit and tries to find his bearings.



14 MEGATRAVELLER 2. The hit RPG is back with an improved combat system while Millennium have **ROBIN HOOD** and his merry men strolling jovially through Sherwood Forest. Robert Moss goes into battle to find out what's what.

15 SILENT SERVICE 2 and **TERMINATOR 2**. Not a Saturday score draw but a WW2 sub' sim' from Microprose and a movie-license from Ocean, respectively. Robert Moss loads up his bow tubes and while Simon Reynolds does battle with a homicidal cybernetic killing machine from the future...all in the line of duty for an Inter-Mediates employee.

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17 Thirteen years on those **SUPER SPACE INVADERS** are back, pursuing Ian Hollamby. While Virgin have brought us **ROLLING RONNIE**. Simon Reynolds investigates why a talented skilled clown must scrounge enough money for a bus fare.

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19 GOLDEN OLDIES - **SPEEDBALL 2, INDIANA JONES and the LAST CRUSADE ADVENTURE, IT CAME FROM THE DESERT** and **SWIV** (Classic titles you can't afford to miss.)

20 & 21 COMING SOON - Robert Moss takes time off from his lunch to look at some of the goodies that are coming, well, soon...

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23 COMPETITION - Win tickets to this years Christmas Computer Shopper Show at Wembley.

24 CLUB NEWS - Simon Reynolds enters 'The Cheat Zone' and answers a few letters as well.

25 Would you like to live in **UTOPIA** and have some **MAGIC POCKETS** too? Well here's your chance. Ian Hollamby relates his feelings on the experience after having both for a day.

26 Is **MIG 29 SUPER FULCRUM** some kind of iron curtain crowbar? And what's the secret of Sierra's **RISE OF THE DRAGON?** Rob tells ya.

XS NRG COUPON GAMES

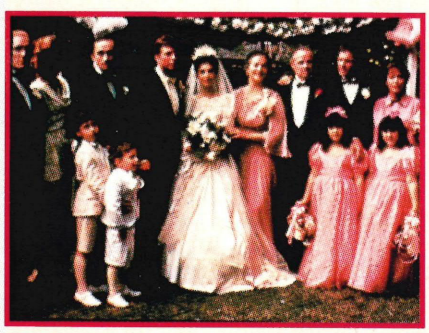
27 TETRIS & TEENAGE QUEEN



Hi. I'm a Terminator. Who the hell are you?

WE'RE THE XS NRG TEAM!

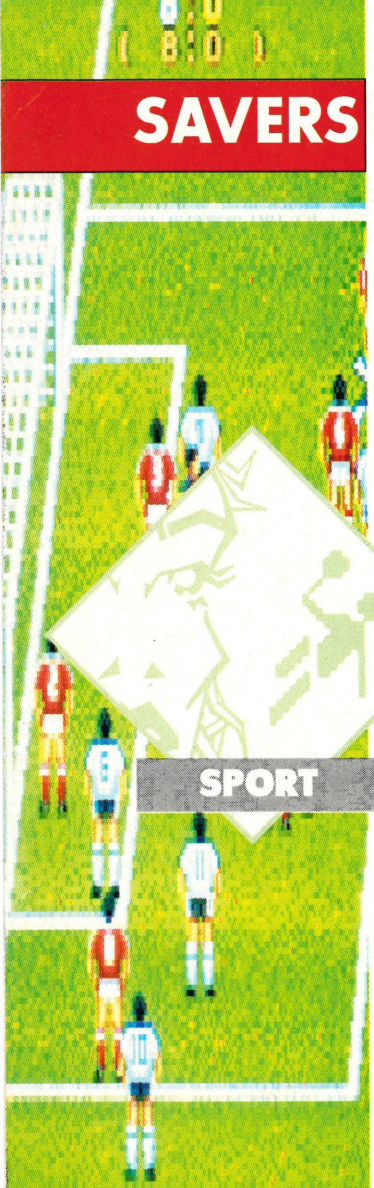
Issue 3 of XS NRG has been produced by a dedicated team leader, Robert 'The Warrior' Moss (that's me). I'm the editor. Everybody loves me. I'm a great guy and all the girlies think I'm sexy. The old editor, Dave 'Kid' Perry, recently started work on a new Channel 4 TV show called *Gamesmaster*. He designed XS NRG and so receives a posthumous credit here for all his hard work. Our reviewers are Simon 'Si' Reynolds, Ian 'Lumbs' Hollamby and Mark Adams. 'Si' is our console expert, our *Kick Off 2* champion and does most of his work in the Buying Department with 'Lumbs', our 16-Bit software buyer. Both are a wow with the girlies (though not as much as me). Mark buys peripherals and hardware when he's not writing reviews. I am ably assisted by the calm Lavinia Fenton who does a most of our design work, gives us good vibes and operates the complicated equipment. Debbie Magrane deals with all the advertising in both NRG and XS NRG.



The XS NRG team at a recent wedding. We're like one big happy family here. Faces to look out for: Robert (wearing red rose), Ian (with hand on my shoulder), Dave (small boy at front), Simon, (mugging small boy at front), Lavinia and Debbie (together, extreme front right) and Mark (extreme left).

Inevitably, some games reviewed in XS NRG may not be released by the time of publication. The manufacture of software is a complicated and expensive business and quite often, release dates slip as publishers strive to eliminate all the bugs. We try to only review games that we have seen, played or had demonstrated to us. However, due to our deadlines or strategic release dates set by software houses, this isn't always possible. Just like other 16-bit mag's, we may find it necessary to review products from playable demo's or partly completed products. We try to be honest about what we see and all the articles are based on the opinions of the reviewer - they are not intended to be taken as 'the final word'. As the saying goes, "one mans meat...". We only review what we consider to be the best titles - hence all the games included in XS-NRG get good reviews. There doesn't seem much point in telling you about how bad a game is - we leave that to other publications. And we hope that since we are an extension of Special Reserve you'll forgive us if we take space to promote our own special offers at the expense of some lesser, newer titles.

XS NRG was created by: **Dave Perry, Lavinia Fenton** and **Tony Rainbird**. The editor is **Robert Moss,** design and good vibes come from **Lavinia Fenton** with **Debbie Magrane** on advertising sales. The contributors to this issue are **Robert Moss, Simon Reynolds, Ian Hollamby & Mark Adams.** XS NRG is typeset on Apple Macintosh's using Quark Xpress, operated by an infinite number of monkeys. **Inter-Mediates Limited, 2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PG.**



SAVERS

MANCHESTER UNITED - EUROPE

Travel with Britain's most famous soccer team as they journey through three European football competitions.

Building upon the success of their first Manchester Utd title, Krisalis have returned, just like British clubs to Europe, with an avenging sequel.

This is the only title that has so far come close to toppling *Kick Off 2* from its perch as the most complete all-round football game. And it's topical too with Manchester Utd currently challenging for the English first division championship and competing, as holders, in the Cup Winners Cup.

Based on the 1990/91 squad, it allows you to compete in all of the major European cup competitions as well as the Super Cup. It's your job to guide them on and off the pitch to victory, though there are over 250 other teams with similar aspirations.

Taking note of the criticisms levelled against the first Manchester Utd game, *Krisalis* have made this very user-friendly. Everything is presented in a professional manner so that choosing a team and formations is easy - just a matter of pressing icons. The pitch itself is viewed side-on in 3D as if you were in the stands at a match and the action scrolls from side to side, focussing on the player in possession of the ball. The sprites are detailed and well animated and a large array of shots and set-pieces has been implemented, ensuring the game doesn't descend into a matter of kick and rush.

You control the player nearest the ball, which sticks to his feet, until tackled or he decides to pass, shoot etc. When tackling, timing is essential as the referee won't hesitate to book or send off violent players. Corners and throw-ins are controlled by placing a yellow target where you want the ball to land. When in front of goal you can lob theball over the keeper or send powerful shots along the floor and hopefully into the back of the net.

There's a replay facility to let you see goals again and the best ones can be saved to disk, a la *Kick Off 2*. If you have a 1 Meg machine you get extra features like seeing sub's (of which you are allowed four) warming up on the touchline. And if the team performance improves, you can make them sit down again.

The attention to detail is superb and it's an easy game to play, though some of the bigger teams are hard to beat (hence the inclusion of a difficulty level). It isn't as fast and frantic as *KO 2*, but many prefer it.



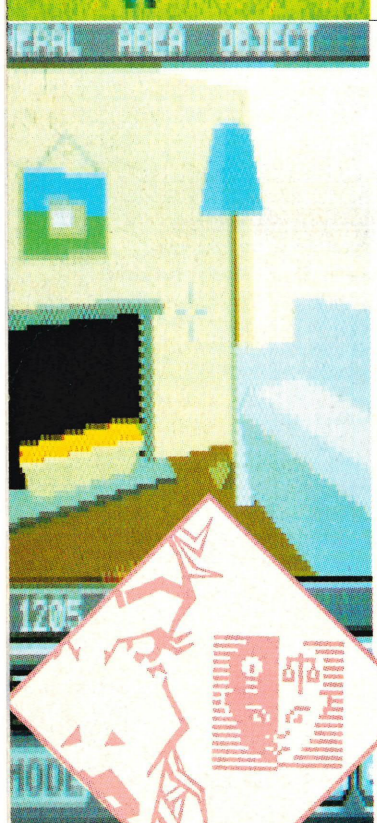
The Red Devils apply the pressure to another team of feeble overpaid foreigners!

By KRISALIS

GAMEPLAY
SOUND
LOOKS
PLAYABILITY
ADDICTION

91%

CODE		RRP	PRICE
ED1960	AMIGA	25.99	15.49
RD1960	ATARI ST	25.99	15.49



3D CONSTRUCTION KIT

Simon. You've got a baby boy. And Ian, you've always enjoyed playing with building blocks, lego and stuff. Try out this 3D Construction Kit and see if it's any good.

Build your own Virtual Reality - that's what *Domark* and Incentive would have you believe is possible.

Nice thought, but the system is built around *Incentive's* Freescape system which can be seen to good effect in early 16-bit titles like *Driller* and *Total Eclipse* and more recently in *Castle Master*. The idea behind the package is to enable you to produce your own interactive 3D environments whether they be for arcade game, simulations or your own amusement.

While this may not sound like the kind of idea that instantly grabs you by the throat, you find that after a little while you can become quietly enthralled in the little worlds created. Using a simple programming language you can act out your power fantasies by building houses with doors that open as you approach. You can go inside the houses, examine the furniture, open the doors on a cupboard and get inside, a vehicle can appear out of thin air or start moving of its own accord. The only limits really, are your imagination and the memory in your computer.

Different areas can be linked together within a game and there's no time-space relationship here. A building can look tiny on the outside and yet be of mansion-like proportions on the inside.

The package is quite a hefty one, containing a comprehensive user-friendly manual and a video that shows off some of the things that can be achieved with the software given some perseverance.

This is your chance to create your own Freescape style games and virtually open up a whole new dimension in computer exploration.

By DOMARK

GAMEPLAY
SOUND
LOOKS
PLAYABILITY
ADDICTION

85%

CODE		RRP	PRICE
ED1791	AMIGA	49.99	32.99
RD1791	ATARI ST	39.99	27.99
JF/JD1791	IBM PC	49.99	32.99

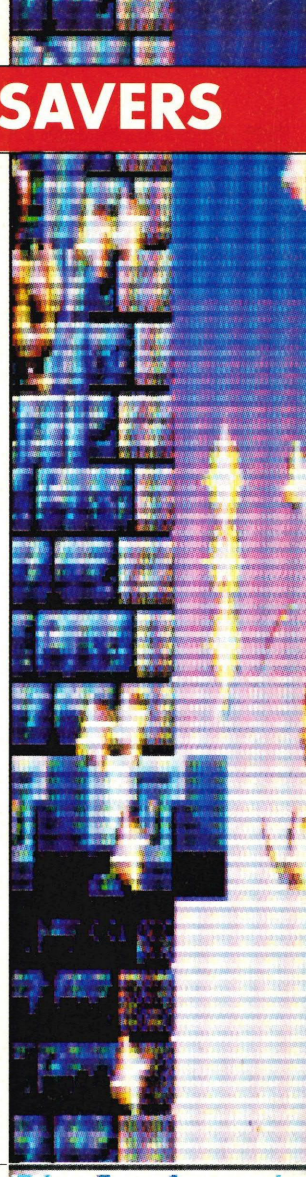


Home, at last. But where's my dinner?



Platforms, puzzles and flying monsters. A different kind of God-Game.

GODS



There you are minding your own business when some classical Greek bint wearing a toga appears in a puff of smoke and says, "Listen, son. Interested in being a God?" Are you hell? And no sooner have you said 'Erm,' than bingo...

A city lost in legend, an unconquered warrior seeking reward, a challenge laid down by the Gods. The prize? Immortality.

Gods, from the *Bitmap Brothers*, is a platform game, a game of exploration, combat, adventure and puzzles. You assume the role of a classical hero taking up a challenge from Mount Olympus - to enter a mystical city inhabited by monsters, slay its four guardians and then return. The city consists of four levels, each protected by one of the guardians and their minions. These levels are, the city, the temple, the labyrinth and the underworld. Each is split into three sub-sections known as 'worlds'.

Each section is made up of superbly detailed graphics and backdrops. The floors are made from tiles, the walls from bricks, there are doors, ladders and levers, all exquisitely drawn. As your beefy animated character stomps around the levels (accompanied by a range of grunts, thuds and heavy breathing noises) he'll meet all kinds of monsters - some fly, some try to steal your objects while others pursue you. You're equipped with a basic weapon, there are 15 types in all and 20 types of potion and power-up. You may encounter doors to which keys are needed, but you'll need to find the right key for the right door. Some doors lead to new rooms, some go into passages and others teleport you to entirely new locations.



You could be my lucky star, because you shine on me...

The city is full of money and the gold can be spent in shops that lie at the end of and halfway through each level. The shops contain wide ranges of potions and weapons but it's important that you choose the right kind of things for the problems ahead.

The game is packed with puzzles involving levers, traps, treasure and monsters. You have three lives to complete the game but a password system allows you to restart at the beginning of each level, so there's no need to go all the way back to the start.

The graphics are superb, crisp and colourful, the sound effects are spot on with music from *Nation XII*.

Best of all, the gameplay will keep you enthralled for a long time. It's one you just have to play right to the end.

By MINDSCAPE

GAMEPLAY
SOUND
LOOKS
PLAYABILITY
ADDICTION

91%

CODE		RRP	PRICE
ED1737	AMIGA	25.99	16.99
RD1737	ATARI ST	25.99	16.99
JF/JD1737	IBM PC	29.99	19.99

SIM CITY

The game that's every politician's dream.

All sorts of plaudits have been heaped upon this unique concept in strategy gaming since its release. With Sim City you take on the destiny of the world's greatest cities. Every decision affects your citizen's life. Can you hack it?

Sim City allows you to take control of building and running a variety of city scenarios in a sophisticated real-time simulation. Whether you control an existing metropolis or create your own, you'll find that you are the Mayor and City Planner, with complete responsibility for success and failure.

The scenarios provide real and hypothetical problems for you to solve within a given time limit, the goals for each being different. Dullsville, USA 1900; stimulate growth and development in a depressed town. San Francisco, 1906; control the fires and then rebuild the city after a great earthquake. Hamburg, 1944; put out the bomb fires and rebuild. Bern, 1965; cure the traffic problems. Tokyo, 1957; rebuild after a monster attack. Detroit, 1972; cure the problems or crime and the depression through city planning. Boston, 2010; deal with a nuclear meltdown and the city planning headaches it causes. Rio de Janeiro, 2047; cope with global warming and floods.

There are a million stories in each city and you write them, either inheriting a planners nightmare or being the victim of a natural disaster. In *Sim City* the rules to be learnt are based on planning and management.

You need to keep an eye on human factors such as the quality of life, economic factors like unemployment, survival factors such as crime and pollution and political factors such as public satisfaction with your policies.

The graphics screen shows you the city and terrain from an overhead perspective. Roads, buildings, factories etc. are all represented by separate icons and you can scroll about the zones using a simple system of mouse operated icons. You have a budget to work within (though it can be increased through taxes, for example) and you must determine best how to help the city, by building houses, parks and power stations, while perhaps knocking down derelict buildings or slums. There are several graphs and reports available that give an accurate assessment of your performance in the eyes of the public.

Sim City is not for arcade and action freaks, but for those more laid back, cerebral games players who enjoy a sustained challenge.

By INFOGRAMES

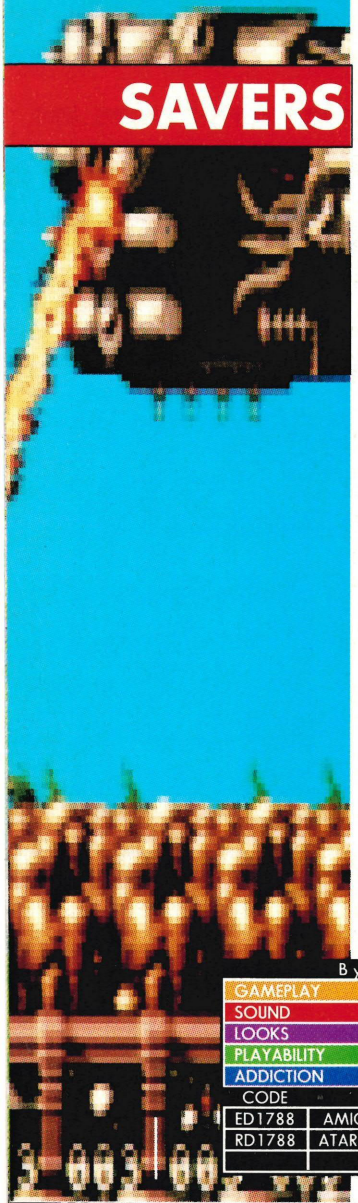
GAMEPLAY
SOUND
LOOKS
PLAYABILITY
ADDICTION

90%

CODE		RRP	PRICE
ED679	AMIGA	29.99	16.99
RD679	ATARI ST	29.99	16.99
JF/JD679	IBM PC	34.99	19.99



It's a concrete jungle out there!



SAVERS

POWER UP

Turrican, Rainbow Islands, Chase H.Q, Altered Beast & X-Out.

If you thought a 'power-up' was something that made your gun bigger, then think again. In this case it's a compilation from Ocean containing five - count 'em, five, horrendously good games.

ARCADE

Compilation? Isn't that what you get when you don't go to the toilet for ages and ages? No! This is a compilation and a half - five games and each one a high quality coin-op conversion or straight 16-bit hit.

