THE ROAD GAME THAT BLASTS THE WAY

OVERLANDER

© 1988 Elite Systems International Ltd.
AVAILABE ON ATARI ST: £19.99

COMING SOON

<table>
<thead>
<tr>
<th>SYSTEM</th>
<th>PRICE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spectrum</td>
<td>£7.99</td>
</tr>
<tr>
<td>Disc</td>
<td>£12.99</td>
</tr>
<tr>
<td>Commodore</td>
<td>£9.99</td>
</tr>
<tr>
<td>Disc</td>
<td>£11.99</td>
</tr>
<tr>
<td>Commodore</td>
<td>£11.99</td>
</tr>
<tr>
<td>Cassette</td>
<td>£3.99</td>
</tr>
<tr>
<td>Amstrad</td>
<td>£14.99</td>
</tr>
<tr>
<td>Disc</td>
<td>£24.99</td>
</tr>
<tr>
<td>Amiga</td>
<td></td>
</tr>
</tbody>
</table>
Fax | The Bitmap Brothers launch back with Speed Ball, Daley

Reviews | Hits this month for Super Hang-On (p.19) and Daley

Reviews | Thompson flexes his muscles (p.18). Ultima V arrives from America and we have the first review (p.36). Several Hand Blasters-free games hit the office in the shape of Overlander (p.65), the slyly named Fire and Forget (p.82) and the official version of II & Gold (p.36) how did they shape up? Alert launches several of their solo-ops games for the ST. Games like Battle Zone, and Asteroids, Julian Rignall puts them through their paces (p.76). Hawkeye leaps in from Thalamus (p.77). Mirvpresso changes its name to Image Works and launches two new games in the shape of Sky Chase (p.72), and Fernandez Must Do (p.31). The Hard is wandering computerland again with number Tale II and III.

Starglider II | Stunning graphics and sound effects

Frame Up | More readers computer art.

Adventure | A frenzied night out with Leisure Suit Larry.

Fantasy Role Playing | Wayne & Gamer

Comp Results | Reckoning time for three months of compex.

Playmasters | Thundercats mapped, Gauntlet II—

Larger Than Life | Matt Bleby goes to the biggest cinema in the world and checks out the latest sea side simulation rides.

Arcade Action | Record Breakers and the New Zealand Story are the latest pay per stay hippos.

Mean Machine | Exclusive reviews of new

Mailbag | Your letters, views, groans, and jokes.

Out To Lunch | John Minson gets political.
Don't miss...

Something has happened in the game business. Games are now being developed first for 16 bit machines and converted later to 8 bits. It used to be the other way around. The change has happened very quickly and almost without anyone noticing. C+VG's message to gamers who don't own an ST or Amiga is don't panic. Almost all of the decent releases will still be coming out for your Speccy, 64, or Amstrad. C+VG is not going to abandon its eight bit owning friends. We have made a number of changes to deal with this changing situation. All reviews now carry an update at the end of the review with the very latest information about the version for your computer. All games are launched for a variety of systems and all our reviews are based on more than one version.

Other 'Not To Be Missed' features this month are Jaz San and the Argonauts and Paymasters.
Explore the phantasmagorical forces of COCO VILLAGE, a city where anything can happen and you can bet your life it will!

15 pulsating levels of good and evil... which are which??... only the daring will ever find out.

The Mod Mix Game by Toposoft © 1988. All rights reserved.
From two giants comes a giant name... Pepsi and U.S. Gold launch the most original computer challenge series of the century. The Pepsi Challenge Mad Mix Game is an addictive, colourful extravaganza of ghouls and demons in the most spectacular traditions of computer entertainment... with a little 21st century trickery thrown in to torment you. Match your changeable persona to meet the metamorphosis of your mysterious adversaries and you'll find there's hardly a second to spare as you try to outwit, outgun and outrun their outrageous behaviour.

And most importantly, The Pepsi Challenge Mad Mix Game has been specially selected to lead the Pepsi/U.S. Gold Computer Challenge Series... and if you want to know more about this opportunity, watch the press for details (better still, buy one and gain entry to the most exciting challenge of the century).
Mirrorsoft Publishing has introduced a new label, Imageworks, as a flagship banner for the majority of its new games products. First releases include Sky Chase and Fernandez Must Die (See reviews this issue), as well as the Western Europe licence for Atari/Tengen’s arcade hit, Blasteroids.

Autumn sees the release of two new games, Fax Stix and Bambocaz. The first is the tale of a fox turning a machine gun on the hunters that torment him, and will be available on Commodore 64 and Spectrum for £9.99 and £7.99 respectively. Disk versions are also planned, and will cost £12.99 for both formats. The second title is an abstract puzzle game designed by a mega-programming team consisting of Jeff Minter, Andrew Braybrook, John Ritman and David Bishop. Versions for all the popular home micros are planned, including Atari ST, Amiga, Spectrum and C64.

Mastertronic’s moto-cross racing game, Motorbike Madness is released at the start of September on the MAD label for the Atari ST, Amiga and IBM PC, and on the Mastertronic label for all 8-bit machines.

The idea is to ride an off-road motorbike around a hazardous course in the shortest possible time. Points are scored for a perfect run, but spills result in cash being spent to repair the bike. The 16-bit versions are looking very good indeed — keep your eyes peeled.
CRL's cereal

When a press release arrived at the office with a mini box of Frosties attached, the entire office stopped to wonder... Could the latest computer tie-in be a Tony the Tiger game?

No, nothing so raucous — the cereal (which incidentally was eaten by C+VG's greedy gobbling' Ads manager, Gerry Williams) was to announce that CRL has just acquired the rights to the Kellogs Tour Bike race which ran between August the 9th and 14th. The release date of the game is due to coincide with the race, so it should be on the shelves by now.

Tyne after Tyne

TyneSoft's Summer Olympiad enters the Olympic Games cash-in race with all versions ready for release in time for the events. Individual Olympic sports covered include fencing, diving, clay pigeon shooting, hurdles, triple jump and others, at £9.95/£14.95 C64, £19.95 ST/Amiga, and £24.99 PC.

Live and let Die

Elite's Aquablast, a 3D speedboat shoot 'em up is now to become Live and Let Die, and will appear on the Domark label. Elite is also taking over the marketing of Domark products.

Gilt edged signs.

Soft drinks mega-company, Pepsi, has clambered into bed with US Gold on a large-scale cross-markets promotion and sponsorship project for the UK. US Gold has plans to launch a compilation — which will include World Class Leaderboard and Sidearms — under the Pepsi slogan, The Taste of America. US Gold only be available to buyers of a Pepsi 6-pack at a special price of £4.95. Meanwhile, US Gold's conversion of the Sega arcade hit Thunderball has been named Pepsi Challenge Game of the Year and will be played by contenders on a giant video wall at the PC Show in September. Apparently, this is only the start of a number of co-operative deals with Pepsi, which Pepsi say is "The ultimate weapon in the Coca wars". We at C+VG are wondering whether Coca Cola will respond to this challenge...

Ten pounds of Chops

A new compilation on the Star Games label is Karate Ace, an assemblage of seven karate games. Highlights are Bruce Lee and Avenger; lowights are Way of the Tiger and Samurai Trilogy. Others included in the pack are Kung-Fu Master, the Way of the Exploding Fist and Uchi Mata — which isn't really a karate game. Still, there's not going to be many fightin' 'n' fumpin' fans who'll complain about that. The compilation is available for the C64, Spectrum and Amstrad and costs £9.99.
Always ahead of their time

Don't miss these 4 great new releases from the creators of the most original and exciting games of all time.

CBM 64/128 £9.99 - £14.99
Spectrum £7.99 - £12.99
Amiga £19.99
Atari ST £19.99

Help Mickey Mouse to save Merlin's magic wand from Disney's enchanted castle. Wreak havoc in Japan in ‘Pac-Man,' a large and angry pre-historic monster searches for stolen eggs. Improve your footballing skills with the help of Gary Lineker or enjoy 3 different games in one with Skate Crazy— the "Car Park Challenge" and the "Championship Course."

CBM 64/128 £9.99 - £14.99
Spectrum £7.99 - £12.99

All mail order enquiries to: Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS.
Forbidden Fruit

Forbidden Planet, Britain's biggest comic and science fiction store chain, just celebrated its tenth anniversary by opening a new flagship store on London's New Oxford Street. C. v. VG, that looked forward to the world like a Virgin megastore without the records, in the "Batman" West end and a host of Rocky rejects. The old Forbidden Planet store will now become Forbidden One, the UK's four-crystal crime and mystery bookshop.

Comic collectors who live in Cambridge will also be interested to know that Forbidden Planet just opened a specialist SF/Fantasy comic shop in Cambridge.