X-Out is a horizontal shoot-'em-up from *Rainbow Arts*, set under the sea where an invasion force of aliens, complete with big green suckers, has materialised. They've set up eight underwater domains which you must conquer in order to free the world and celebrate your birthday (these Germans do come up with the strangest stories).

There's a shop which can be entered at the beginning and middle of each level in which you can purchase everything from ships to weaponry. Basically, that's *X-Out* in a nutshell. Smooth scrolling, loads of horrid aliens, weapons galore and big, bad end of level guardians. It's a blast.

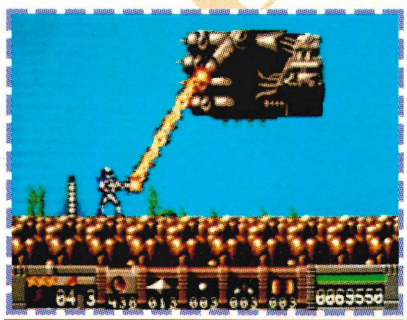
By OCEAN

GAMEPLAY
SOUND
LOOKS
PLAYABILITY
ADDICTION

90%

CODE		RRP	PRICE
ED1788	AMIGA	30.99	19.99
RD1788	ATARI ST	30.99	19.99

Another horizontal shooty game from *Rainbow Arts* is *Turrican*, the game that was hailed as a masterpiece of graphic genius. On top of superb graphics and sound, it boasts a fantastic level of playability. It's hard to finish but not difficult to progress in. You play Turrican, a battle scarred warrior, sent into five hellish worlds to destroy Morghul, a three headed monster. A host of weapons and power-ups, monsters galore, platforms - it's got them all and is my favourite of the five.



Turrican takes his feisty pet hand for a walk. "Down boy!"

Altered Beast is a coin-op conversion from *Activision* based in ancient Greece. You are a warrior, brought back from the dead to rescue Athena from the Underworld. The action scrolls horizontally as you walk, punch and kick your way through ruined temples and enemy filled terrain. Every so often power-ups float by and its by grabbing these that you can transform yourself in a muscly man-wolf. This game has long been a favourite with Megadrive owners and includes a two player option, encouraging you to be beastly with a friend.

Chase H.Q from *Ocean* is another coin-op conversion and was a big hit a couple of Christmas' ago.

The action is viewed in 3D from above and behind your Porsche 928 as you set off in pursuit of various criminals. The aim is to catch them by driving as fast as you can (and using your limited amount of turbo boosts) and then ram their car off the road. Racing against the clock there are five missions to complete and a whole load of points to be racked up. A faithful conversion that's tougher than it looks.



PLATFORM

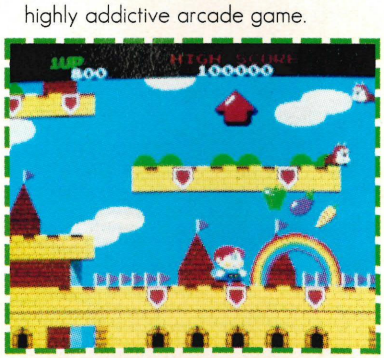
If you've got young kids (or you're young at heart), these three games will keep you occupied for some time. Each one is an arcade classic packed with cute platform mayhem.

Meet Bub and Bob, heroes of *Bubble Bubble*, arch enemies of chief baddie Baron von Blubba, who is assisted by Benzo, Bonnie-bo, Boa-boa, Blubba, Boris and Bonner. Are you beginning to get the picture?

Bub and Bob want to defeat the bullying Brontosaurs by blowing bubbles, boxing them within them and then bursting the bubbles. You can bounce on the bubbles, releasing fire, thunder and water. Magic targets appear from time to time and by destroying them you can power up. Complete all 100 bouncy levels and a strange reversal awaits.

But onto *Rainbow Islands*, the sequel to *Bubble Bobble* and a smash *Taito* coin-op conversion. This time Bub and Bob are negotiating the hazards of seven monster filled islands. You'll encounter hideous toy creatures, lethal mechanical assailants and formidable monsters of folklore (including dragons). This cute platform title is creaking with treasure chests, food, gems, power-ups and yum-yums, but danger too. Lucky you can fire deadly rainbows to protect yourself, eh?

In *New Zealand Story* you play Tiki the Kiwi, bent on rescuing your animal friends from the clutches of Wally Walrus. Armed with a bow, you can shoot foes who then leave behind useful objects such as weapons and treasure. Arrows in the background indicate which way you must go in the brightly coloured maze of platforms, but enemies keep popping up all the time, especially from hidden doors. You'll need to master balloon flight and swimming if you're to succeed in this highly addictive arcade game.



Oh no! Someone's booby trapped the fat kids lunch.

By OCEAN

GAMEPLAY
SOUND
LOOKS
PLAYABILITY
ADDICTION

89%

CODE		RRP	PRICE
ED1978	AMIGA	19.99	13.99
RD1978	ATARI ST	19.99	13.99

RAINBOW COLLECTION

Bubble Bobble, New Zealand Story & Rainbow Islands

"Oh, goody, goody gum drops," exclaimed young Simon gleefully. "At last! Someone's written a game about Zippy, George and Bungle. Me, mee, meee. Let me review it. Pleeeeassee."

SHOOT-'EM UP

Batman the Movie, Ghostbusters 2, Robocop and Indiana Jones

HOLLYWOOD COLLECTION

This is what Robert calls next years holiday fund.

From sunny Harlow, we bring you another powerful compilation from Ocean, this time made up of four movie licenses.

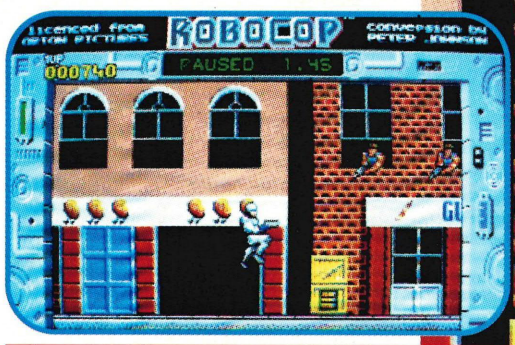
As Alex Murphy, a cop maimed and left for dead by a gang of criminals, you are resurrected as the future of law enforcement - a titanium steel clad cyborg called Robocop.

Armed with pistol and fist, you must fight your way along criminal filled streets in this horizontally scrolling arcade shoot-'em-up. After a second patrol you have to complete a photofit of your assailants, search them out in a junk yard, rescue a woman being held hostage, confront the gang leader in his heavily defended drugs factory, defeat the deadly ED209 droid before a final hostage confrontation.

Based on the movie, *Ghostbusters 2* takes place in New York. It starts with Van Horne descending into an old subway tunnel, trying to avoid ghosts and collecting slime. He has three weapons to protect himself but must be careful not to fall from the cable lowering him. Then, it's off to the Museum of Art in a 'slime' powered Statue of Liberty. Once at the museum you must abseil down the roof and rescue Oscar the baby from Vigo, a supernatural being.

Batman the Movie has the Dark Knight pitted against the Joker in a five level platform game. Armed with a Batarang and Batrope you must escape from the Axis chemical factory before racing through Gotham City with Vicky Vale in the Batmobile. Back in the Batcave you must unravel the puzzle of the Joker's "Smilex" poison before piloting the Batwing against the Joker's henchmen. Finally, you must pursue him into Gotham Cathedral to resolve the eternal struggle between the forces of light and dark.

Indiana Jones and the Last Crusade is an exciting multi-level arcade game in which you must help Indy locate the Holy Grail. There are four levels and four objects to be retrieved, such as the diary of Dr. Jones Snr, the Cross of Coronada and the Crusader's Shield.



Come quietly, or there will be...trouble.

It's all pretty frantic stuff which'll have you scrambling over walls and through tunnels in search of torches and clues. Time is your enemy and only the brave will live.

By OCEAN

GAMEPLAY
SOUND
LOOKS
PLAYABILITY
ADDICTION

84%

CODE		RRP	PRICE
ED1419	AMIGA	30.99	19.99
RD1419	ATARI ST	30.99	19.99

SIM EARTH

SIMULATION

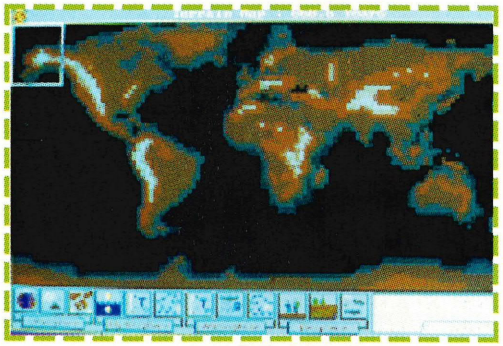
Not content with running a city, Simis produced this world simulation, letting you go the whole way, in what must be the ultimate power trip for megalomaniacs. Will the meek inherit the world? Only you can decide.

If proof were needed of Ocean's changing image, then this must be it - *Sim City* for eggheads and would be Charles Darwin's everywhere. Why control a city when you can hold the fate of a whole planet in your hands?

Take charge of an entire planet from its birth until its death - a staggering 10 billion years later. (Don't worry - it's not played in real time!) Inspired by *James Lovelock's Gaia Hypothesis*, *Sim Earth* simulates the planet as if it were a living organism.

Everything is WIMP based (Windows, Icons, Mice and Pointers). A variety of graphs and information windows reveal every detail of your planet. You can rule an infinite number of worlds, take over existing planets where evolution is well under way or create new, randomly generated worlds. You have control over the planet's Geosphere, Atmosphere, Biosphere and Civilisations.

View the world either as a flat projection or a spinning 3D globe. Multiple maps track everything from continental drift to biological diversity. Close-up views can be employed for inspecting or modifying planets, displaying climate, life and data layers. To aid your terraforming it's possible to unleash the ground changing might of volcanoes, earthquakes, meteors, tidal waves and a range of unnatural powers. You can also place life-forms on the land and in the sea, putting various levels of civilisation where you want them.



The final proof, if ever it were needed, that God created the world using a copy of *Deluxe Paint 3*.

When it comes to life, there are no codes of moral conduct or government commissions to hold you back. You can create civilised dinosaurs, mollusks, mammals and guide your intelligent species through the trials of war, pollution, famine, disease and global warming.

This is a simulation and not c game. The manual is more like a novel and you do need to read it if you want to get the best out of the programme. *Sim Earth* supports VGA, MCGA and EGA, Adlib and Soundblaster and requires 640K.

By OCEAN

GAMEPLAY
SOUND
LOOKS
PLAYABILITY
ADDICTION

90%

CODE		RRP	PRICE
JF1551	IBM PC	40.99	27.49
JD1551	IBM PC	40.99	27.49

REALMS

There can only be one ...
Just make sure it's yours.



Love Thy Neighbour?
Or Put Him To The Sword?
The Choice is Yours.

For the first time, you can take complete control of your own destiny as you attempt to dominate an entire world.

The King is dead. Long live the King.
And the King is you...

Endowed with the divine right to rule, you inherit your father's Realm on his death. But the fragile peace has been shattered and war rages between the Realms. Now your brief reign has become a fight for survival.

The neighbouring Realms are growing in strength at your expense. Do you build lines of supply to barter with them? Or build armies to battle with them? Each Realm vies to be the ultimate power. There can only be one. Just make sure it's yours...

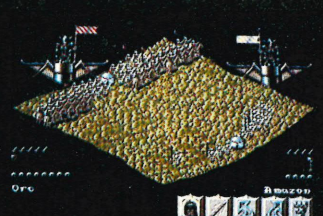
Created by the award-winning Graftgold development team, REALMS combines the intuitive playability of an arcade game with the depth of strategy usually only found in the most complex simulations.

Enter the world of Realms and you could control:
~Over 125,000 square mile of fractally-generated landscape
~128 armies, each a thousand strong and with definable battle formations
~Countless cities, their inhabitants lives and their money
~Six distinct humanoid races

The last word in arcade strategy.

Virgin GAMES

GRAFTGOLD Creative Software



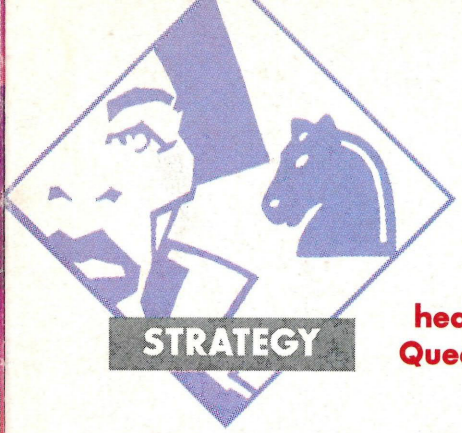


Your troops were victorious and report very few casualties

A GRAFTGOLD production for VIRGIN GAMES

RELEASED ON AMIGA, ATARI ST, IBM PC AND COMPATIBLES

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POPULOUS 2

REVIEW

It's a kind of magic, ahaaa! Remember *Highlander*, that great movie from 1985? It was all about a race of immortals with homicidal tendencies. They used to go round cutting peoples heads off, saying 'there can be only one'. It had a whizzo score by Queen as well. Well, this game is nothing to do with that, though it does have magic in it and some very high lands.

Populous is one of Ian Hollamby's favourite games. When asked, 'Do you keep playing because you enjoy the feeling of being a benign superhuman benefactor to the people?' he replied, 'No. I just like murdering inferior life forms with my Papal magnet.'

There are few original ideas anymore when it comes to computer games. So much of it has been done before that maybe only one or two truly innovative titles appear each year. *Populous* can be said to have been one of the truly original games that delivered the goods and because of this, has spawned a whole genre of imitators - what we call 'God-Games.' It was inevitable that *Populous* would spawn a sequel sooner or later and here it is - titled, originally enough, *Populous 2*.

The question seems to be, not will the game be any good, but will it deliver any significant improvements upon the original to actually make all the effort worthwhile?

Despite *Bullfrog*'s attempts to improve the original while retaining all the elements that made it so popular, the basic game remains the same - two Gods fight it out for possession of a primitive world. You start off with a weedy demi-God type character bent on increasing your power by accumulating manna, or faith, from your people by keeping them safe, happy with places to live etc. Now, there's a lot more emphasis on manna as it not only affects your ability to do divine things, but affects their power. There are dozens of disasters at your control including thunderstorms, plagues, pillars of biblical fire, huge tidal waves (well, have you ever heard of a small one?) while the volcanoes and earthquakes have got much, much bigger And there's one other thing, called Armageddon.

The old knights are still about, though in a different form. You can send famous people from Greek mythology to do your dirty work such as Mars and Aphrodite. On top of this you can convert the followers of another deity in baptismal fonts.

The difficulty levels in *Populous 2* have been graduated a lot more evenly, thus overcoming one of the first games major flaws.

Another change has been instituted in the way you deal with shaping the land. You can raise and level the terrain as before but it's now been made possible to create teaming cities by laying roads, planting trees and building walls to protect your followers from attack. And if it comes down to it, your people can equip themselves with weapons and fight to the death.

When you start the game there's a questionnaire that'll be familiar to nearly all experienced RPG fans. You can choose whether to be good or evil and this changes the deity's appearance and the type of effects he or she can specialise in.

As you would expect from such a professional alliance as *Bullfrog* and *Electronic Arts*, *Populous 2* is an impressive piece of software. It's polished, flawless in appearance and smooth, much like a well worked gem.

The graphics are of a very high standard, viewed in the 3D isometric fashion pioneered by the original game and now copied by so many other titles. It can be quite a lot of fun to watch as the little animated sprites wander around the land, doing their own thing.

The buildings, towns and cities are excellently depicted - small mud brick houses, walled villas, elaborate pillared temples, they're all here.

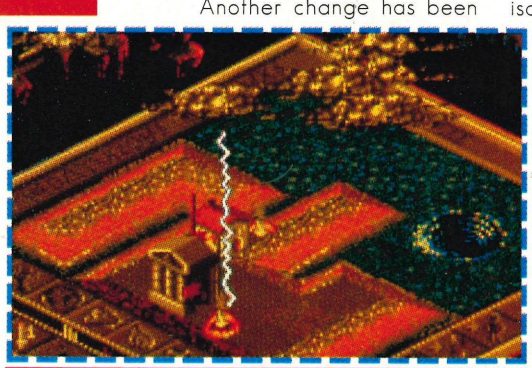
And the effects of divine wrath are truly impressive. We particularly liked the volcanoes and sky delivered fire balls. What more can be said? It's good - it's very, very good.



Ian, God of War, decides enough is enough and heaps destruction upon the heads of the Philistines - a thermonuclear Cadbury's Pyramint, ready to explode at any moment. It's a different kind of Judgement Day.



Up Pompeii! Ooh, no, don't titter. "That'll teach those Romans to worship Frankie Howerd instead of me!" says Hermes, racking up a horrendous amount of manna. (The other Gods quickly flick through their Populous 2 manuals to see how he did it).



For idle amusement the Gods deliver 10 million volts onto the head of Octavius the Unbeliever before catapulting him into a nearby whirlpool. "That counts as a double manna score," chortles Zeus.

By ELECTRONIC ARTS

GAMEPLAY	
SOUND	
LOOKS	
PLAYABILITY	
ADDICTION	

94%

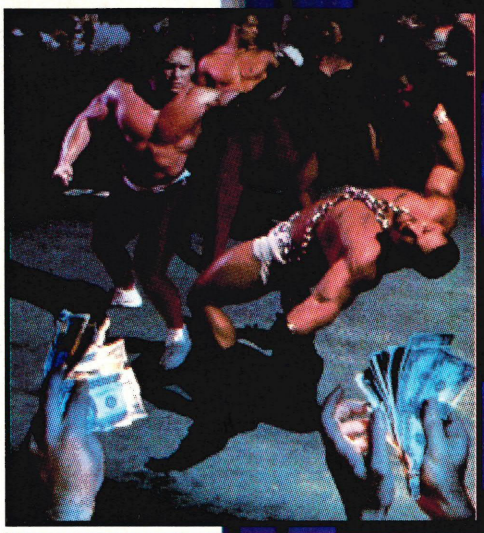
CODE		RRP	PRICE
ED2244	AMIGA	29.99	19.49
RD2244	ATARI ST	29.99	19.49

XS NRG 7

REVIEWS PIT FIGHTER

We know no fear. Show us a pit and we'll fight it. Come on then. Fight me, fight me...no one will fight me.

Domark have generally built a good reputation from converting Tengen coin-op's and while a few of the titles have, well, left a little to be desired, there have been notable successes, such as Hard Drivin'. A lot is now expected of Pit Fighter, the bruising multi-player arcade beat-'em-up. What better assignment for The Warrior (Robert Moss) and his faithful sidekick, The Boy Blunder (Ian Hollamby) than to test it out?