Freeway Fever

From role playing gamebook pioneer and C. v. VG sat, Joe Dever comes Highway Holocaust, the first of a new, more adult series of fantasy adventures. Joe, creator of the very popular Lone Wolf series of sword and sorcery gamebooks, now turns his skills to post-holocaust America in the next century, and a very real-like-inspired hit. Speeds, bikers, gangsters and petrol explosions abound in this first "Freeway Warrior" adventure, and it's all great fun if you're into the sort of suitably nostalgia-tripping £2.50 from Harrow Books with more to follow, and look out for the coming soon from Audigentic.

It's a 3D Wander

Wanderer, Elite's latest title is a 3D game which they describe as space poker. We don't say away 3D blue and red glasses with the mag -- that's why the screen shot looks a bit funny. But glasses will be supplied with the game. Oh well, if you fancy a hand or two with a mysterious all-powerful alien, game at the end of the month on ST and AMIGA at £19.99 and £24.99 respectively, and all 8-bit formats.

London Calling

CRL has been busy lately, putting together a couple of games for the debut of their Actual Screenshotes 16-bit label. Siege of London is a currently trendy filled-in vector graphics affair, based around the notion of an alien invasion of the capital. The screenshote shows a villainous battle in the sky with a couple of flying saucers. Railrider, in contrast, is a more realistic game set in the London underground. The game is available in both 8- and 16-bit versions.

Their other 16-bit release will be "Ludicrous", a comic romp game that's appeared in late October/November on the Amiga.

Football Manager 3 -- Addictive
Carrier Command -- Rainbird
Dungeon Master -- Microsoft
P. Beardsley's F/S -- Grand Slam
Guinness 2 -- US Gold
Captain Blood -- Infogrames
Out Run -- Sega/US Gold
Bionic Commando -- Gal
Fire and Forget -- Titus
Ikaris -- Elite

Para Beardsley and Fire and Forget are both new arrivals, and there's nothing else on the chart. Carrier Command is pushed out of the number one spot by Joyride II.

ALL FORMATS COMBINED TOP TEN

1. Football Manager 3 -- Addictive
2. Ace -- Casio
3. Yogi Bear -- Alternative
4. Frank Brown's Boxing -- Enica
5. Airwolf -- Encore
6. Steve Davis Snooker -- Blue Ribbon
7. European Football -- Infogrames
8. Rocky Horror Show -- Alternative
9. Zapper Rampage -- Infogrames
10. Way of Exploding Fist -- Infogrames

AMIGA TOP FIVE

1. Interceptor -- Electronic Arts
2. AAaron -- Melbourne House
3. Buggy Boy -- Elite
4. Fire and Forget -- Titus
5. P. Beardsley's F/S -- Grand Slam

The Amiga chart pretty closely mirrors the one above, with the same new entries and 53 percent of the market in terms of value to the other 16-bit format.
ARCADE ACTION

HEROES OF THE LANCE marks the first computer action game that re-creates the epic battle between good and evil on the world of Krynn. Controlling eight Companions, each with different specialised attributes and skills, guide these brave adventurers deep into the treacherous ruins of the temple XaK Tsaroth to retrieve the precious Disks of Mishakal. As you descend into the Abyss, the Companions must defeat the hordes of monstrous Draconians in hand-to-hand combat, deal with powerful magic and survive the onslaught of attacks from giant spiders, skeletal undead and countless other terrors. But your final obstacle makes these monstrosities innocuous by comparison. The platinum disks you seek are guarded by Khisanth, an ancient black dragon. And there is but one way to vanquish this mighty beast...

...find the key to destroy Khisanth or you are doomed to failure.

CR\$ 64/128
£9.99 tape
£14.99 disk
SPECTRUM
£9.99 tape
£14.99 disk
AMSTRAD
£9.99 tape
£14.99 disk
IBM PC & COMPATIBLES
£24.99
AMIGA
£24.99
ATARI ST
£24.99

© 1988 TSR, Inc. All rights reserved. Advanced Dungeons and Dragons is a trademark owned
FANTASY ROLE PLAYING

Located on the northern shore of the Moonsea in the Forgotten Realms, the fabled city of Phlan had been overrun by monsters led by a mysterious leader. Your quest: discover the identity of this evil force.

Pool of Radiance adheres faithfully to the legendary Advanced Dungeons & Dragons™ fantasy role playing systems. No detail is missed including 6 player characters; computer controlled non-player characters; the Adventurers' Journal packed with history, maps and clues and the Translation Wheel that converts Elvish and Dwarvish writing to English. The gameplay is exhilarating and the graphics state of the art—portrait displays, 3D perspective, tactical combat display and personalised weapons selections compile to form the ultimate breakthrough in fantasy role-playing computer games.

CBM 64/128
£9.99 tape
£14.99 disk

AMIGA
£24.99

IBM PC
& COMPATIBLES
£24.99

ATARI ST
£24.99

Firebird has recently signed up Probe Software, authors of many of US Gold's arcade conversions. The first title of this collaboration is to be Savage, a three-part, multiload game that's set for a Christmas release.

In the first part of the game, the Savage runs through the horizontally scrolling levels of a castle, avoiding the menacing castle inhabitants and killing giant guardian en route, in Trantor fashion. Next comes a Space Harrier type 3D sections where the hero is guided through a hazardous terrain of obstacles. Finally, he returns to the castle as a bird and rescues his chums.

The game will be released on all 16-bit and 8-bit formats; prices are yet to be announced.

Players of the Star Wars RPG and collectors of lead miniatures should be pleased to hear that this month Citadel Miniatures plan to launch a range of 25 mm lead Star Wars figures. Their series features all the favourite Star Wars heroes and villains, including Darth Vader, Princess Leila, and a host of Stormtroopers.

Virgin has just recently brought out Monopoly for the home computer, and to celebrate the occasion we have 20 copies of the game to give away. You can choose from Spectrum cassette (£9.95), C64 cassette and disk (£12.95/E14.95) or even Amstrad Cassette and disk (£9.95) or even Amstrad Cassette and disk (£9.99/£14.99) if you are that way inclined. Never let it be said we do nothing for minority computer baddes!

That's not all though! Our overall winner will get to take a trip to London to attend the World Monopoly Championships held at the Park Lane Hotel on the 17 October and meet the world champion. He may even get to play him! All we ask you to do is answer these simple Monopoly-type questions:

1) What is the most expensive area on a Monopoly board?
2) What is the cheapest area?
3) What are the names of the four stations on the board?

Tie Break: If your town or area was on the Monopoly board, how much would it be worth and why?

Infogrames has two major 16-bit releases lined up for the near future. The first is Houststep, a fast-action game that's appearing on Atari ST, Amiga and IBM PC formats. The game involves the player taking control of an entire SAS team, who have to infiltrate an embassy and rescue the hostage therein. The graphics are very unusual and the combination of arcade action and strategy looks like it could make for some interesting action. Keep your eyes peeled for a review in the coming months.

The other release is Arion Barracks, an Atari ST title in which the player guides a tough 'n' mean commando across a tortuous assault course. It certainly reminds of Combat School, but it's just here to be...

Building commandos who enjoy tagging their pyjamas might be interested to hear that CRL also has a Combat School game lined up for release. AATD Assault Course is a straightforward joystick wobbler where the player tackles a demanding assault course. If you think you're of tough enough meta, it'll be out mid-September.
Forget the good movies, it's trash the kids want, and they don't come much trashier than the marvelously named *W#W Come* to Frogtown, or the sword and sandal "spectacular" *The Barbarians*. Both feature old American pro-wrestling stars in the title roles, so you can guess how good the acting is. "Rowdy" Roddy Piper plays post-apocalyptic hero Sam Hell, a man who has to cope with both giant frog-like mutants and mad Nurse Spangle who locks him in a steel chastity belt, and uses him to impregnate the last surviving fertile human woman. Life doesn't sound too bad when you're the only potent male left in America!

Meanwhile, the Barbarian Brothers tag-team play hardboiled orphan twins in whose hands rests, surprise, surprise, the fate of the universe. With both out on video now, bad movies have never had it so good!
Write now for your copy of 
PETER BEARDSLEY'S
INTERNATIONAL FOOTBALL
Post and Packaging FREE! to:-
Grandslam Entertainments, Units 1 & 2,
Conlon Developments, Watery Lane,
Darwen, Lancashire. BB3 2ET
or Phone: 01-247 6434 our Credit Card Hotline.

IN-PACK COMPETITION
WIN 2 TICKETS TO WEMBLEY
MOTOR BIKE MADNESS

Available on:
- ATARI ST
- AMIGA
- IBM PC (£14.99)
- SPECTRUM/AMSTRAD FLIPPY
- C64 (£1.99)

AUGUST 1988
Remember Ocean's original Daley Thompson game? I certainly don't: it was back in the days when we still printed listings and a fresh-faced Julian Rignall had just become C+VG arcade champion. Pudding basin haircuts had never had it so good.

There are similarities. You take part in the field events on the Commodore, the crowd in the background does the Mexican Wave. Not only that, but other contestants do press ups and train, while a pack of runners jogs around the outside track.