Gazza takes a day off from being ill to go down the local disco. "Are ya' callin' my pint a poofta, man?"

Brute force and naked aggression make champions in *Pitfighter*, the superb *Tengen* conversion of *Atari's* fastest ever selling beat-'em-up coin-op. In the not too distant future Pitfighting, it seems, is the world's favourite illegal sport. As the crowd cheer in a frenzy of bloodlust, they throw on money while you try and beat merry hell out of your opponent.



Kato tries hard to avoid being done a mischief by his opponents rather big 'weapon'. Ooo-eer!

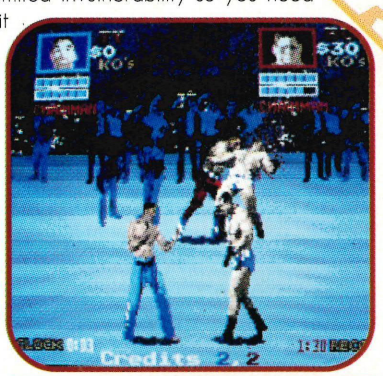
There are eight different fighters to compete against, each with their own style and rank. Your ultimate aim is to dethrone the current numero uno, The Executioner, a character so ugly he has to wear an ice hockey mask. Man, he is one real bad ass.

You can choose to be one of three fighters: Ty is a champion kickboxer, renowned for his agility and general ability to duff people up with a variety of kicking and boxing type blows. Kato is a 3rd dan black belt Karate expert, very, very quick and uses moves like backhand, combo punch and flip kick. Buzz is an ex-pro wrestler (and looks like Gazza). He's powerfully built (hasn't got a dodgy knee) and employs moves like bodyslam, headbutt and piledriver.

Having chosen your man (or men, if there's two of you playing) it's time face up to your foe. Through a combination of moving the joystick and pressing the firebutton you can access the library of attacks and evasive moves, while a life bar at the top of the screen reveals how well you (and your opponent) are doing. When the bar reaches zero, you're out of the bout. Every match, your opponent gets tougher until the final bout with the Executioner.

Every third bout a grudge match takes place between the two players or the player and computer. The first to knock down his enemy three times is adjudged the winner and thought of as a very hard person indeed! The crowd go wild, throw money at you and you then get lifted up by a fork lift truck to gloat at your wealth. (Whatever turns you on?) Monetary bonuses are awarded at the end of each match for the player that strikes the killing blow, the amount of knockdowns, your brutality factor etc. (it is possible to hit people when they're lying on the floor recovering from a hard attack and is generally advisable to do so - see, I said it was brutal).

During the bouts you might come across useful objects tossed onto the floor by the crowds. Some can be thrown like knives, boxes or steel drums, while others can be picked up, like sticks and power pills. The latter grant limited invulnerability so you need to rush in while it lasts and kick for all you're worth. On the later levels you can hurl motorbikes at your foes just as in the coin-op. You might have guessed by now that it's money and survival that matter here. At the end of each bout, the combatants dosh is added up, while standing on a fork lift pallet in a warehouse. Rumour has it that this is a digitised shot of *Atari's* own U.S warehouse.



Please don't...I'll tell on you.



Oh, and while you're down there sweetheart...

Teque London are the programming team behind this potential Christmas number 1 and they've done an excellent job in the conversion. Just as in the coin-op, you can experience the pan and zoom effects as the camera follows and focuses on certain fighters. On the 16-bit versions the characters are digitised from real life models so they're realistic in looks and movement as well. As the fighting progresses and gets harder, the added moves get harder so that with over 50 combat blows and 1200 frames of animation, you're unlikely to tire of this easily - even when you do manage to become the Pitfighting champion.

When we visited the *Domark* offices, we played the coin-op' and the Amiga version. Considering one ran from a cabinet full of hardware, there was little difference. 'Nuff said?

BEAT-'EM-UP

By DOMARK

GAMEPLAY
SOUND
LOOKS
PLAYABILITY
ADDICTION

90%

CODE		RRP	PRICE
ED2092	AMIGA	25.99	16.49
RD2092	ATARI ST	25.99	16.49

CHEAT! Having trouble with **STRIDER 2**? When the game starts, type 'SWIFT' and by pressing the space bar you will turn into a robot.

GUNSHIP 2000

SIMULATION

Okay sweethearts, we're a team and there's nothing to worry about. We gonna come, we gonna conquer and we gonna kick some. That's all we gonna do. We are going to kick some. Are we mean? (Yeah!) Are we mean? (Yeah!) We're mean. What are we? (We're mean!) Move it out marines. Get on the ready line. Move it out, move it out...

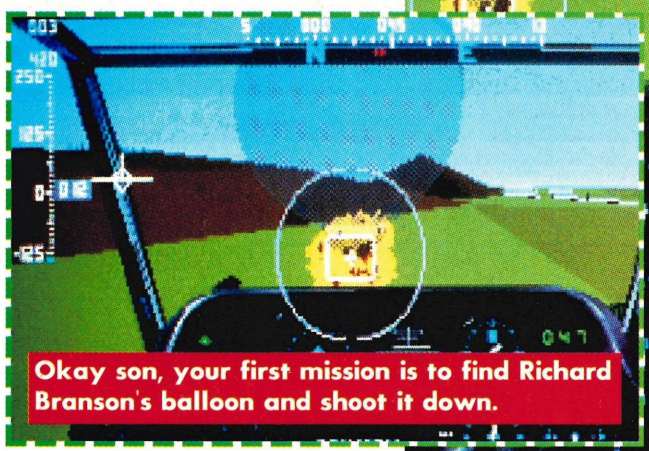
Donning his flying suit and Ray-bans, Robert Moss climbs into the cockpit of Microproses' latest heli-flight sim' and takes it up for a spin.

Well here it is - the sequel to *Gunship*. In the original and for a long time, definitive heli' sim', you could only fly the AH-64A Apache. Here you are put in command of a full squad of America's most powerful and versatile attack choppers.

There are hundreds of combat missions to be flown in the Persian Gulf and Central Europe and for each you must choose three types of helicopter (from seven) to make up your troop of five machines. These include the AH-64A Apache, a heavily armed ground support machine, the AH-64B Longbow, which can peer over hills with its mast mounted radar, the OH-58D Kiowa Warrior, a scout with thermal imaging and laser rangefinding, the UH-60K/L Blackhawk, a multi-purpose assault and transport, the AH-1W Cobra, a heavily armed gunship, the AH-66A Comanche, a heavily armed scout and the MD530G Defender, a light gunship ideal for rescue and covert operations. So, as you can see, there's quite a bit of hardware at your disposal and as you progress through the missions, your crews skills also improve. There are superbly detailed static screenshots of the helicopters and crew, many digitised, while the 3D vector graphics are of a very high standard indeed. The topographical 3D terrain portrays low-altitude flight with a lot of realism.

A campaign option is included so you can save and edit missions of your own design, while the game start and end screens possess cinematic, live images along with digitised sound. There are 25 different weapons systems at your disposal but if that's not enough, you can always call in air or artillery support.

All your options are accessed from one screen in the base camp office - training, scenarios, briefing etc. Having selected a training mission you're briefed on the op' by document, map and base commander. You might be land or sea based, it might be search and destroy or a combat mission - each task is different. Apart from 'where they are', there's only one thing you need know - it's recommended only for 286 PC's and above.



Okay son, your first mission is to find Richard Branson's balloon and shoot it down.

By MICROPROSE

GAMEPLAY	
SOUND	
LOOKS	
PLAYABILITY	
ADDICTION	

86%

CODE		RRP	PRICE
JF1792	IBM PC	39.99	26.99
JD1792	IBM PC	39.99	26.99

CRUISE FOR A CORPSE

ADVENTURE

Ever wanted to solve a murder? Well don't join the police force, buy this interactive whodunnit from the authors of *Operation Stealth* instead.

Has it been worth the wait or is the Delphine bubble about to burst? We check out this five disk graphical adventure and report on why we feel all would-be sleuths should take a long studious look at the clues.

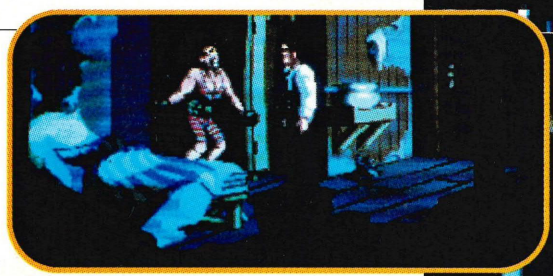
Despite all its visual trickery this game has more in common with the old-text adventures pioneered by *Infocom*, than the *Lucasfilm* or *Sierra* products. The icon interface removes the need for any typing but the game still contains over eight thousand lines of text which are used to flesh out characters and situations in a believable manner. The idea isn't really to solve puzzles in order to reach locations or gain objects since you can move about freely. The aim is to gain information and clues in order to confront other characters in the game. And the game is a devious one.

It all begins in 1920's Paris, with a great animated introduction. As Raoul Dusentier, a famous detective, you are invited for a cruise on the luxury yacht of Greek millionaire Niklos Karaboudjan. However, no sooner has the vessel set sail than your host is murdered - and so your job begins.

The game possesses outstanding graphics made up of 32 colours. Polygons are used for movement rather than sprites so they simulate human actions quite well. For example, as they walk towards the screen, they increase in size. Spot effects are put to good use, like the sound ofcreaking timbers, seagulls calling and footsteps while walking about on the deck. You can even see the ocean horizon line rising and falling.

The gameplay isn't particularly rigid so you can solve some puzzles in any order you choose and events like an arcade fist-fight can be avoided if you wish. *US Gold* say that it'll take eight hours to solve the game even if you know exactly what to do so this challenge is not for the faint hearted. This is a marvellously devised game because interrogating the other guests and trying to trap the murderer is a complex game of cat and mouse.

The only real grumble that can be raised against the game is that with five disks, considerable access time is required to load in each location. That aside, it can be recommended as a mystery that delivers something more substantial than a few hours enjoyment.



I'm paying the money and I'll wear what I like. Ok?

By US GOLD

GAMEPLAY	
SOUND	
LOOKS	
PLAYABILITY	
ADDICTION	

92%

CODE		RRP	PRICE
ED709	AMIGA	30.99	19.99
RD709	ATARI ST	30.99	19.99

RUGBY - WORLD CUP

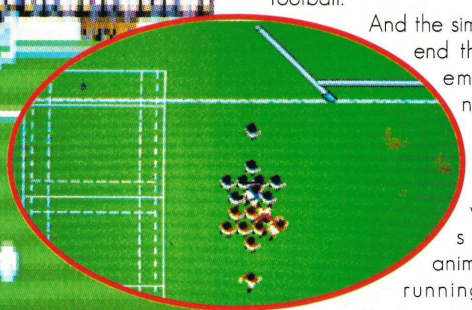
Robert Moss shows how he got those cauliflower ears.

SPORT

If you thought rugby was a ruffians game played by gentlemen, you might like to think again. Using an overhead perspective, Domark are attempting to emulate the playability of Kick Off, without the quirks.

Domark couldn't have timed this release better, with the World Cup kicking of in October. They hope this will prove to be to Rugby, what *Kick Off* is to football.

And the similarities don't end there. *Rugby* employs the now familiar overhead view of the playing field with little scaled animated sprites running around under your control. You know the ones - all you can see of them are hair, shoulders and legs.



The Cup finalists are upset to see their pitch marked out for tennis.

This product is really intended to be an exciting game based on the sport of rugby, rather than a straight simulation, just as *Kick Off* is a good action footy game. No one could say that's an accurate representation of the real thing.

Using fifteen players and sub's you can enjoy try-scoring, conversions, shirt-pulling, shoving and the barging action of a hard game of rugger, without the bruises and broken noses that usually scar its participants. Playing the game is easy once the teams have run out onto the pitch and kicked off. You control the player nearest the ball - move him over it and he'll pick it up. He'll continue running in the direction you point the joystick (towards the opposing end is usually a good one) until stopped by the opposition, he scores a try or runs into touch.

You can kick, tackle or pass at the touch of a button while scrums are resolved by waggling the joystick from side to side. The faster you waggle, the more likely you are to push the opposing beef cake back and win possession. The multi-directional scrolling is exceptionally smooth and while only about one fifth of the pitch is shown at any time, a radar on the top left of the screen shows the whole thing and where players are located.

You can play against the computer, a friend, or with up to sixteen other people on a knock out basis using the sixteen top international teams featured in the game.

As in the World Cup, the knock-out rounds are based upon four groups of four with points awarded for wins and draws. The top two teams progress to the next round.

By DOMARK

GAMEPLAY
SOUND
LOOKS
PLAYABILITY
ADDICTION

89%

CODE		RRP	PRICE
ED2048	AMIGA	24.99	16.49
RD2048	ATARI ST	24.99	16.49

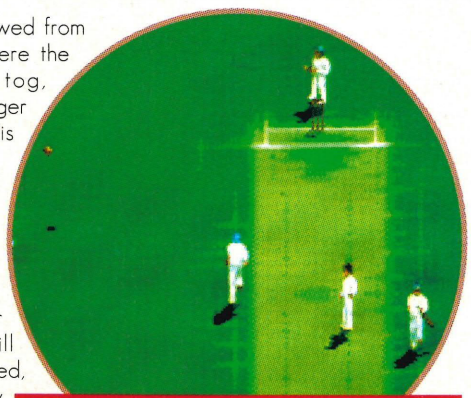
GRAHAM GOOCH'S WORLD CLASS CRICKET

SPORT

Ian Hollamby goes into bat at number 2 with...who's that? Wait...it's Graham Gooch!

For years there were no 16-bit full computer versions of our national summer game. Now, Graham Gooch has endorsed *Audiogenic's* title and cricket fans must hope that this is something special. *Robin Smith's* was very disappointing and *Cricket 11 Meg!*, despite setting a good standard, had several flaws.

There are several options to choose from before starting play. You can choose from a Test or a limited over match, and can play against a friend or the computer. Batting and bowling couldn't be easier - the bowling is controlled by waggling the joystick to control either spin, pace or speed, depending on the style of the bowler. The batting is then controlled moving the joystick in the direction you want to hit the ball, and pressing fire at the precise moment. Swing the bat too early and the ball will sail past, hitting the wicket, if it is on line. Swing the bat too late and you are likely to sky the ball and run the risk of being caught. Play is viewed from behind the bowlers end where the umpire stands in all his tog, waiting patiently to lift his finger and tell someone that he is out.



Goochie hits another Aussie bowler for six. Who invented the game anyway?

Once the ball is hit, the perspective changes and the field is viewed from a *Kick Off* (all sports games owe a lot to Dino Dini, it seems) style view. The fielder nearest where the ball will land is automatically activated, and he can be controlled by moving the joystick. If he catches the ball, he gleefully throws it into the air. You can also run the batters out by planting a well-pitched throw onto the stumps.

The graphics are colourful, detailed and crisp with the bowling action, player placings, batsman and umpire all shown in 3D. Basically, there's nothing new or truly innovative here - it's a cricket game. You bowl, bat and field...that's it. But what it does, it does very well.

From what we've seen, this title looks like it'll be the best cricket game to date (which isn't too hard. lets be honest). Don't let past inferior products put you off. Take a look at this one.

By AUDIOGENIC

GAMEPLAY
SOUND
LOOKS
PLAYABILITY
ADDICTION

90%

CODE		RRP	PRICE
ED2056	AMIGA	29.99	17.99
RD2056	ATARI ST	29.99	17.99
JF/JD2056	IBM PC	29.99	19.99

Double bubble 7, James Pond, is back, licensed to gill in his latest adventure from Millennium and US Gold. Transformed into Robocod, cybernetic underwater agent, he must undertake his most dangerous assignment to date...thwart the evil Dr. Maybe's attempt to ruin Christmas for all the little kiddywinkies around the world...

JAMES POND 2 - ROBOCOD



PLATFORM

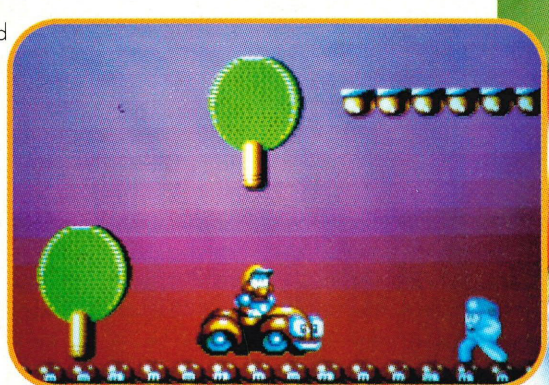
Part fish, part machine, but all green...they've given him a mission, don't really know the game, he's been on lots of missions, Dr. Maybe is to blame, he's the new Messiah, death Angel fish with a gun, dangerous in his silence, deadly to his cod! This would be a tough job so we sent the best to investigate this fishy sequel - Simon Reynolds, our very own special agent.

"Very interesting Mr Pond," said the evil Dr. Maybe as he made good his escape. "You may have thwarted my attempts to ruin the North Sea, but I'll be back."

And the evil genius is as good as his word and this time, he isn't playing. Underwater intelligence, FI5H, have discovered that Dr Maybe and his crazed minions have infiltrated the giant arctic toy factory where Father Christmas has all his presents made ready for distribution on December 24th. The entire stock of toys has been sabotaged and if he isn't stopped in his tracks, the anti-Santa will distribute them and hold the world to ransom. Enter Robocod, part fish, part machine, all green. Like the original smash hit *James Pond*, this is programmed by Chris Sorrel and Steve Bak and will again be published by *Millennium* and *US Gold*. Fresh from saving the North Sea by plugging the oil leaks caused by Maybe, Pond is equipped to survive in arctic environments and breathe out of the water. He now wears a suit of body armour (not too dissimilar from that worn by Robocop) and has had vital organs replaced by microchips.



James Pond 2 is essentially a horizontally scrolling game of arcade and platform action in the mould of *Mario* and *Sonic the Hedgehog*. Left and right on the joystick sends Pond, little fins swinging like a good 'un, scuttling across the screen and at top speed the little blighter will outrun even the hedgehog. Pressing the firebutton for an extended period unleashes a special feature - Robocod's body extends upwards until it reaches a platform. He then grabs on, hauls himself up and swings along using his fins. On a more aggressive front Robo' is armed with a huge mallet that 'convinces enemies to go away' - okay, actually he biffs them solidly on the bonce. Is that what you wanted to hear me to say?