On the Speccy the training room scenes feature a little bod in the background who wanders around in a comic routine frying to pick up various weights, on the 64 Daley looks out the screen at us and sweats. There is no need for these - they are totally un-necessary to the game but they are a nice touch.

The system of play is this. To begin with we see Daley in the weights room, striving to achieve overall fitness. Though the Spectrum sprites are still only monochrome in these scenes they are of a fair size, and at least bear a reasonable resemblance to our hero. The idea here is to waggle your joystick back and forth at such

Yes, a lot of water's passed under the bridge since 1984, and Daley's pre-eminence as an athlete has grown in almost direct proportion with Jaz's baret. Now Olympic year has rolled around again, and with Daley still the great black hope of British track and field Ocean has presented us with a new attempt to represent the ten gruelling Decathlon events on your home computer.

So is it any good? Well, yes it is: there is certainly no comparison with the old game. No more pink-skinned sprites with straight hair masquerading as our hero, no more ludicrous bugs that meant with five friends bashing away at different buttons on your computer you could get enough energy to run a three second 100 metres! In 1988 all the high scores for the various events have been worked out with the aid of Daley's own log book, meaning that with a perfect performance in every event it should still be impossible to beat the 9000 points top Decathletes strive for.

There are similarities, however. The basic structure of the game is the same, as you work your way through 100 metres, long jump, shot put and the rest towards a gold medal position. The whole button-boshing syndrome that wrecked so many Spectrums in the early '80s is back too, though this time the punishment is transferred to your joystick.

Echoing the recent resurgence in the arcades of finger-strength over skill, Olympic Challenge sees almost a return to the heady days of Hypersports and Track and Field.

One of the really nice things about the game is the attention to detail. As

△ Amstrad training room: little guy does his comic routine.

We're left in no doubt as to what sort of hurdles Daley wears.
speed as to fill up each of three bottles of a well known fizzy glucose drink within a time limit, and so be in the ideal state of body for the two days' events. If you succeed you now have some reserves of energy to draw on when the going gets rough.

This over with, it is straight into the events, and there is more than enough frantic jiggling of the joystick here to keep even the most hardened basher with a smile on his face.

First up on the load (Day 1) is the hundred metres, ten seconds or so of frantic joystick action which only pales into significance next to the 400 metres and the (oh my God) 1500 metres in the second load.

Not a lot more to be said about the running events really. The motion is quite nice, the backgrounds are nice and detailed and (on the 64) moving, and your lower arms take a lot of punishment. One thing especially vital here is to make sure you chose the correct pair of Adidas training shoes from your menu for each event, or you'll really be making unnecessary work for yourself. There's no easy way to do this I'm afraid: on the versions I played, finding out which shoes to use is a case of trial and error. The packaging may make this clear.

Adidas also get mentioned on the posters that surround the stadium, though there are fewer of those than there are on, say, Peter Beardsley's Football. See what you can get if you cough up the dosh, Lucozade?

Next up is the Long Jump - pretty tricky in that you have to juggle the stick to build up your power, release the fire button to get the jump, and then control the angle of the jump with your joystick to get a good length to it.

The three throwing events - Shot Put, Discus and Javelin - are quite close to each other, each one relying on the build up of power - very difficult, on my first attempt at waggling my stick that fast I got roughly nowhere - before the vital angle selection and the release.

The hurdles make an interesting variant to the running events, and then it is on to the high jump and pole vault. Possibly the trickiest of the lot, the skill is in timing the jump to the last possible moment, especially hard in the vault since you must guess the length of the stick in front of you.

If you've done well you get to go on the winner's podium, something you well deserve; after all that wrist action building up power you'd be as tired as Daley himself.

All in all, a very good looking game that recreates both the man and his sport well. My only real reservation would be that the manic joystick use could become somewhat painful after a while. Definitely one to pick up if you're into compilation sports simulations though I don't think it's special enough to earn the Golden Joystick its illustrious predecessor did. We've just seen too much of this sort of thing since then.

<table>
<thead>
<tr>
<th>C64 SPEC.</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>GRAPHICS</td>
<td>8 7</td>
</tr>
<tr>
<td>SOUND</td>
<td>7 6</td>
</tr>
<tr>
<td>VALUE</td>
<td>8 6</td>
</tr>
<tr>
<td>PLAYABILITY</td>
<td>7 6</td>
</tr>
<tr>
<td>OVERALL</td>
<td>8 6</td>
</tr>
</tbody>
</table>

UPDATE...

We've seen loading screens and the start of work on the Amstrad version, and it should play very similarly to the Spectrum.
Bursting on to your home screen with dazzling graphics and pulse-pounding gameplay it's Super Hang-On, the greatest ever motorcycle race-game!

'The Best racing game you've ever played' – and you'd better believe it!

With 4 soundtracks, 4 skill levels and 18 thrilling stages, you can burn rubber at speeds in excess of 320 kph – or can you? Find out but WATCH OUT – at speeds like these, you've gotta stay cool to stay hot!

TEAM PEPSI SUZUKI

1988 500cc WORLD MOTORCYCLE RACING CHAMPIONSHIP

ST ACTION...

"The definitive racing game ever for the ST"
SUPER HANCEON

Atari ST: £19.99
Also available on:
C 64 cassette: £9.99
C 64 disk: £14.99
Amstrad cassette: £9.99
Amstrad disk: £14.99
Spectrum: £9.99
In the distant jungles of Central America, revolution is in the air. The government of the Democratic Republic of El Diablo has been brutally overthrown and the evil despot known only as Fernandez rules the land.

Summoned by the exiled leaders of your homeland, you must free your people from the oppressive yoke of the Dictator by destroying the military bases that have protected Fernandez from the wrath of his people.

- Jeeps, tanks, motorcycles, trains and more
- Huge play area
- One or two player options (some formats only)
- Map of El Diablo
- 'Fernandez' badge
- 'Fernandez' poster and T-shirt offer

Fernandez from the wrath of his people.

Spectrum disk: £12.99
Spectrum cassette: £8.99
Commodore disk: £12.99
Commodore cassette: £9.99
Amstrad disk: £12.99
Amstrad cassette: £9.99
ST: £24.99
Amiga: £24.99
Netherworld

SUPPLIER: HEWSON.
MACHINES: CBM 64/128, SPECTRUM 48/128, AMSTRAD CPC, ATARI ST, AMIGA.
VERSION TESTED: CBM 64.
REVIEWER: GARY WHITTA.

As if shoot 'em-up buffs didn't already have enough to be getting on with after the last release Marauder, Hewson has just released Netherworld, a strange mixture of shoot 'em up and arcade adventure.

The game has you trapped in a strange alien world inhabited by all manner of dangerous creatures. Obviously you want to get out of there ASAP, so you decide to try and collect enough of the planet's local currency to buy yourself out, a bit like how Prince Eddie got out of the Marines. Diamonds are the local currency and you must collect a set amount by steering your wheel-like structure around the bubbly landscapes that form Netherworld.

The diamonds can be collected simply by running over them and picking them up. To hinder your progress, the creatures that make their home in Netherworld will do their best to get rid of you as fast as they can. Demons, for example, lie on the bubble platforms and spit their deadly poison at you. Alien generators look like weird beehives and blurt out different sub-nasties, while alien eggs are a pain in the bot, because they block off passageways and have to be blasted with your four-way laser to clear them.

In contrast, there are a few features in the Netherworld that can help you out, should you use them correctly. For instance, Diamond squeezers appear from time to time and can be used for changing rocks into diamonds by pushing them into the mouth of the diamond squeezer. In addition, metamorphosis walls will change a mine into four diamonds should one hit it.

There are hosts of features such as teleporters, brick smashers, surprise bonuses and extra weapons. You're in for a treat with Netherworld. It's just what you have come to expect from Hewson, with gorgeous animation on your ship and well-defined and animated nasties.

All in all, Netherworld is a great game and one that you should definitely think about splashing out on this month.

| GRAPHICS | 8 8 |
| SOUND   | 8 8 |
| VALUE   | 7 6 |
| PLAYABILITY | 8 8 |
| OVERALL | 8 8 |

UPDATE...

The ST version of Netherworld is exactly the same in the way of playability as the 64.

Shades of Jeff Minter on the ST version.

Amstrad: Chunkier graphics but just as playable.

Skulls on the Spectrum.

Deadly Dragons on the 64.
Super Hang-On

After almost a year's delay, the Atari ST version of Sega's brilliant motorcycle racing coin-op has arrived. It's certainly been a long time coming, but I'm glad to say that the wait has definitely been worth it.

At the start of a race the player chooses one of three tracks: beginner, novice or expert. Each course represents a different part of the world, and respectively increase in length and difficulty. At the start of a game, the player has the option to choose the control method, either mouse or joystick, and adjust the sensitivity. After that, a track is chosen, and the race begins.