Avoiding the giant ping-pong bats, Pond pedals for all he's worth, screaming, "Eat bumper, deranged blue meanie thing!"

Robo's main objective is to infiltrate Santa's factory and defuse the toys, some of which have already developed homicidal tendencies. But between him and Dr. Maybe there stand a variety of environments populated by murderous teddy bears, toy soldiers that are so wound up they'll shoot first and ask questions later and then there are little sweet men that look like Bertie Basset but punch like Mike Tyson. Defeat the evil Dr Maybe, defuse his toys, get out of the snow before your circuitry freezes, solve puzzles with chess boards and lego pieces - you see, there's quite a lot to do before the world can breathe again.

The colours used in this game are bright and vivid, the graphics are detailed while the parallax scrolling is very smooth. While different from the first game, *Robocod* isn't going to be recognised as the sort of product that changes the face of programming.

This is essentially a cutesy platform game with a sense of humour, ideal for children (or those that are kids at heart). Its strong points are its sense of fun and cartoon style presentation. Hardened gamesplayers may find the challenge doesn't last too long but kids will no doubt see *Robocod* prosper at Christmas. And any person that can keep a straight face as Robo bounces through jelly land, must have a heart of stone!



Robocod pretends to be a barbers shop sign in the hope he isn't seen by the wee green beastie on the left.

By US GOLD

GAMEPLAY	
SOUND	
LOOKS	91%
PLAYABILITY	
ADDICTION	

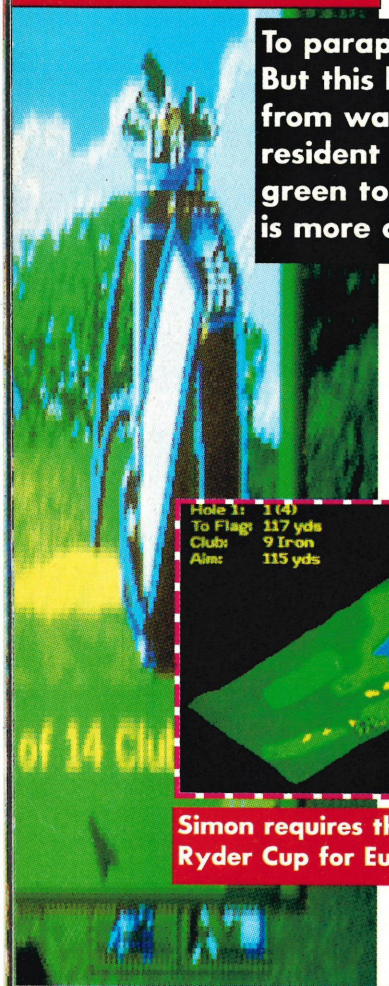
CODE		RRP	PRICE
ED1820	AMIGA	25.99	16.99
RD1820	ATARI ST	25.99	16.99

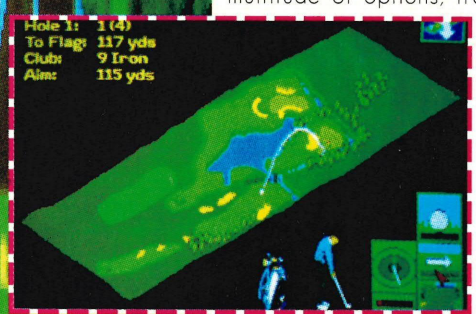
3D GOLF

Here's your chance to avenge the Ryder cup.



To paraphrase Mark Twain, 'Golf is a good walk spoiled.' But this hasn't stopped software houses making a fortune from wannabe armchair Nick Faldo's everywhere. Our resident sporting marvel, Simon Reynolds, takes to the green to give his opinion on the product Microprose claim is more of a simulation than a game.





Simon requires this hole to win the Ryder Cup for Europe.

Not content with dominating the world of aerial combat, *Microprose* have added a golf title to their list of simulations and believe us, it is rather impressive.

To start with, you have the selection screen and there are a multitude of options, from skins to medal play. Up to 4 people can take part at once, and can play with or without a handicap. You begin with a handicap of 28, and as long as you keep saving to disk, you can whittle it down to scratch. When you reach that level, you can compete against eight computer controlled opponents of the same quality.

Once you've decided which of the six courses to play on, and which type of game to play, it's off to the first tee. Each hole is shown in isometric form, with a flight path of where the ball can go. This can be moved according to where you want to hit it, and which club you use to take the shot. Once you are within 20 yards of the green, you can call up several options, viewing the contours or the green from behind the flag, or you can call up information about the green speed. After each hole, you are shown your score-card before progressing to the next tee.

One particularly useful option involves the camera. This gives you six views of the ball in flight, including following the ball, meeting it as it lands (like PGA Golf) or even following the ball from the side.

All aspects of the game seem to have been taken care of, such as the contours of the fairway - it's not just a case of hitting the ball as hard as possible until you reach the green. And the green can be seen with or without the aid of a grid. Screen updates are very fast - between 2 and 4 seconds, and the speed of the game itself is increased due to a clever system that takes away any landscape that isn't important, such as trees, while the ball is in flight. This avoids cluttering up the screen and slowing the game down.

Putting my head on the line, I'll say this is the most comprehensive and realistic golf game I have ever played - apart from the real thing.

By MICROPROSE

GAMEPLAY	
SOUND	
LOOKS	
PLAYABILITY	
ADDICTION	

90%

CODE		RRP	PRICE
ED2144	AMIGA	34.99	22.99
RD2144	ATARI ST	34.99	22.99



FALCON V 3.0

Once recognised as the ultimate in flight sim's, Falcon is now beginning to show its age. Have Spectrum Holobyte lost their way in a world dominated by Strike Eagle's and F19's? Ian Hollamby reaches for the sky to find out.



I've got missile lock. No, no...it's not good. Talk to me Goose, talk to me...

Falcon must be one of the worlds most famous flight simulations, combining a high level of realism and playability. Now *Spectrum Holobyte* have updated the title using the latest programming techniques for the IBM PC.

Many of the features available will be familiar to flight sim' fans but a lot of things have changed. The terrain is now in full 3D and contoured increasing the illusion of depth and speed as you fly by at six hundred knots. There's accurate mapping so you can plot your own courses, a detailed campaign structure and you can even play with a PC owning friend if s/he/it is connected via a modem.

The realistic 3D terrain is based on the regions of Kuwait, Israel and Panama comprising an area of over 270,000 square miles. There are three different types of play - Instant Action, Fighter Weapons School and Campaign.

For skilled pilots and top guns who don't need to read the manual, Instant Action has got to be a must as it puts you straight away in the thick of the action - a single F16 against multiple enemy targets. The measure of your success is judged by how many planes you down before being turned into hot metal fragments yourself. Fighter Weapons School allows you to design and edit original missions for training purposes.

Both these options combined prepare you for the Campaign whereby you can control a squadron of up to sixteen planes at once.

The computer assigns the squadron a mission but how that mission is tackled, its success factor, determines your next mission - that way, no two campaigns are ever the same. The 'high fidelity' option allows PC owners with a maths coprocessor to take full advantage of the hardware for even greater realism regarding flight factors like drag, spin and lift.

There are several replay options and a vast array of ordnance ranging from cannons and air-to-air missiles, to bombs, chaff and flares. Ranged against you are SAMS, Hind helicopters, MiG 21's, 23's, 27's and 29's and Mirage's.

Falcon 3.0 requires an IBM compatible AT (80286) or faster and will support 256 VGA, 16 colour VGA and EGA modes and will support all major sound boards.

By MIRRORSOFT

GAMEPLAY	
SOUND	
LOOKS	
PLAYABILITY	
ADDICTION	

88%

CODE		RRP	PRICE
JF1361	IBM PC	49.99	32.49
JD1361	IBM PC	49.99	32.49



WING COMMANDER 2

VENGEANCE OF THE KILRATHI

The engines can'ne take it Cap'n. The dilithium crystals are gonna blow.

A true sequel or just another cynical attempt to squeeze money from the unsuspecting public? And what's in a name anyway? Robert Moss studies this Origin epic, set a long time ago, in a galaxy far, far away.

Wing Commander 2 takes place ten years after Earth's great victory in Vega Sector (see WC 1). Then, you were the idol of all would-be star pilots after singlehandedly turning back the Kilrathi invasion. But after that, things started to go wrong. Top secret Kilrathi stealth fighters destroyed your home star ship, The Tiger's Claw, leaving you to take the blame. Then, when the planet that produced the revolutionary craft turned against the Kilrathi and destroyed the ships, two things happened. Firstly, the Kilrathi war effort was set back many years, and the evidence that could get you off the hook, was destroyed. So, you were disgraced, courtmartialled and sent to a small outpost to shuffle papers.

This story takes some time to tell as an animated intro' sequence before the game even begins and



The Intergalactic AA home start service gets you out of trouble. "Hurry up Mr Guards," says the engineer. "You'll be late for work."

having seen it you'll begin to believe the Origin slogan, 'We create worlds.'

Produced by a huge team of talented programmers led by Chris Roberts, WC2 is the closest thing yet to an interactive movie for your PC. With new features and challenges it aims to advance the state of computer gaming even further.

Ten years might have gone by but your fighter skills are still as sharp as ever, even though the other personnel on Caernarvon Station tend to keep you at a distance - the brand of traitor is a hard one to shake. Then one day, the patrol is short and you are sent out with one wingman (well, it's a woman actually). This is your first mission and not surprisingly, you run into some Kilrathi ships. After a briefing and cinematic launch sequence you are presented with a 3D view from inside the cockpit.



"Get out of my way, you Sunday driver you! Eat electric death road hog!"

There are a range of dials and gauges within view that show damage to your ship, star maps, energy, fuel etc and a range of keyboard controls that allow you to eject (a last resort only), identify targets, view the ship from different angles etc. It's up to you to develop your own combat tactics but locking onto a ship with the combat computer identifys it and gives the range - you can then swing around, attack it head on or whatever - but the better you fly and the more kills you chalk up, the tougher and more skilled your enemies become.

After this initial encounter you receive a debriefing. Thereafter, each mission is presented in a cinematic fashion with animated graphics. In this way you meet the characters that populate the *Wing Commander* universe.

One day you are alone in the communication room when you hear a Mayday call from an incoming ship under attack from Kilrathi fighters. Without a second to lose you take out a ship and go to its defence. When you get to the scene there are fighters buzzing everywhere and if you're not careful you'll get lead away in pursuit of an enemy ship and your ally will be blown to pieces. Stay and protect the ship and you'll not only chalk up some

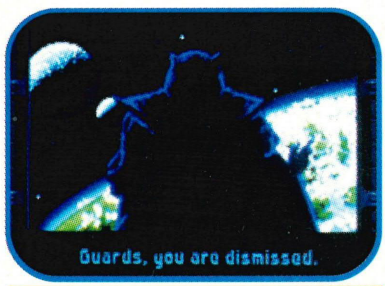


A moments carelessness costs another Kilrathi his parking space. That'll teach him to cross you when you're late. But your boss won't be pleased.

enemy kills but save the day and be welcomed on board to meet some other survivors from The Tigers Claw.

As in *Wing Commander*, whether you succeed or fail in missions determines how the campaign goes as a whole.

In 256 colour VGA the rendered 3D graphics are truly stunning with photo-realistic images. There are five different Terran fighters to fly armed with guns, missiles, torpedoes, chaff pods, tail guns, turrets and tractor beams. There's an instant replay facility that allows you a birds eye view of events. There's limited speech in the game so you can hear wingmen talk to you in the heat of battle. A full musical score is included along with sound effects.



Only two minutes late but your boss is an unforgiving creature.

What do you need to run it? Well, 640K minimum, a 12MHz hard drive with 12-21 Mb free, a 386 or 486 processor is recommended though it will run on 286 (the graphics tend to be a bit jerky). Also recommended is Dos 5.0, expanded memory 2Mb, 16MHz, joystick and mouse. It runs in EGA but for truly startling graphics you'll need 256 colour VGA. Digitized speech comes via a Soundblaster board while Roland and Adlib are also supported.

Basically, if you liked WC, then WC2 offers you more of the same with the benefit of upgraded weaponry and more tactical missions. Is it worth the money? In my opinion, yes. Without a doubt. But you do need some serious processing power to get the best from it.

ARCADE

By MINDSCAPE

GAMEPLAY	
SOUND	
LOOKS	
PLAYABILITY	
ADDICTION	

95%

CODE		RRP	PRICE
JD1932	IBM PC	34.99	26.99
JF/JD1933	IBM PC	34.99	26.99

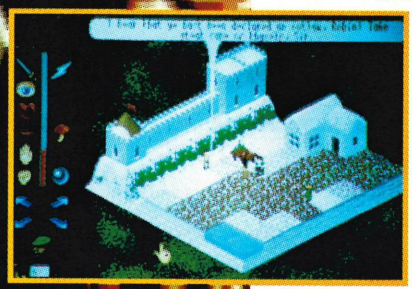
CODE 1933 IS FOR THE H/D VERSION

It's a strategy Populousy type game about Robin Hood and his band of merry men. The aim is to beat the Sheriff of Nottingham at his own game, marry Marian and generally become more popular than Bryan Adams... er, I think.

ROBIN HOOD

STRATEGY

Robert of Loxley, aka Robin Hood. Dastardly outlaw or saviour of the poor? Well history and Kevin Costner would have us believe it's the latter but in this 3D isometric game of strategy and puzzles it's up to you to decide. It all begins when the Sheriff of Nottingham turns up at your castle and turfs you, out onto the streets with a villainous laugh. But as a true hearted Anglo-Saxon you set out to right this wrong, though the beauty of this game is that you can do as you please, if you don't mind being unpopular.



Brrrr! Just give me your coat.

By US GOLD

GAMEPLAY
SOUND
LOOKS
PLAYABILITY
ADDICTION

82%

CODE		RRP	PRICE
ED2034	AMIGA	25.99	16.99
RD2034	ATARI ST	25.99	16.99
JF/JD2034	IBM PC	29.99	20.99

The graphics are nicely drawn and detailed with all the terrain and buildings shown in full isometric 3D, in a manner not too dissimilar from that found in those terribly popular God-Games. The land is made up of an eight by eight grid filled with people who have their own personality, though the peasants, for example, tend to be very dense.

A series of icons line the left hand side of the screen and it's through these that you control Robin, moving him about, giving and taking wealth, fighting, running etc. By clicking on the 'lips' icon and then on another character Robin will talk to them, asking questions and being answered with 'I don't know' or a useful piece of information. If you leave the game for a little while, it starts to run all on its own.

The seasons pass, Robin begins to wander about and the Sheriff makes proclamations such as outlawing Robin (boo hiss) and banning hunting by the peasants (boo boo hiss). If Robin does nothing, the bar that represents his popularity with the populace plummets and the peasants he meets generally comment on what a lousy hero he is. It's often quite important to do things in the right order.

For example, it is possible to walk up to the Sheriff, shoot him with your bow and run away before anyone can react. However, this event stops you rescuing Will Scarlet from the gallows and he gives you one of seven valuable items needed to fulfil your quest completely.

An old pagan priest lives in the woods and he can give you advice, but it's down to old Robin to find his merry men, collect all the items and win the heart of Marian. There are a few gliches in the game that make it amusing and eccentric rather than annoying. It's an open ended product rather than a linear problem solver, but one that's likely to keep you amused for quite a time.

MEGATRAVELLER 2

Megatraveller was impressive but possessed some flaws in the gameplay. Have they been removed in this huge sequel? Robert Moss beams down to find out.

RPG

For years, *Traveller* was the undisputed king of board based RPG's. When *Megatraveller 1* appeared it was bound to be a success despite suffering from several programming shortfalls. Now *Megatraveller 2, The Quest for the Ancients* has been written by Marc Miller, original creator of the *Megatraveller* universe. And this is a very definite improvement.



A very interesting screen shot, showing, erm, not a lot. Ah well.

The story goes that 300,000 years ago the Ancients ruled the galaxy before destroying themselves in a suicidal war. Even today the ruins and artifacts of the Ancients are puzzling and still being unearthed. Now, one of their ruins has been sabotaged by shadowy figures and it threatens to explode, taking with it a whole planet - unless you can solve the riddle of the Ancients past. There are 127 worlds to explore as you search for an answer and the legendary Ancient leader who has supposedly been dead for 3000 centuries.

You can travel from planet to planet aboard commercial star ships or buy your own, exploring hundreds of locations including cities, data terminals, star ships with deck plans, gambling casinos, stores and shops, taverns, trade and commerce outlets, vehicle rental locations, character recruitment centres, crashed and abandoned ships and Ancient sites. However, throughout the adventure you are pursued by agents of a secret organisation.

As well as the main plot there are dozens of sub-scenarios on worlds or ships that'll keep you busy. The game features an advanced and comprehensive character generation system. You can choose from two races, human or Vargr, male or female and a range of professions. Time is spent serving in this profession and the character accrues rank, skills and experience. After they are discharged from their profession they are sometimes awarded money, weapons and other bonuses.

With a range of characters such as soldiers, pilots and scientists to choose from, you should soon be equipped to begin adventuring. The combat system is intuitive and while in real time, the party members act intelligently so if they are being shot at they will shoot back, move and act evasively. There's also an enhanced trading system, a little like that in *Elite*, where you can move from one world to another, selling items that are in short supply for large profits.

As leader of the party, you'll find other characters act as your friends, following your orders unless they think their skills can be used more effectively in a different way.

Great fun. I'm into day 700 and I've still not finished it.

By EMPIRE

GAMEPLAY
SOUND
LOOKS
PLAYABILITY
ADDICTION

89%

CODE			PRICE
JF1973	IBM PC	34.99	23.99
JD1973	IBM PC	34.99	23.99

SILENT SERVICE 2

SIMULATION

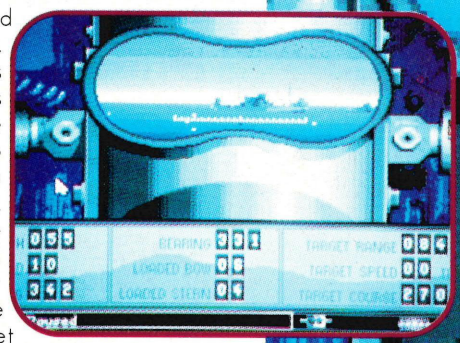
Run silent, run deep and take on the might of the Imperial Japanese navy.

The original sold over half a million copies and helped establish the reputation of Microprose. So how does the sequel compare? Captain Roberts files a report.