Each course is split into several sections, and the objective is simply to race from one checkpoint to another within the time limit, whereupon extra time is added for the next part of the course. The action is viewed from behind the bike as it zooms down the course, around tortuous bends and over hills. Unlike Outrun, the hills in Super Hang-On are thoroughly convincing. Another point I was pleased to note is that the programmers haven't opted for a striped road - which usually looks awful - instead there's just the central road lines you'd find on any street circuit, and they work very well indeed.

The bike has a top speed of 280kmh. However, when this speed is reached, it's possible to kick in the nitro injector, which sends the bike screaming down the course at an incredible rate - which gives a tremendous feeling of exhilaration! The nitro injection should only be used on straight pieces of road though - switching it on just before you hit a corner is suicidal!

The course is packed with other riders, collision with which slow the bike right down. Crashing into a roadside obstacle sees the rider thrown into the air, and precious seconds are lost as he remounts.

When the finishing post is passed, any remaining seconds are converted into bonus points to give an overall score.

Super Hang-On is a superb conversion. Although the 3D update isn't super-smooth, it's very fast and doesn't detract from the gameplay or visual effect. The feeling of speed is tremendous, especially with the nitro injector on, and the bike handles extremely well - even with mouse control.

The difficulty level is nicely balanced so the game is both challenging and addictive. The three different courses gives that extra lasting appeal. The feeling of speed and exhilaration it generates is incredible; combine that with superb playability, excellent sprites and you've got the best race game to date. Don't miss it.

Another point I was pleased to note is that the programmers haven't opted for a striped road - which usually looks awful - instead there's just the central road lines you'd find on any street circuit, and they work very well indeed.

The bike has a top speed of 280kmh. However, when this speed is reached, it's possible to kick in the nitro injector, which sends the bike screaming down the course at an incredible rate - which gives a tremendous feeling of exhilaration! The nitro injection should only be used on straight pieces of road though - switching it on just before you hit a corner is suicidal!

The course is packed with other riders, collision with which slow the bike right down. Crashing into a roadside obstacle sees the rider thrown into the air, and precious seconds are lost as he remounts.

When the finishing post is
BARCLAYPLUS IS GIVING OLD FASHIONED SAVING SCHEMES THE PUSH.

BarclayPlus is a new way of saving for anyone over 14. Especially those of you who want to start taking money more seriously.

Because your cash won’t just be sitting around doing nothing.

It’ll be earning interest all the time.

You can apply for your own BarclayPlus card so you’ll also be able to draw out cash whenever you want from our cash dispensers.

So put your piggy bank into retirement by opening a BarclayPlus account, at your nearest Barclays branch, now.

+++ YOU’RE BETTER OFF TALKING TO BARCLAYS
BARBA

I don't know how they've done it, but they have. Melbourne House has managed to faithfully convert one of my all time favourite Amiga games to one of the most feeble computers around today. Barbarian is just so wicked it makes Eugene Lacey look poor in comparison. Barbarian is just the slickest, bestest soccy arcade adventure ever, and that even rules out my old favourite, Firelord.

You are Hegor, the rootin', tootin', slashin', bashin' dinosaur-slaying Barbarian, who also claims to be the toughest son of a chicken ever, and you've been sent to take care of an evil wizard, who's done something bad I suppose and (yawn). I guess he's hiding somewhere down a dungeon with lots of levels and nasties. Oh. why should I carry on. you've heard it all before anyway.

So, off you trot, and before long you find yourself in a nice little field near the entrance to the dungeon, and this is where the game begins. As this first screen is completely void of any nasties and traps and things, now is a good time to hone your fighting skills. To perfect these, you have to get used to the icons at the bottom of the screen. Look at any convenient screen shot that happens to be near this review, and I'll talk you through the icons, left to right.

First, you've got a group of four arrows pointing in the four normal directions. These are the commands to make Hegor walk left or right, and climb up and down ladders or steps. Next to that, you've got what looks like a VC. This means stop all actions, oh please, oh for god's sake stop, no don't go there you'll die, etc. Next to that you've got a badly drawn umbrella, which makes you somersault - useful for getting over collapsing bridges. Then you have the icon that looks like the rewind button on your video. This makes you run in the direction you're facing. Next to that, there's a picture of a sword. This means use the item you have in your hand. Then you've got another piccy of a sword, which means if you've got another weapon as well.

One nasty trap is the old 'collapsing bridge' trick. Then you've got the 'large door with spikes falling from the ceiling' jape. As well as traps, there are lots of different types of nasties, just waiting to eat you, or put their head up your bum - whichever is more painful.