The sequel to *Microprose's Silent Service* has you transported from the Atlantic to the Pacific, where as an American submariner you are pitted against the might of the Imperial Japanese navy after the debacle of Pearl Harbour. It's your job to make it though to May 1945 alive and sink as many enemy vessels as you can.

Stalking enemy ships is a slow and laborious business and when up against destroyers or aircraft carriers, it may take up to an hour just to get into position and make a shot. An hour? Well, this game is so enthralling, the sweaty minutes rush by.

There are a number of ways to play - individual battles, where you can stalk the great ships of WW2, individual patrols where you take pot luck, and war career. The latter has you fighting WW2, starting with inferior equipment just as they did in the real thing. Selecting from historical (unreliable) or flawless torpedoes you set out on patrol having chosen an area search. With limited fuel (60 days worth) you must always be sure to make it back in time. During each patrol, war reports keep you updated on what's happening in the battle against the Japanese. As you move about, the map-view quickly changes when an encounter occurs - you are presented with a log detailing what vessels have been sighted and figures on such things as time, heading, when you are visible to the enemy etc. The best thing to do is dive, raise the periscope and take a look. Quite often you can't tell one ship from another until you get close, so switching to the sonar map view you can try to plot their course and intercept them. Making sure the enemy don't change course again, you can line them up, loose off a spread of torpedoes and dive away unseen. Some may miss, some may even hit and fail to explode (common in the early phase of the war) and one might even sink a ship. Any destroyers with the convoy will then begin searching for you and a deadly game of cat and mouse begins. If they catch you in their sonar it's time to hold on tight - take too much damage and it's all over. Ping, ping, ping goes the sonar and boom, boom, boom goes your heart as you use every trick to hide. You can dive, change course and speed or release debris to let the ships think they've sunk you before slipping away. Of course, if you sink the destroyer escorts first you can always surface and finish off the merchant vessels with a few salvos from the deck gun.



Another transport ship about to fall prey to the Dread Captain Roberts and his crew.

The quickstart keyboard overlay is very helpful and the manual is rich in explanation, historical detail and facts. A slow starter, but an engrossing simulation that fans of the genre will love.

By MICROPROSE

GAMEPLAY	
SOUND	
LOOKS	
PLAYABILITY	
ADDICTION	

85%

CODE		RRP	PRICE
ED1148	AMIGA	34.99	21.99
RD1148	ATARI ST	34.99	21.99

AMIGA AND ST VERSION REQUIRE 1 MEG

TERMINATOR

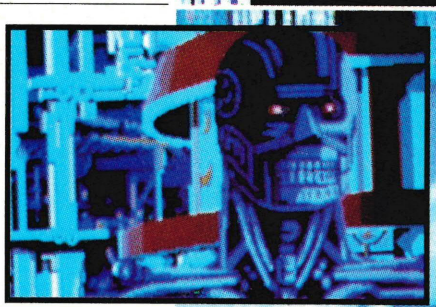
He's back - this time he's fighting for US Gold.

Is there anyone out there who doesn't know the plot of *The Terminator*, James Cameron's 1984 sci-fi classic featuring Arnie?

In the late 1990's, Skynet, America's defence network becomes self-aware and tries to wipe out the human race in a nuclear war. The survivors eventually smash Skynet, so in desperation, it sends a cyborg back through time to 1984. It aims to kill Sarah Connor, the mother of the future resistance leader, John Connor, before he is actually born. However, the rebels send back an urban commando, Kyle Reese to protect Sarah Connor and so it is that you can play the part of Kyle or the Terminator in this game of arcade action and strategy.

Programmed by *Bethesda*, authors of *Wayne Gretzky Hockey*, this game requires some pretty heavy decision making. Who wants the tough job of protecting Sarah, fathering the future resistance leader and defeating the near indestructible Terminator, when you could play Mr Death on legs? Movement in the 3D world is easy - dash around on foot, steal a car or move quickly to a certain position on the area map. The map pages speed things up somewhat and show the locations of cars and various important shops. Visiting these can be a bit of a bind unless it's the gun store and you're toting an Uzi 9mm. Go into a shop, point the gun at the owner and he'll usually let you take anything you want free of charge - but sometimes the police are waiting so it's useful if you're wearing a kevlar vest.

While travelling, the screen shows what you are looking at in 3D, while various windows indicate things like the Terminator's position, the weapon being carried and compass bearing while tracking displays show Sarah's location. Internal messages report your targets as gun cross hairs sit in the middle of the screen allowing you to aim easily. The Terminator can sustain quite a bit of physical damage but can plug himself into the mains when he's feeling down. Kyle on the other hand can kill people more quickly but dies a lot easier when under fire.



"I'd like an Uzi 9mm, a shotgun and an extra large tweed jacket."

With the amount of options available, no two games need ever be the same. Practice is recommended as the Terminator before using Reese as he has the tougher assignment. Graphically the game is solid in VGA and with the soundboard there's a good score and range of effects. Arnie even mutters, "I'll be back."

By US GOLD

GAMEPLAY	
SOUND	
LOOKS	
PLAYABILITY	
ADDICTION	

80%

CODE		RRP	PRICE
JF2135	IBM PC	34.99	23.99
JD2135	IBM PC	34.99	23.99

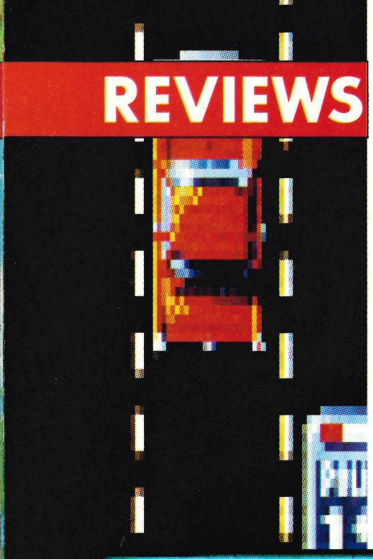
There are two Terminators around at the moment and it remains to be seen if this market is big enough for the both of them.

STRATEGY

When James Cameron wrote the line, 'I'll be back' did he have any idea what he was starting? T2000 Reynolds says, 'No problemo.'

TERMINATOR 2

Q: What's the difference between Arnie and Simon Reynolds?
A: Arnie doesn't write for this magazine.





"I want to see Sarah Connor. She's not in? Oh good. Can I borrow her copy of Fly Fishing by J. R Hartley then? It is rather old. I can? Oh good. And by the way, you're Terminated."

T2 - *Judgement Day* takes place 10 years after the original. Now, in 1994, a second Terminator has been sent back in time to finish the job - an advanced prototype T1000 made from liquid metal that can change its form at will. However, the rebels have again sent the young John Connor a guardian - a T800 series cyborg. Playing the part of the T800 you must battle through 9 levels of arcade action in attempt to destroy the T1000 in *Oceans* big movie license.

Every one of the nine stages incorporates different styles of gameplay ranging from straight beat-'em-ups to scrolling and platform action. After every three sections the pace slows down for a time, giving you a time to wipe the sweat from your joystick hand.

In these you have a graphical puzzle to solve against the clock. These include mending Arnies cybernetic arm by shifting around the pieces or carefully manipulating pieces of his face into the right order.

All the major scenes from the smash movie are there - the mental institution, the steel works, the roads of LA and the Cyberdyne building. You have to stroll along the streets with a tear gas gun while policemen attempt to shoot you and then you must drive along in a stolen police truck while the T1000 gives chase in a helicopter.

Graphically, the game has some impressive moments, especially the digitised pictures from the film.

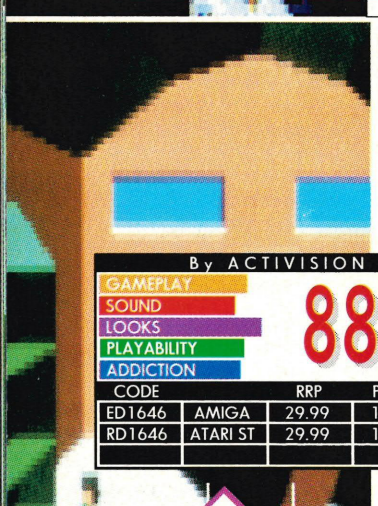
It's not anything you haven't seen before, especially from *Ocean* - a movie tie-in, big names. multi-level beat-'em-up action with a few puzzles thrown in. But somehow it all seems to hang together because you want to beat that T1000. Some levels are easier than others. For example, the police are easy to deal with while the T1000 is a slippery handful in more ways than one. But this merely allows you to get into the game without becoming frustrated.

By OCEAN

GAMEPLAY	
SOUND	
LOOKS	
PLAYABILITY	
ADDICTION	82%

CODE		RRP	PRICE
ED2136	AMIGA	25.99	16.99
RD2136	ATARI ST	25.99	16.99

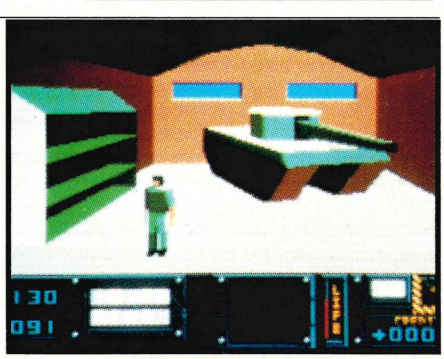
SHOOT-'EM UP



By ACTIVISION

GAMEPLAY	
SOUND	
LOOKS	
PLAYABILITY	
ADDICTION	88%

CODE		RRP	PRICE
ED1646	AMIGA	29.99	19.49
RD1646	ATARI ST	29.99	19.49



Hunter builds himself a tank using all the books in his fathers bookcase. Lucky he watched the A-Team when he was a kid, eh?

Enemy forces have invaded the islands in the Archipelago and as codename 'Hunter', your job is to kill anything you're told to. There are three modes of play - Missions, for the strategically minded, Action, for the violent ones, and Hunter, a mixture of the other two. The range of operations available covers everything from assassination to sabotage.

Hunter takes place in a large world of filled 3D graphics, packed with assorted vehicles, from helicopters, hovercrafts and tanks to bikes, windsurf boards and row boats! And if you can't find some transport, you can always walk!

Wandering around the islands is great fun, but if you want to complete your mission within the time limit you'll have to work fast - and to make things more complicated, the more time you take over one mission, the less you'll have available for the next one.

Dotted around the landscape are various buildings, including houses, churches, sheds etc. Inside these you will find all kinds of things to help you complete your mission. Fuel is essential for the vast majority of vehicles. Mines, bazookas and hand grenades will be needed to destroy enemy vehicles, outposts, rabbits, ducks - you aren't supposed to kill the wildlife, but you can!

These little touches add immensely to the playability of the game. Imagine flying along in a helicopter and being shot done by a SAM missile launcher. You plummet into the sea, and swim bravely towards the shore. But what's that swimming towards you? A shark! Ah well, time to restart.

Hunter is an easy game to get into - as soon as you've been briefed on your mission, pop over to the stores to stock up on weapons, find a handy vehicle, and you're on your way. To drive a vehicle you just have to walk over it and point the joystick. Only the helicopters take a lot of practice to fly properly - be prepared to crash quite a few times in attempting to master it.

Hunter's unique blend of arcade and strategy elements make for an excellent game with plenty of lasting appeal for everyone.

STRATEGY

HUNTER

A simulation featuring Neanderthal man or a 3D game of covert operations? Mark Adams tells all.

Now they've been taken over by The Disk Company, Activision seem to have put all their troubles behind them. But will the long awaited Hunter live up to everyones expectations?

SHOOT'EM UP

The Invaders are back after thirteen years. It could prove to be unlucky for some - hopefully the slimy green bug-eyed mutants who keep trying to take over the Earth!

The game that started this whole damn computer game business is back, revamped and ready for action. But will cosmetic surgery by Domark on this Taito coin-op be enough to rekindle interest?

SUPER SPACE INVADERS

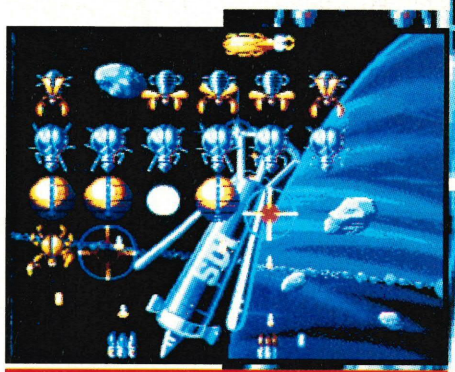
Thirteen years ago the Earth was attacked by green invaders from outer space and the world has never been the same. Now the invaders are back in this *Taito* coin-op, converted by *The Kremlin*.

Remember those games that launched a thousand space ships, a million missiles - those titles that are responsible for all the shoot-'em-ups we have today? Games like *Space Invaders, Galaxians, Phoenix* and *Gorf*. Well, this one has elements of them all with bigger, badder and more beautiful aliens in this sequel to the prequel with no equal. (That's marketing speak).

It starts innocently enough with a brilliant cartoon-style intro' sequence in which a poor lone gamesplayer is beamed up away from his game of *Space Invaders* and into a rocket ship. Ranged against him are wave upon wave of alien, but their expressions change drastically when they realise the lone ship sent against them is bristling with fire power.

Played against different colourful backdrops, the aim of the game is to destroy advancing ranks of aliens before they reach the bottom of the screen where your base is. Every so often a flying saucer skims across the top of the screen - shoot this and you're awarded a random bonus. The Fire Flower is guaranteed to frazzle aliens, the Hyper Laser shoots up the screen destroying everything in its path while the Time Stop freezes all the aliens in their tracks for a short period, allowing you to fire at will. There are thirteen levels in all and if you're good enough to conquer these you'll find a really tough bonus level. There are dozens of different attack formations, the alien sprites are superbly detailed and they swoop in from all angles.

There are huge end of level guardians to cope with and a wacky bonus bovine level. Based upon reports made in the 1950's, alien space ships try to steal cows from a field and it's up to you to shoot them down before the cows are taken away. Shoot the space ship, free a cow and hear it say, "Thank you" as it floats to the ground.



The Invaders - who knows where they come from. Just fry 'em.

This game has no pretensions or delusions of grandeur. It's a shoot-'em-up pure and simple. Addictive, instantly playable, great fun with two players and well worth a place in any collection.

By DOMARK

GAMEPLAY
SOUND
LOOKS
PLAYABILITY
ADDICTION

81%

CODE		RRP	PRICE
ED2241	AMIGA	24.99	16.49
RD2241	ATARI ST	24.99	16.49

A game about a clown with no money? Simon Reynolds knows all about that - after all, he works in an office full of them. So what better person to tell us all about it?

ROLLING RONNIE

Ronnie (who unfortunately looks like a clown and short a few marbles at that) has a job to do - he has to get to the other side of town by bus.

Now, this may sound like an easy task, but first, he has to find his bus fare, and avoid all sorts of nasties en route. Bus fare? What is this, some kind of public transport advert? No, it's a horizontally scrolling platform game. Armed only with a pair of roller skates and a fruit gun (!), it's a real challenge for Ronnie. Extras can be picked up on the way, such as temporary invincibility, super jumps and magnets that pick everything up off the screen at one time. These can be used only once, and just four can be held at a time, so they must be used carefully.

Along the way Ronnie is offered jobs (ooh-eer) which he can accept, refuse or try and negotiate a higher fee for. (Ronnie knows that vast fortunes can be made from car stereos, but has promised his mum he'll stay on the straight and narrow - so instead he accepts employment delivering letters. Not as much fun, but less likely to land him in the clink). The money he earns can be spent in the shop, which is in the middle of each level. However, the important thing to do is pick up the jewel cases that lie scattered around. Without these, you won't progress onto the next level.

The baddies range from bird droppings to toy cars, all of which must be avoided to save you precious energy and health. They're all well animated and although easy to predict on the lower levels, they are tougher to avoid on the later ones.



Fresh out of remand school, Ronnie eyes up the stereo in Timmy Clarke's little blue car. That must be worth some dosh!

This is a exciting cutesy platform romp, very similar to the *Mario Bros* games. This is a jolly romp, where the level of addictiveness and difficulty has been judged just right. It'll take a fair level of skill to complete but won't frustrate.

By VIRGIN

GAMEPLAY
SOUND
LOOKS
PLAYABILITY
ADDICTION

85%

CODE		RRP	PRICE
ED2005	AMIGA	25.99	16.49
RD2005	ATARI ST	25.99	16.49
JF/JD2005	IBM PC	29.99	20.49

PLATFORM

Programmed by Starbyte from Germany and published by Virgin, this addictive arcade game looks like it might be a surprisingly big hit.



THE HARDWARE CITY

'Hardware' is a post apocalyptic sci-fi movie in which a self-repairing robot wreaks havoc on some unsuspecting bods. It's rather good. This page is nothing to do with that, but it's just as interesting, particularly if you're thinking about buying a printer.

SWIFT Colour Printers

SWIFT 9

- 9 pin printhead, 80 column
- Draft mode up to 192 cps, NLQ 48 cps
- 3 NLQ and 1 draft font
- Epson FX and IBM Proprinter III emulations
- Full paper parking, scroll function, short tear off, push/pull tractor, top, rear and bottom feed, auto paper loading
- Simple new slide-action control panel
- 2 year warranty

Options include a colour kit, a single bin automatic sheetfeeder, a single bin semi-automatic sheetfeeder, an RS232C serial interface and a printer stand.

GG1703 £199.99

SWIFT 9X

- 9 pin printhead, 136 column
- Draft mode up to 192 cps, NLQ 48 cps
- 3 NLQ and 1 draft font
- Epson FX and IBM Proprinter III emulations
- Full paper parking, scroll function, short tear off, push/pull tractor, top, rear and bottom feed, auto paper loading, A3 landscape printing, envelope printing
- Simple new slide-action control panel
- 2 year warranty

Options include a colour kit, a single bin automatic sheetfeeder, an RS232C serial interface and a printer stand.

GG2177 £269.99

SWIFT 24

- 24 pin printhead, 136 column
- Draft print speed of 192 cps, LQ 64 cps
- Epson LQ, IBM Proprinter x 24, NEC P6+ emulation
- Easy to use LCD control panel with 4 user definable configurations
- 4 LQ and 1 draft font
- Full paper parking, scroll function, short tear off, push/pull tractor, rear and bottom feed, auto paper loading
- Exceptional graphics - 360 x 360 dpi resolution
- 2 year warranty

Options include a colour kit, a single bin automatic sheetfeeder, a single bin semi-automatic sheetfeeder, an RS232C serial interface, font cards, 32KB buffer expansion and a printer stand.

GG2178 £299.99

SWIFT 24X

- 24 pin printhead, 136 column
- Draft print speed of 192 cps, LQ 64 cps
- Epson LQ1050, IBM Proprinter XL24, NEC P7+ emulation
- Easy to use LCD control panel with 4 user definable configurations
- 4 LQ and 1 draft font
- Full paper parking, scroll function, short tear off, push/pull tractor, rear and bottom feed, auto paper loading, A3 landscape printing, envelope printing.
- Exceptional graphics - 360 x 360 dpi resolution
- 2 year warranty

Options include a colour kit, a single bin automatic sheetfeeder, an RS232C serial interface, 32KB buffer expansion and a printer stand.

GG2179 £399.99

The Citizen Standard Range

of printers will help you produce the results you always wanted, quickly, simply and at a price you can afford. Backed by Citizen's massive international resources and their famous 2-Year Warranty, the Standard Range gives you access to affordable printing power.

The 24-pin models give you real power, speed and quality printing with awesome paper handling flexibility. Ideal for real letter-quality print and the ability to design eye-catching graphics, they're also easy to connect to your hardware.

The 9-pin models are popular the world over for their sturdiness, reliability and value. Designed to 'plug in and play' with most popular PC's they also boast some sophisticated paper handling facilities - some of the best in their class.

So whether you want to print correspondence, reports, run graphics, produce a club newsletter or a spreadsheet, the Citizen range should be more than equal to the task. Here's your chance to see some hard copy from *Kind Words 2.0*, *Powerworks* and *Deluxe Paint 3*.



Quickshot Intruder Joystick

The latest military style joystick from Bondwell could well find itself lurking in your Christmas stocking. It has two positive fire buttons, two dual seed turbo fire selectors, a pop up fire button cover (just like in an aeroplane), player 1 & 2 selectors and a six foot cable. It's fully microswitched and contains six US military insignia so you can customise the thing and pretend to be Tom Cruise. And it's very nearly as sexy.

Quickshot QS-149 Intruder 1 (AMIGA & ST)
GG3001 £16.99

Quickshot QS-147 IBM Intruder 1
GG3002 £16.99

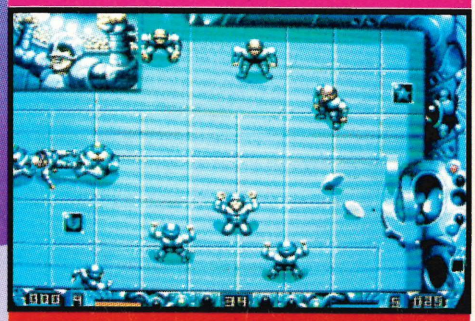
SOUNDBLASTER Version 2.0 Or PS/2

The new 2.0 board is based on the old best selling unit but has a higher sampling rate, dramatically improving the sound quality.. However, there is a drawback. CMS chips are no longer included as standard. On a more posotive note, there's now a specially adapted board for the PS/2.

Soundblaster IBM Stereo Music/Voice/MIDI Sound Board
GG1723 £114.99

Soundblaster MCA IBM Stereo Sound Board (Micro Channel Version for PS/2)
GG2106 £199.99

SPEEDBALL 2



Ice cream...Ice cream!

If things carry on the way they are, we might one day see this future vision of world entertainment come true. But let's not try and cast the Bitmap Brothers as visionaries, just yet.

Speedball 2 is the roughest, toughest sport around where the aim is to score goals in a metal walled arena anyway you can. Injuring your opponent is not only a bonus, it's downright vital. Two teams, protected by body armour fight it out for possession of a steel ball, punching and kicking anyone who gets in their way. The aim is, by thumping and passing, to move the ball down field and deposit it in your opponents goal while blood and ice cream thirsty crowds, cheer wildly.

The scrolling is super smooth, the graphics detailed and well animated and the sound effects spot on - oof's, grunts and sirens all add to the atmosphere. Replays show how each goal was scored, ambulances carry the injured players from the pitch and random bonuses lie scattered around the playing area. These may vary from money to bits of body armour and speed pills to icons that send all the opposing players tumbling to the floor. In many ways it's just as important to pick these up as you play, as it is to score goals - especially money. Along the walls where each game takes place there are all kinds of strange metallic contraptions (score multipliers) that when struck, boost the amount of points gained upon netting a goal. If you can hold off the opposition long enough to throw the ball at, and thus light up the line of stars high on the arena wall, you'll be in for a big points pay day.

Playing single games against the computer or a friend is one option. Another, is to turn your team, Brutal Deluxe, from a side of feeble no-hopers into potential League and Cup winners. By playing a few matches you should be able to accumulate some money. With this you can either opt to train your existing squad in the gym, thus improving their physical stat's like strength and aggression, or you can dip into the transfer market. You'll be amazed at what a difference one or two star players can make to a team - and there are some real bruisers available, part man, part machine. It's advisable to save your team to disk before you play each match because some injuries can be fatal.

Whether you fancy the sustained challenge of a whole season or a one off game against a friend, Speedball 2 should be in most arcade fans collection. Visually it's a treat and one you'll return to over and over again.

By MIRRORSOFT

GAMEPLAY
SOUND
LOOKS
PLAYABILITY
ADDICTION

93%

CODE		RRP	PRICE
ED1329	AMIGA	25.99	9.99
RD1329	ATARI ST	25.99	9.99
JF/JD1329	IBM PC	29.99	19.99

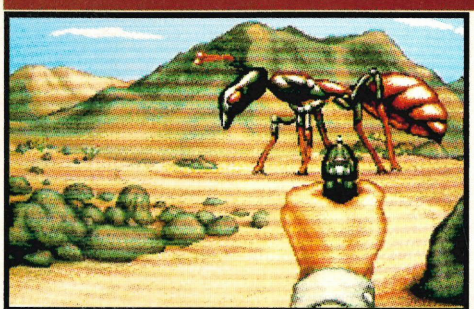
IT CAME FROM THE DESERT

One of Cinemaware's best inter-active movies to date resembles the plot of 'Them', a classic 1950's sci-fi B-movie, about radioactive ants that grow to giant proportions and threaten a city. You play Dr. Greg Bradley, a geologist and newcomer to the town of Lizard Breath intent on collecting soil samples.

Your goal is to stop the ants, first by discovering their existence, then by collecting samples. This is achieved through visiting locations, talking to people, finding evidence and surviving encounters with the vicious beasties. In the end, it all comes down to a battle between you and the Queen ant.

Lizard Breath is a small town in the desert. You can communicate with its inhabitants either by using the telephone or by travelling to meet them in a car. You can even take a look at Lizard Breath from the air by visiting the aerodrome and hiring a plane for the afternoon. The clock advances as you undertake each action and you have just fifteen days to beat the ants. Some time is taken up by sleep and injury lands you in hospital. It is possible to escape from the hospital and this takes the form of an arcade sequence. Watch out for nurses because they'll try to stop you leaving and it may be necessary to hide in rooms or under beds. Just as if you were the star of a movie, you interact with the various townsfolk through a text interface, though there's no need to type anything - you just choose from a list of options presented in a menu.

There are several sub-games and arcade sequences in 'Desert' such as a gunfight with a giant ant at a local farm and a car race and a knife fight with local thugs.



There he goes...get him.

It'll take a lot of evidence to convince the Mayor to call in the National Guard, but when they do come you can control the tanks and jets. But that's not all because there's another sub-game that takes you into the nest complex. Cinemaware really got the recipe right with this one. Great graphics, atmospheric sound effects and a story line that's both funny and macabre.

By MIRRORSOFT

GAMEPLAY
SOUND
LOOKS
PLAYABILITY
ADDICTION

93%

CODE		RRP	PRICE
ED714	AMIGA	29.99	10.99
REQUIRES 1 MEG			

INDIANA JONES ADVENTURE



Where's my hat and whip?

If you thought Indiana Jones had a tough job in Raiders of the Lost Ark, then you obviously haven't seen The Last Crusade movie on which this graphical adventure game is based. Looking at this high quality Lucasfilm product it's easy to see the origins of their current hit, Monkey Island. The plot of 'Crusade' is set in 1938 and Adolph Hitler is searching for the ultimate in religious talismans - the Holy Grail. Fortunately, Indy is after it too and this time he has hid dad with him! As you might have guessed, this game follows the plot of the movie quite closely. In your way stand Nazi's, spies, traitors and of course the Luftwaffe.

You can explore the catacombs beneath the ancient city of Venice, search the ancient stone corridors of Schloss Brunwald for your father, Henry Jones, and there's even a deadly game of cat and mouse on a Gestapo run Zeppelin. You can also visit dozens of locations never seen in the film and the game package contains Henry Jones' clue-packed Grail Diary which should help you in your search. There's no typing involved in the point 'n click icon system. The graphics window takes up most of the screen, showing Indy, his location and any interesting objects, while at the bottom screen the list of available verbs and actions is displayed.

Graphically, the game is superb and there are over one hundred spot effects plus the movie theme music. There are arcade sequences in 'Crusade', such as fist fights with German soldiers (a favourite idea in games ever since the days of Rocket Ranger). A bar represents the health and punching power of both men and it's up to you to pick your time to strike.

Some of the puzzles are quite tricky and require a lot of thought to solve but then, being Indiana Jones has never been easy.

By US GOLD

GAMEPLAY
SOUND
LOOKS
PLAYABILITY
ADDICTION

88%

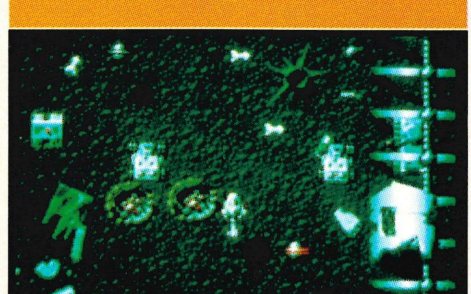
CODE		RRP	PRICE
ED1968	AMIGA	29.99	8.99
RD1968	ATARI ST	29.99	7.99
JF1968	IBM PC	34.99	9.99

SWIV

Most people will have heard of this one, but in case you haven't, SWIV is a vertically scrolling shoot-'em-up. That's it. Pure and simple. However, as shoot-'em-ups go, it must rate as one of the best.

Your mission is to venture into enemy terrain and destroy anything that gets in your way from enemy helicopters, tanks and submarines, to hovercraft, snowmobiles, mechanised flying fish and giant weapon installations. Choosing between a helicopter gunship or an armoured jeep you travel up the screen firing away, but you need to be careful because the enemy all shoot back and some of the bigger machines, like gun emplacements, possess the deadly SilkWorm IV homing missile.

You can play on your own or with a friend (using the jeep and helicopter simultaneously) and while in the latter mode, it is easier, you'll need to develop attack strategies to defeat the attack waves. What's more impressive, is that the enemy learn from their mistakes and may alter their attack formations in response to your skill. The Sales Curve have employed a Dynamic Loading System which means the game loads as you play, so there's no waiting between levels. Periodically you'll encounter huge fortifications which act as end of level guardians and you'll need some heavy firepower to defeat them. Certain objects releases bubbles upon being shot, which either grant limited invincibility or act as a smart bomb, destroying everything on screen. Power-ups are essential to your progress and these come in the form of small icons that float by, changing as you shoot them. You can obtain speed, which increases your rate of movement, icons that boost your forward firepower, and one that gives your vehicle a spread of fan shaped fire that spreads out as it heads up the screen.



You want some of this?

The team responsible for Ninja Warriors and Silkworm have done an excellent job here. The graphics are superb employing detailed backdrops that include seas, deserts and crowded machine filled airports. All the sprites scroll smoothly and even cast their own shadows on the ground as they move. The sound is excellent too, with some great explosive effects. If you can finish this one without breaking into a sweat you're doing well. But watch out for the joke at the end.

By SALES CURVE

GAMEPLAY
SOUND
LOOKS
PLAYABILITY
ADDICTION

91%

CODE		RRP	PRICE
ED1536	AMIGA	25.99	9.99
RD1536	ATARI ST	25.99	16.99

CHEAT! Navy Seals giving you problems? Then play the game and type PSBOYS on the high score table. Press H to pause and 'escape' to skip through the levels.

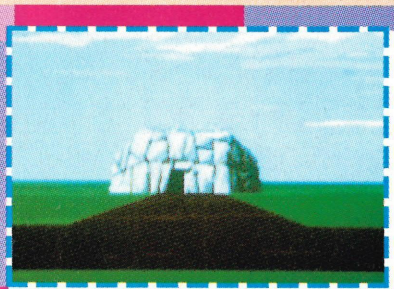
Coming Soon*

In the run up to Christmas, a lot of software houses will be letting their top secret pet projects out of the cupboard. In this section of the magazine we offer you a glimpse of some of the better products that are on offer. Well, a screenshot and some sarcastic text anyway. What do you expect for £9.99? This is my lunch hour you know. So you can just put up with some weird shaped picture boxes and like it. Ok?



Bilbo Baggins? How did he get in here?

*** Erm..well, they said they were coming soon, so don't blame us if they're late!**



Is this all they could manage? I'm not living in that MFI monstrosity.

Civilisation from *Microprose* is a "God-Game" by the authors of *Railroad Tycoon*. The aim is to build successful empire that'll last from 4000 B.C (before computers) to the space age. Competing against historical figures like Alexander the Great and Hitler, you'll have your work cut out. And don't expect it until late this year or early next.

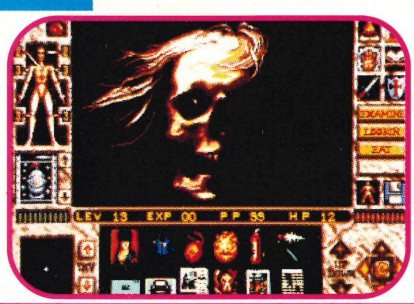
Good games take a time to write.



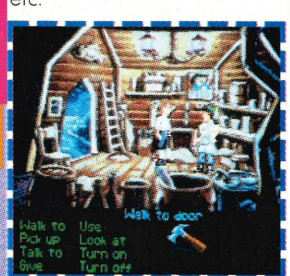
Anco must have made a fortune from the **Kick Off** series, so it comes as no surprise that they are diversifying with **Tip Off**, the first game all about police informers. The aim is to grass up as many of your mates as possible in the shortest time. There's also a detailed sub-game involving basketball. It features multi-directional scrolling, five skill levels, individual player stat's and skills, a range of controls allowing you to run, shoot, pass, dummy and dribble (we have no trouble with the last one). In fact, there are too many features to mention here because I've used up valuable space with my little joke about police informers. So it's on to...

Curly slam dunks another basket. Give me five my man. Unfortunately, the game ended three hours ago. We lost 96-2.

Accolade hope to release **Elvira 2 - The Jaws of Cerberus** before Crimbo. It's a super-duper PC based graphic adventure with lots of icons, puzzles n' things. The plot involves rescuing the black-haired beauty (I've sat next to her - Ed.) from all manner of nasty places like graveyards, haunted houses etc.



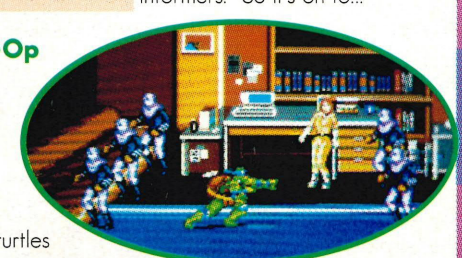
Elly darling...my God, you look awful. Too much sun I suppose. Put some make up on. The press are here to see you.



The Secret of Monkey Island 2 from *Lucasfilm* and *US Gold* should be out soon on the PC. (Expect the Amiga in early 92). Subtitled, **Le Chuck's Revenge**, the graphic adventure should be a big hit if it's anywhere near as good as the first.

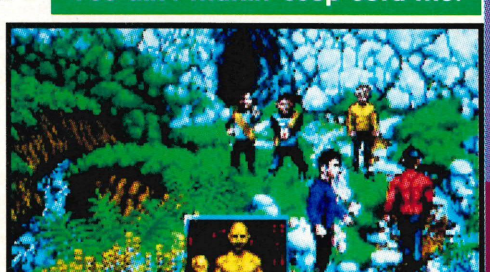
My secret is, I'm a little monkey wiv a nose wot goes meep.

Turtles 2 - the Coin-Op from *Mirrorsoft*. Yes, Luinguine, Spaghetti, Tagliatelle and Ziti are all back in this coin-op conversion. It's a 3D sideways scrolling arcade game in which the mutant turtles duff up guys in weird clothes. It's all bodacious hokum. Ho hum.



You ain't makin' soup outa me!

But on the subject of hokum we have **Star Trek** from *Electronic Arts* on the PC. Featuring Kirk, Bones, Scotty, Spock and all the greats (plus the superfluous man in red who always gets killed in the first minute of each episode), it's all about a five year mission of going boldly.



It's worse than that, we're dead Jim.



The Godfather from *US Gold* must be one of the biggest movie licenses ever. You play the part of a child minder...no, a mafia hit-man who has to prove his worth and rise through the family ranks. Basically it's an arcade game (with lots of shooting) but there are strategy elements too. For example, you get told off for murdering innocent bystanders. Too right!

Michael Corleone, you have two minutes on your specialist subject of the 5th ammendment, starting, now...

Flag from *Gremlin* is a bit like that old army game where you have to capture the enemy flag, except this one is set in a sort of medieval-fantasy land. You control a village which must capture another village's flag or face destruction by the Gods. Sounds fair to me. You play a village leader in command of 50 soldiers. So there.



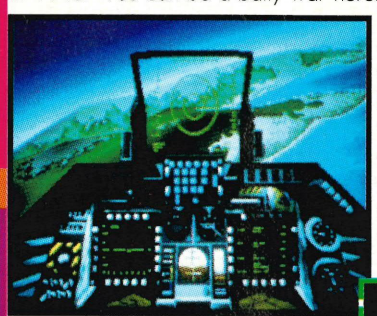
The mighty finger of God singles out Mrs Bloggs for some random divine retribution.

Coming Soon**

Eat lead and death Fritz...budda, budda, budda.



Mirrorsoft have a special WW2 combat flight sim' up their sleeves in the form of *PSS*'s **Reach for the Sky**. It's got some great filled polygon 3D graphics (as you can see) and is all about the Battle for Britain which raged over the Kent coast in 1940. You can be a bally war hero.



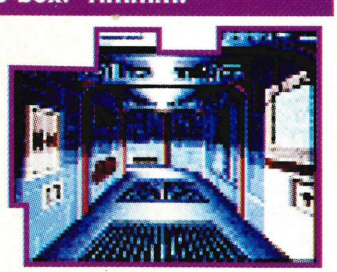
This is an actual screenshots from those terribly clever people at *Origin*. **Strike Commander** is just like *Wing Commander* really, except that it's not in space and there are no aliens. Erm, come to think of it, it's not that similar after all. But we're sure it's very good.



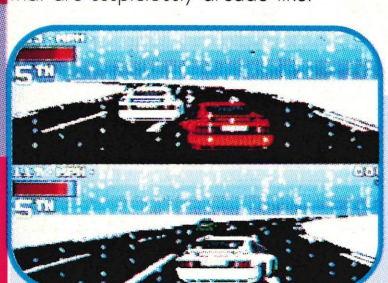
The **Powermonger Data Disk - World War One** from *Electronic Arts* is an add-on package allows you to live out your power-hungry ambitions in the muddy trench filled terrain of war torn Europe. Tanks and planes buzz the trenches while Generals sip tea.

Suspicious Cargo by *Gremlin* - that sounds a bit, well, suspicious. And it is. Very suspicious. It's a futuristic graphic adventure involving smuggling, conflicting Corporate interests and a dangerous alien organism that everyone wants to lay their hands on. You have to deliver the 'suspicious cargo' quickly or face losing your space craft to a debt repossession agency. There are lots of complex puzzles to solve and some bits that are suspiciously arcade-like.

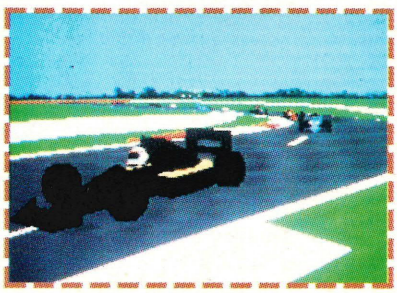
Suspicious Cargo, a sci-fi RPG from Gremlin - and an even more suspiciously shaped picture box. Hmmm!



Gremlin have also got **Lotus 2** coming out soon, a much improved sequel to their smash hit. It features different tracks and weather conditions while *Microprose* must be confident of success with their **Formula 1 Grand Prix**. The tracks are exactly the same as the ones used in real life - down to the last bend, gradient, chicane and oil slick. We think it's the dogs left wheel arch - and that's official.



Lotus Esprit Turbo Challenge 2. Gremlin say it's the best thing since sliced bread, but is it better than Alphabety Spaghetti on toast?



Vrooom! There goes Nige.





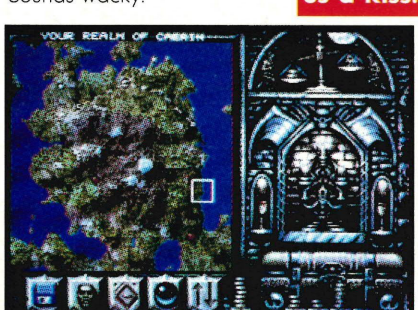
Just look at these sexy graphics from Eye of the Beholder 2. Some nice little Wooluf's (above) bite your legs off while The Holy Knight of Ningy, (right) hide nonchalantly behind a wall.

What could be a safer bet for success than **Eye of the Beholder 2 - The Legend of Darkmoon**, from *SSI* and *US Gold*. Just feast your little eye balls on these pictures (256 colour VGA on the PC). Don't you just want to give them a big sloppy kiss? There's loads more where they came from. Taking the advice of people who bought the first game, *SSI* have included new locations to the adventure such as a forest, temples, catacombs etc, an expanded storyline, improved graphics with animated 'movie' sequences, more monsters, an improved interface to increase the speed of spell casting, higher level characters and smarter beasties. RPG fans should be drooling.

WWF by *Ocean* is a wrestling game, featuring some of the USA's biggest personalities. You can play various characters and must take on all comers in the ring in a battle to reach the top. Looking down on the ring, like a spectator, you can utilise a whole range of moves to weaken your opponent. Sounds wacky.



Do you come here often? Give us a kiss. Go on.



'There can be only one.' (Unless you're a sales manager and then you hope there's thousands and thousands.)

Realms from *Virgin*, is yet another of those "God-Game" thingies Created by *Graftgold* the plot has you inheriting your fathers kingdom and being told to go out and duff up the others. You can elect to trade and build armies or do battle with any of the 128 armies, each of which have their own formations. It employs the now familiar 3D isometric graphics and should be available some time in November.

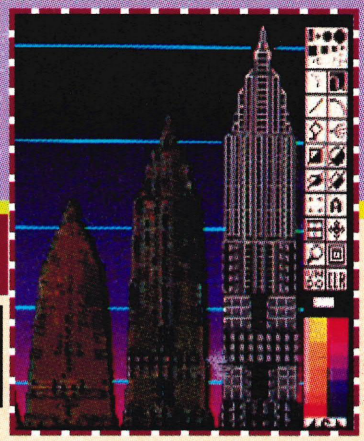
Oh well, that's all for now. I'm off to finish my lunch. And it's only 11.30 pm.

UTILITIES

Mark Adams and Ann Carter report on a few of the more serious additions to our software catalogue.

SERIOUS SOFTWARE

(OR WHAT TO DO WHEN YOU'RE NOT PLAYING GAMES)



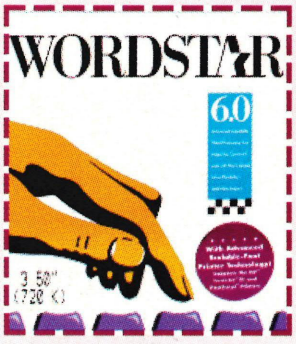
WORDSTAR VERSION 6.0

This is the latest version of the powerful word processing package used throughout the business world.

This is one of the worlds most sophisticated word processing packages that includes advanced scalable fonts. It allows you to write with power and say it with impact. Employing a system of pull-down menus and one touch commands, *WordStar* does away with all that awkward key-command fumbling. There's even a customisation option which lets you tailor the system to work the way you want.

Take full advantage of Hewlett-Packard Laserjet III, Postscript and other sophisticated scalable font technology. Select a font and type size and *WordStar* automatically adjusts for fine length and spacing. You can capture data from virtually any graphics program using its built-in graphics-handling system. Edit graphics to suit your needs and then drop them into any part of your document. Use the widely acclaimed page previewing system to view laser fonts and typestyles up to 72 points, layouts and pages - before you print.

Save time with customised style sheets that control fonts and practically every formatting requirement, at the touch of a key. Advanced connectivity features means you can import files from *Lotus 1-2-3*, *Symphony* and *Quatro* spreadsheets with no separate conversions. You can also import files from other word processing packages in your office and download information from company mainframes using *TelMerge* software.



Merge data from spreadsheets or databases and create customised mailings using MailMerge. Organise, update and sort mailing lists and print labels and envelopes with MailList.

Other powerful *WordStar* features include access to hundreds of third party fonts, newspaper style columns, windows, macros, footnotes/endnotes, index/table of contents, automatic paragraph reformatting, automatic hyphenation, 100,000 word spelling checker, 220,000 word thesaurus, DOS shell and file manager, 14 function math and fast and easy installation.

Word Star Version 6.0
JD2127 £299.99

DELUXE PAINT 4

The next installment of the Amiga art package that has become a favourite with the public and games writers alike.

It's taken two years to develop, it's the sequel to the most popular Amiga art program ever - it's *Deluxe Paint 4*! So what's new?

Well, first and foremost is HAM support, giving 4096 colours on screen, making *DPaint 4* the only program to support all of the Amiga's screen modes. The screen layout is very similar to previous versions, so *DPaint* veterans will have no problem getting to grips with the basic features. For anyone who hasn't used *DPaint 1, 2,* or *3* (if there is such a person!), a good proportion of the extensive manual is devoted to a guided tour. This leads you step-by-step through the commands, from drawing lines and circles etc. to more advanced features like Animation and Perspective.

The Animation is a definite improvement over *DPaint 3*. The Light Table is used to give an 'Onion Skin' effect - allowing you to see the previous animation cells behind the current one. This is an excellent idea, based on the method used by cartoon animators, allowing the creation of smoother and more realistic animation. Also included is a disk containing a number of utilities taken from *Deluxe Video 3*. There's a facility called the Instant Slideshow editor which can be used to link pictures and animations to make your own demos which will run independently of the *Deluxe Paint 4* package.

If you are planning on producing long animation sequences, or performing complex operations in HAM mode, then be warned that you will need plenty of memory. *Electronic Arts* recommend 2 Meg of memory, although 1 Meg is fine for normal operations. If you have less than that, then you will probably be better off with *Deluxe Paint 3*.

Deluxe Paint 4 is the clear leader in the Amiga art world, and will probably remain so for some time to come. It's going to take a lot to beat this.

Deluxe Paint 4
ED1981 £57.99

Kids Type

A simple word processor written with kids in mind,

Simply packaged, *Kids Type* is an interesting and dedicated attempt to encourage all those youngsters between 4 and 8 years old to enter the world of word processing. A tuneful introduction keeps you occupied for a few moments and then a bright, colourful screen edged with pictures, shapes and letters appears. With the mouse and a little encouragement, children can start to experiment with words and pictures. From there, the Amiga's built-in voice chip instructs the user what to do in some of the word and picture identification games.



The complexity of each word to be spelt depends upon the age of the child and while incorrect answers are rewarded with a 'moo', corrects ones with a cockerel 'crowing'. The whole package is scattered with different sounds and the voice used can be that of a man, woman or robot.

There's a bright yellow screen area where budding young writers can type in stories of their own. The letters appear boldly and are easy to read and if you click on the "speak" icon, the chosen voice will repeat all that has been written or 'highlighted'. There's also a print facility which'll allow kids to keep their favourite stories for posterity. ***(If you need a printer, see page 18)***. A very useful 'HELP' key gives a small but concise list of simple to follow editing functions connected with the word processor.

The instruction booklet for *Kids Type* is extremely well written and reveals all its interesting and clever features. In the future, computers will only become more important in all our lives and this simple, but effective package could help prepare your child for the future and offer them a better start.

Kids Type
ED2100 £19.99

Stuck in **PREDATOR 2**? Play the game, then pause it and type 'YOU'RE ONLY UGLY MOTHER'. You'll find that now you're so hard you'll be able to finish the game.

WIN A PAIR OF TICKETS TO THE CHRISTMAS COMPUTER SHOPPER SHOW

COMPETITION



Ere we go, ere we go, ere we go. We're at Wembley. Oi. What's this? No footy? Just a load of computers.

THE CHRISTMAS COMPUTER SHOPPER SHOW 1991

5-8 DECEMBER . WEMBLEY EXHIBITION CENTRE

COMPETITION

There are 50 pairs of tickets up for grabs which you can win by answering the six simple questions listed below.

1) After the ZX81, Sir Clive Sinclair invented which popular 8-bit home computer? (Hint - it had a rubber keyboard and rhymes with Plectrum)
2) What is the name of the 16-bit computer Atari launched in 1986 to succeed it's 8-bit Atari 400's and 800's. (Hint - it has the same initials as Atari's chief, **S**am **T**ramiel.)
3) Ocean Software have produced a game based on a smash-hit movie about an indestructible time-travelling Cyborg. What's the name of the game? (See page 16)
4) Which Birmingham based publisher recently released, 'The Secret of Monkey Island?'
5) Name the most recent original Magnetic Scrolls adventure.

And lastly, the easiest question of them all.

6) How many goals did Ian Hollamby score last season?

In case of a tie-break, please complete the following sentence (in not more than 20 words), "**I think I am great because.....**"

All entries for the competition should be sent to: Ron 'Terribly Nice Man' Knight, Special Reserve Shopper Competition, PO Box 847, Harlow, Essex, CM21 9PH. The closing date is Monday 25th November 1991 and only one entry per member is allowed. All entrants must be members of the XS NRG club and all the winners will be notified by Wednesday 27th November 1991. The competition is closed to all employees of Inter-Mediates and all small furry creatures from Alpha Centauri.

What's Going On?

More than 60,000 visitors are expected to pack the Wembley Exhibition Centre from December 5th to 8th for the pre-Christmas Computer Shopper Show. The organisers expect it to be a record breaking show and visitors should be able to take advantage of a new service. Following an agreement with BLENHEIM PEL, the organisers, carriers Federal Express will be at the show to offer a special delivery service to visitors buying bulky goods. Items taken to the Federal Express collection point will be delivered the next day to anywhere in the UK for a price between £10 and £15.

Location: **Wembley Exhibition Centre, Wembley Conference Centre, Wembley, London, HA9 0DN.**

Admission: **Adults, £6, children (under 16), £4, with family tickets (2 adults and 2 children), £18.**

Times: **Thursday-Saturday, 10am-6pm. Sunday, 10am-5pm.**

There will be shows, displays and demonstrations of all the latest hardware, software and peripherals for all popular makes of home and business computer and with all 10,000 square metres of floor space being used, there will certainly be a lot to see.

To win a pair of tickets to the show, all you have to do is enter the competition on this page. Alternatively, you can cut out the coupon opposite (no photocopies allowed) which'll allow you to get money off tickets bought at the door on the day - £1.00 off an adult or childs ticket or £4.00 off a family ticket. Only one voucher per ticket.

£1 OFF

THE CHRISTMAS COMPUTER SHOPPER SHOW 1991

5-8 DECEMBER · WEMBLEY EXHIBITION CENTRE

Or alternatively worth £4 off a family ticket.
Thursday 10am-6pm
Friday 10am-6pm
Saturday 10am-6pm
Sunday 10am-5pm
Only one voucher per person.
Photocopies not valid.

SPONSORED BY COMPUTER SHOPPER MAGAZINE

HINT. The secret of finishing any computer game is to play it lots.

CHEATZONE

Club News

Step inside the hotest night club around.

You're driving alone in the desert, you feel tired, your head begins to sag...then, up ahead in the distance, you see a neon sign and you know, you are about the enter, 'The Cheat Zone' (Na na na na, na na na na. Enter, Simon Reynolds, our very own Rod Serling look alike, complete with 60's suit and hair cut). "Right you weeds. Can't complete the game? You wimps..." (Erm, hold on a mo. Ed)



Right, let's start with the result of last issues fantastic competition all about those wacky little green woodland spirits called Elves. Yes, you must remember 'The Kid's' competition called 'I Hate Pixies' in which you were asked to send in the worst Elf joke you could think of for a fabulous prize. Well, at the XS NRG offices we were snowed under with a veritable avalanche of replies and out of the sackfuls of mail we managed to eventually pick a winner. The draw went like this.

Robert: What are we going to do? We've only had one entry for that damn Elf joke competition dreamt up by the college air-head, Kid Thingumy. And now he's not here to carry the can.

Ian: Westworld.

Simon: Kid Westworld. You remember him.

Robert: But what are we going to do?

Ian: I know. We could put all the entries in a hat and draw out a winner.

Simon: But we've only got two jokes and they were sent in by the same person.

Robert: Got it. We'll pretend we had loads of entries and that our readers aren't afraid of us. And out of spite we'll let them think the winner is going to be sent loads of goodies.

Ian: Great idea Ed. You're so wonderful.

Robert: My name's not Ed. And you can get up now.

✲ Elf Competition Winner ✲

It was a tough decision but in the end we decided the prizes had to go to Mr J. D Gadd from Newbury in Berkshire for his rip-roaringly funny Elf jokes. They went like this.

1st Elf: Why do you always hang around with that mushroom?
2nd Elf: Because he's a fungi to be with.

A girl was walking through the forest when she saw an elf sitting on a toadstool with his head between his legs.
"Are you a goblin?" asked the girl.
"No," replied the Elf. "I've just got a headache."

Ho, ho, ho. Laugh? We couldn't stop all week. Anyway, it was a close run thing with entries from other club members too notable to list. But special mention should go to the efforts from Robert Moose, Ian Holland, Simeon Reynaldo and David Perryhurst, all, strangely enough, from Harlow. Spooky.

As a special prize Mr Gadd we'll be sending you loads of CDTV's, an Amiga, three Game Gears, an Atari Lynx and nine Gameboys*. Expect a a fleet of Securicor vans to pull up at your door any day. (I bet all you people who didn't enter are sorry now.) Maybe next time.

CHEATYBITZ

Instead of messing around with the fonts on this Macintosh I suppose I could give you some cheats.

SHADOW DANCER - Pah! is anyone still playing this? I finished it first time with one credit. Just pause the game and type 'GIVE ME INFINITES' for infinite credits on the *US Gold* coin-op conversion. Easy huh?

Just as above, this cheat will give you a whole load of life for **TOKI**, the ape game from *Ocean*. Type in 'KILLER' and the border will flash. You'll have to complete the game but being immortal usually makes such a task a mere formality.

CHUCK ROCK on the Atari ST is still causing one or two of you some problems. So during play, type the following. ESTRANO (for flight), UNCLE SAMS (for infinite energy), MORTIMER (choose a zone through the function keys) and TURN FRAME (select a level via the number keys).

Yes, I know **KICK OFF 2** is ancient but here's a couple of handy tips. Loft the ball up field, collect it with your striker and run at the goal. Stop, trap the ball in view of the goalie and he'll rush out. If you then shoot as he runs towards you, the ball will always go under the hapless fellow and into the back of the net. Another 100% certain way of scoring is to pass the ball about a bit, head up the field, run towards the goal, and shoot. With practice you'll get so good you'll be able to score every time and impress all the girlies.

With **MEGATRAVELLER** there's a flaw in the programme. Start up a group of characters on a disk and take them to the bank. Give all the money to one character and put the money in the bank. Go outside, get the leader to shoot all the others and then go and start up a new group. You've now got loads of money and no hint of a criminal record.

Oi! It's Your Letters.



Another satisfied customer. Just look at that grin.

Dear XS NRG,

I think this issue of the magazine is great. I thought the new format was fabulous but this is even more of an improvement. Full marks to everyone involved.

Yours, D. Perry.

It's always nice to hear from a satisfied customer. Rest assured, we'll continue to try and improve the mag'. Say, don't I know you? Ed.

Dear XS NRG,

Can you please explain why some Megadrive games take so long to come into stock after they're released. As you can understand, it can be quite frustrating when you order a game and it takes several weeks to arrive, especially when you've seen it in the shops.

Yes, we can understand your frustration. I think the popularity of the Megadrive has taken everyone by surprise, even Sega to some extent. The problem is that cartridge technology is a lot more complicated than that of disks. Where several thousand disks can be duplicated in a few days, cartridges have to be ordered several months in advance. It is very difficult to know how popular a new title will be or how many units to prepare, so there is often a considerable lag time between stocks being depleted and new ones being made up. On top of that, they also have to be shipped in from the Far East.

That's it for now. Keep those letters coming in. We can't live without them.

***Only joking...but you will get a really good prize.**

UTOPIA

To help Ian build a better life for himself, we sent him to Mars with a copy of Utopia, some sticky backed plastic and enough chocolate hob-nobs to last, oooh, at least a week.

STRATEGY

Gremlin have jumped on the bandwagon with their own type of God-Game. The difference is that this one takes place in the future on an inhospitable planet.

Can you create a Utopia? Taking on the role of commander of a colonising party on a distant planet, it's your job to create the perfect society, where the quality of life is 100%. In this icon-driven game of 3D isometric graphics, you must decide what to spend your money on - hospitals or guns, power stations or sports stadiums. A lot of important decision making rests upon your head because there are 10 other alien races waiting to encroach upon your domain.

A high Quality of Life rating (reflected as a %) is your goal as this reflects the state of happiness of the colonists and is therefore a measure of your success. A number of factors affect this rating from taxes and the amount of food available to the crime rate and whether or not there's anywhere for the colonists to relax.

All your options are controlled easily through a set of icons to one side of the screen. Warning indicators inform you of things like food shortages, low power or oxygen while verbal messages give you a good idea of when it's time to start building more food stores because the stuff is being wasted. You have a certain budget each year with which to work and this can be supplemented by selling items you have a surplus of.

Your first priorities will usually be building a hospital, power station, solar generators, food stores, mines etc. These will help get the colony up and running. But you need to be able to strike a balance between what you can produce and the amount of colonists that can be supported, because buildings tie up colonists in construction, and once completed, need personnel to operate them.

There are a complete range of military options available to you. It's possible to build missile sites and laser turrets around any complex but you may also opt to build tanks, which can be sent to any trouble spot. A high military research budget will enable you to build bigger and better ships quickly, but may not endear you to colonists with low morale.



Someone makes a smell in the south west compound...and then lights it with a match. Tee hee!

Utopia contains a choice of music and effects while the graphics are excellent. This is an easy game to get into and fun to watch, but not one that'll be easy to finish. The 100% Quality of Life rating is an elusive thing.

By GREMLIN

GAMEPLAY
SOUND
LOOKS
PLAYABILITY
ADDICTION

85%

CODE		RRP	PRICE
ED2082	AMIGA	29.99	19.49
RD2082	ATARI ST	29.99	19.49

MAGIC POCKETS

We decided to send Ian Hollamby, our very own spoilt kid to review Magic Pockets because he's got some of his own. He's been in front of the Judge several time for taking my matchbox Ferrarri F40.

The Bitmap kid is a short chubby kid who possesses a pair of trousers with magic pockets and when he loses four of his favourite toys inside, he has to go after them. Inside this bizarre environment he encounters four worlds of trouble in a horizontally scrolling arcade game of action and puzzles, not too dissimilar in appearance to *Gods*. How can the fat boy survive in this environment of caves, monsters, monkeys, monsters and lakes.?

Well, for a start he can shoot from the hip - a different weapon in each world. In world one, he has a whirlwind, world two uses clouds, three, ice cubes and four, snowballs. And each world requires a different set of tactics to complete. For example, the ice cubes can help form a safe platform over stretches of water while snowballs can be rolled up to protect the kid from incoming monsters. But wait. There's more. By holding down the fire button you can increase the power and severity of each shot. The largest shot also gives 'trapping' power. By 'trapping' a monster within a whirlwind, for example, the kid can jump on it and gain a bonus of some kind, be it a power-up or sweets. And every time he reaches full boost, both power and life indicator change to show what the next power-up on offer will be. The bonus system is quite cleverly worked enabling you to effectively choose what type of weapon you'll get because bonuses are tied directly to the score. Each time a monster is killed without trapping, the bonus cycle moves on a step. So by keeping an eye on the indicators, kill count and score you can create everything from extra lives to super powerful shots. Fresh power-ups are awarded every 5000 points. Walking through the levels you have to keep an eye open for monsters and destructible blocks and while combat is the driving force behind the game, there are manipulative puzzles involving the landscape; blocks can be blasted, plants grown and lakes frozen over.



A fat kid and his friends.

The game spans 26 levels with 4 bonus levels and it's quite a challenge with typically detailed and animated sprites, as you would expect from the Bitmaps. There's a mimed title soundtrack from Betty Boo and the spot sound effects include 'oofs' and 'wows' from the little kid himself.

It's a huge act to try and follow *Speedball 2* and *Gods* but this is a valiant attempt. It's an inventive game, excellently executed of that there is no doubt, though it does lack a little pace. It's an original and humourous platform romp but you may find the scrolling a little juddery in places. However, if you enjoyed *Gods* you're likely to love this.

By MINDSCAPE

GAMEPLAY
SOUND
LOOKS
PLAYABILITY
ADDICTION

89%

CODE		RRP	PRICE
ED2122	AMIGA	25.99	16.99
RD2122	ATARI ST	25.99	16.99

PLATFORM

MIG 29 SUPER FULCRUM



Fly the worlds most deadly fighter in a war theatre.

"I've got missile lock on your tail you Russkie son of a..." (Wait! Do I detect a certain anti-Russian element? Ed) "Erm..They're our friends now, right? Yeah. Okay. I've got missile lock on your tail you Yankee son of a...

Domark was quite rightly proud of its first venture into the flight sim' market, *MiG 29 Fulcrum*. Coded by *Simis*, it was quite a departure from the coin-op conversions and 'Bond' licenses with which *Domark* have become synonymous. However, the original did possess several flaws which they've tried to correct with the sequel, *'Super Fulcrum'*.



The Mig 29 flies over the green & brown fields of Emmerdale Farm.

So, armed with a new plane and a new scenario, how does the package hold up?

As a flight sim' it holds up very well and probably rates alongside *F18 Interceptor* in terms of realistic handling and response. Qualified pilots have said that it handles just like the real thing. But what about the game?

Somewhere in mid-south America a rebel coup has taken place and as part of a multi-national force you have some objectives to achieve; break the rebel supply line, clear enemy air bases, destroy strategic installations and take the rebel base.

The manual you get with the game gives you a comprehensive history of the MiG 29 plus a flight and combat tutorial. It explains fully about the cockpit layout and concisely how everything works.

Once you're in the air you'll be pleasantly surprised by the detail and smoothness of the graphics. Dots appear on the ground when you fly too low and the sky is graduated. Ground features, such as buildings, airstrips etc. are all shown in full 3D while dog fights take place with the illusion of such speed that it becomes real 'edge of the seat' stuff.

You're MiG cockpit is like a large plastic bubble giving all round visibility and features the full range of HUD's. One innovative feature is the helmet aiming device. Merely by turning his head to look at a target, the pilot can aim and fire missiles, thus making it unnecessary to aim the whole aircraft.

Your MiG is armed with cannons and a full range of ordnance - bombs, missiles, the lot. And because the whole game errs towards realism you might find it annoying when cockpit aids suddenly switch themselves off in the middle of a fire-fight.

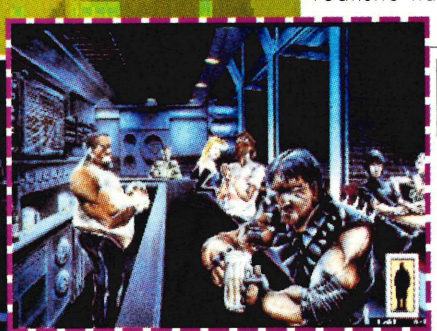
While it may not offer the range of options as *Chuck Yeager* or *Jet Fighter 2*, 'Super Fulcrum' is probably the most realistic of the three. If you liked the first one, then this is probably for you, comrade.

By DOMARK

GAMEPLAY
SOUND
LOOKS
PLAYABILITY
ADDICTION

82%

CODE		RRP	PRICE
ED2146	AMIGA	39.99	25.99
RD2146	ATARI ST	39.99	25.99
JF/JD2146	IBM PC	44.99	29.99



I'll bet he drinks Carling Black Label. (You ask him. Ed.)

RISE OF THE DRAGON



Robert Moss has always liked dressing up as a cop and in Sierra's new interactive adventure he gets the chance to play a cross between Philip Marlowe and a Blade Runner. I guess you could call him a dick with a gun.

This is the first adventure game from *Sierra* and *Dynamix* to appear on the Amiga, albeit with 10 disks and for 1 Meg machines only.

The action takes place in downtown Los Angeles, 2053. Drugs have been killing off the population but it's only when the Mayor's daughter cops it that you, Blade, an ex-police officer, are hired to find the people behind it all. And against the hunt for a young girls killer, there unfolds the deadly web of assassins, sleazy underworld figures and a supernatural conspiracy.

Like nearly all adventures now, the game uses an enhanced point and click interface where decisions are made from choices listed on menus. So, although you see the world through Blade's eyes, other events are revealed to you in cinematic interludes.

You have an apartment (not a very big one) that can be explored and to start off with, some clues given to you by the Mayor. At first, you'll only be able to travel to a limited amount of locations in the city, but as you start to get some answers you'll be able to explore more and more. The game unfolds against the clock and if you arrange to meet someone, you'd better be there on time or things can go seriously wrong. And if you miss a date with your girlfriend, she won't forget it, which is a nice touch as all the characters seem to develop a relationship with you, depending upon how you conduct yourself.

The game is full of imaginative touches and the graphics are outstanding. The soundtrack is moody but you may find the continual disk swapping aggravating unless you have an A590 hard drive (which most of us don't). The asking price is a little high but if you enjoy this kind of dark delving and adventure, you'll probably get hours of fun from it.

By SIERRA

GAMEPLAY
SOUND
LOOKS
PLAYABILITY
ADDICTION

81%

CODE		RRP	PRICE
ED1546	AMIGA	40.99	25.49
JF/JD1546	IBM PC	40.99	27.49
JF/JD1779	IBM PC	45.99	29.99

TEENAGE QUEEN

SIMULATION

In today's climate of dubious sexuality, you might be forgiven for thinking this is a game set in the seedier districts of Amsterdam. Instead, it's a strip poker simulation from Infogrames. Ooh, eer. Sounds a bit saucy to me.



I'll raise you a pair of panties and see you in court. You're nicked love. Sgt Willis...vice squad.

Strip poker with a saucy French lass sounds right up my street *(ooh eer)*, know what I mean, nudge, nudge. French lassie *(woof, woof)*, saucy, know what I mean?

The idea is that if you can win all the Teenage Queen's money, she'll take some of her clothes off *(phwooar)* - and you don't have to remove a stitch. Sounds good to me. You begin with a screen in which there's a zone reserved for your adversary, a place for your own cards, the options and chips. You start with 100 chips. The first bet is compulsory (5 chips) and then five love kittens, I mean cards, are dealt. You place a bet, clicking on the options using a whip, I mean mouse pointer. *(Phew, it's getting rather hot in here).* You can hold, bet, raise, call or drop your trousers, I mean drop your cards. You can even change some cards if you feel the French lass has dealt you a bum *(wink, wink)* hand.

But be warned, she plays a strong hand of thingy, I mean poker, and is hard to touch, I mean she's hard to beat. *(I must keep my mind on the game.)* There are plenty of sampled sound effects as the Teen Queen giggles and teases you and when she finally does lose, she removes her clothes in a teasing and erotic way. *(My word, it's hot stuff).* On the down side she does start off wearing Kalvin Klein's entire winter collection so it takes some going *(and she goes, know what I mean?)* to get her into the nuddy.

If you get all her clothes off, and lets face it, all you men want to, there's a still one joke to come - one up to the feminists in fact.

Highly entertaining and graphically well presented, *Teenage Queen* will provide many a prospective card sharp with hours of lascivious and voyeuristic pleasure.

By INFOGRAMES

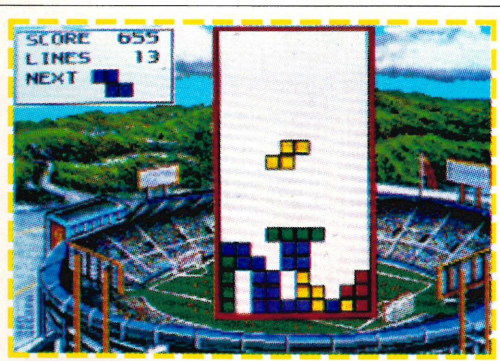
GAMEPLAY
SOUND
LOOKS
PLAYABILITY
ADDICTION

85%

CODE		RRP	PRICE
ED275	AMIGA	19.99	7.99
RD275	ATARI ST	19.99	7.99
JF/JD275	IBM PC	19.99	7.99

TETRIS

STRATEGY



Help pro-democracy demonstrators tear down the Berlin Wall before Ivan the border guard can repair it.

For such a simple idea, the only game to come out of Russia and really make it in the West, has spawned a veritable army of imitators. *Klax, Dr Mario, Block Out* - they've all been inspired by this relentless and fiendishly simple idea.

The idea is that blocks of varying shape and colour fall from the top of the screen and you have to manipulate them so that they fall and lie across the bottom without leaving any gaps or spaces.

The hard part is that as time goes by and the screen begins to fill up, so the falling blocks increase in numbers and speed until eventually it's all so fast and furious that you lose, fall short of your all time high score and smash the computer up in a fit of rage, cursing the Russian who invented it.

Your pulse quickens as beams, boxes and 'L' shaped building blocks mysteriously fall down the narrow passage that is your screen. You spin, shift and align them into place for a perfect fit but you're just not quick enough.

It's the challenge and the pace that make this game fun. And it's so addictive it should keep you coming back for 'just one more try' for quite some time. There's music, great colour, bonuses and points to be scored plus a two player option. The game is so popular that *Nintendo* package it with the *Gameboy*. What more can we say?

I know, it's so wonderful that you'll ditch your girl/boyfriend to stay home and play *Tetris* and wonder how you ever managed before without it in your life. It's that good. And as the saying goes, 'if you believe that...'

By INFOGRAMES

GAMEPLAY
SOUND
LOOKS
PLAYABILITY
ADDICTION

80%

CODE		RRP	PRICE
ED030	AMIGA	19.99	13.99
RD030	ATARI ST	19.99	12.99
JF/JD030	IBM PC	24.99	16.99

What with Tetris, MiG 29 Super Fulcrum and all the red boxes in this magazine, we could be accused of being pro-Communist. So to redress the balance we'd better make a few cheap anti-Ivan jokes like, Tetris - a game about the manipulation of falling blocks, written by the Politbureau and recognised as the worlds first Eastern Bloc simulation. As played by Stalin.

The editor denies all responsibility for those words on the left!

XS NRG

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Offer Expires: 31 December 1991

TETRIS

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£3 OFF AMIGA or ST £3

NAME AND MEM.NO

Offer redeemable only through Special Reserve.

NRD

Please tick machine type in box: Am | ST | IBM

Offer Expires: 31 December 1991

XS NRG is written with the serious sixteen-bit gamer in mind. As time goes by we will continually endeavour to improve the format and content of the magazine, adjusting to changes in the market and public taste. This is your magazine. If you think we are neglecting an area of special interest, or there is something we are not covering properly, why not drop us a line and let us know? It may not be possible for us to make changes overnight, but your opinions do matter to us. There are few certainties in life, but one of them is that if you don't write, we won't know what you're thinking. So, come on. Make us an offer, we can't refuse? (PS. As a competition hint, Ian scored between 30 and 35 goals last season.)



THE BEST HAS GOT BETTER

TURBO CHALLENGE-2-

Lotus Esprit Turbo Challenge was widely acclaimed as the best driving game of 1990. The best just got better with the realese of Lotus Turbo Challenge 2.

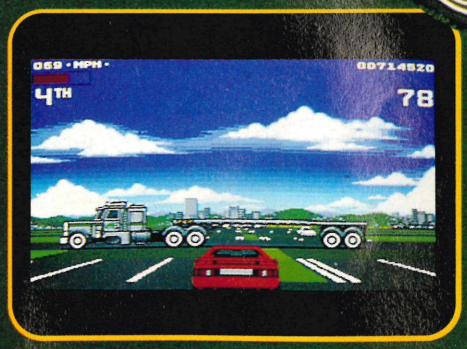
- *Sincronised play for up to four drivers with computer link.*
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- *Hair raising new hazards - rain, lightning, fog, snow, comuter traffic, tunnels, bridges and level crossings.*
- *A chance to race across the USA.*
- *A choice of the sleek Turbo Esprit or the new stylish Elan softop.*
- *8 death defying stages with over 60 Check Points.*

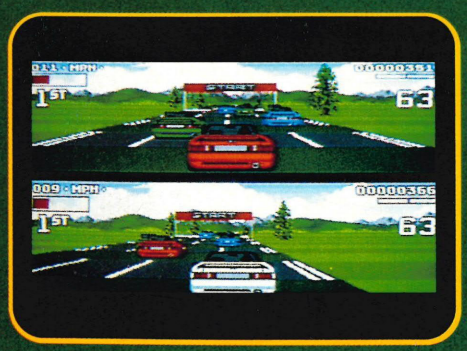


Available on:-
AMIGA/ATARI ST/STE

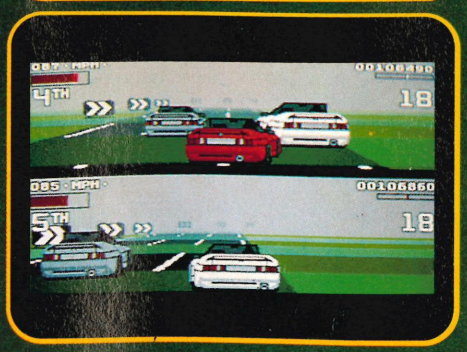
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Srceen shots from various formats.

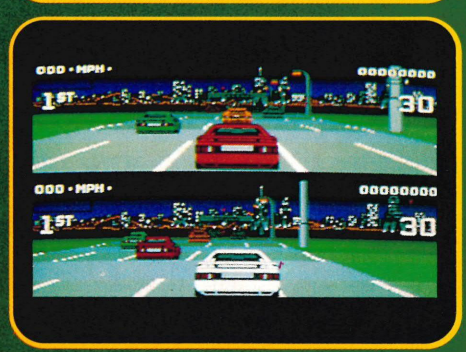








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Oh, by the way, if the sight of so much blood upsets you, don't worry. The blood is an option!

Moonstone features nearly 1,000 frames of incredible animation in 2 Megabytes of monsters and creatures, over 60 beautifully painted backdrops and detailed scenery. Sound effects are high quality digital samples and includes a full musical score and stunning full screen animated introductory and game complete sequences.

12

Moonstone contains scenes of strong graphic imagery with particular realism. Although these scenes are optional, this product is voluntarily rated 12. Parental Guidance is recommended for younger players, however this is not a legal requirement.

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