Just like the Yellow Pages, not all the things in the game are nasty. There are some good things, as well, like blocked drains, broken windows and extra weapons. You can find a bow and a very limited amount of arrows in place on the map, and these are used to kill baddies at long range, as there are some that you just can't get to. Also a shield lies hidden somewhere, and it's with this that you kill the Wizard, but I'm not telling you how.

The graphics have come down very nicely, and do bear quite a bit of resemblance to the original, though some of the animation is decidedly dodgy.

Thankfully, MH hasn't tried to get the sound onto the humble black box.
UPDATE...

The only other version around is the C64 version, which is surprisingly close to the Amiga version, both in feel and graphics. MH has, maybe unwisely, gone back to the pointer control used in 16-bit formats, so playwise it's different from the Speccy one, though for better or worse, I can't say.

Instead they've come up with some wonderful 128K effects, making good use of echoes (doop-e-doop-e-doop-ee-do-ee-doo). See what I mean? 48K sound, however, is just a matter of bleep, blip and blop, but this doesn't detract from the game too much.

Controls are far better than on the original, with up/down on the stick cycling through the icons, left/right manually moving the man on the screen, and fire selecting the currently highlighted option.

Barbarian is fabba, terrific, great, good and OK all rolled into one. It's as good a conversion as possible and I wouldn't hesitate in thoroughly recommending it to any Speccy owners, if there still are any.

Typhoon is one of those conversion Ocean tends to release on the market. It's purely video game. The first stage you see, the second stage, and the main game all look like a video game. The sound effects are quite good, but the music is rather forgettable.

The graphics are well done, with a good use of color and detail. The game play is quite good, with a good balance of action and strategy.

Typhoon is a good game, but it's not the best. If you're looking for a good action game, this is definitely worth checking out.
KICK OFF!! WITH THE HOTTEST FOOTBALL GAME AROUND GARY LINEKER'S

**Hot-Shot!**

You'll always score with Gary's games

The hottest football game ever produced for the home computer — full eleven a side football, sliding tackles, throw-ins, corners, goal kicks, fouls, selection of strips and the dreaded referee with his red card.

Play the computer or a friend on astroturf or grass — be careful the surface affects the bounce on the ball.

Top score with Gary Lineker's Hot Shot

<table>
<thead>
<tr>
<th>Platform</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SPECTRUM 48/128</strong></td>
<td>£7.99 Tape, + £312.99 Disk</td>
</tr>
<tr>
<td><strong>CBM AMIGA</strong></td>
<td>£19.99 Disk</td>
</tr>
<tr>
<td><strong>AMSTRAD/CBM 64/128</strong></td>
<td>£9.99 Tape, £14.99 Disk</td>
</tr>
<tr>
<td><strong>ATARI ST</strong></td>
<td>£19.99 Disk</td>
</tr>
</tbody>
</table>
FIRE AND FORGET

THE FUTURE IS IN YOUR HANDS! FIRE AND FORGET! NEVER LOOK BACK
YOU ARE OUR ONLY CHANCE...

TOP SECRET
COMING SOON FOR SPECTRUM 48/128, C 64/128
AND AMSTRAD CPC

AMIGA VERSION

TITUS™
UNIT 4 STANNETS' LAINDON NORTH TRADE CENTRE BASILDON ESSEX SS156DJ PHONE: (0268) 541126

© 1988 TITUS SOFTWARE CORP., TITUS AND THE TITUS LOGO ARE REGISTERED TRADEMARKS OF TITUS SOFTWARE CORP. COMMODORE 64/128, IBM, ATARI ST AND AMIGA ARE REGISTERED TRADEMARKS OF COMMODORE ELECTRONICS LTD, INTERNATIONAL BUSINESS MACHINES, ATARI INC AND COMMODORE AMIGA RESPECTIVELY
WANTED FOR INVOLVEMENT IN THE GREAT Microdealer COVER UP!

IS THIS YOU?

For years, unnoticed by the authorities, valuable goods were disappearing from shelves of unsuspecting stores throughout the U.K.!

Now MICRODEALER INTERNATIONAL has revealed the extent of this massive 'scam' and discovered the stash.

No-one has come forward to claim the Loot. Your local Microdealer dealer has the 'lowdown' on the greatest games racket since Al Capone!

Be on the lookout for signs of the Cover Up and pick up your Cover Up card now.

Collect Cover Up tokens to complete your card entitling you to a 'piece of the action'.

REWARDS

MEGA - games from major software houses, Joysticks, T-Shirts and an opportunity to WIN a fantastic prize in the MICRODEALER COVER-UP competition!

COVER UP with one of the range of EXCLUSIVE T-SHIRTS only available from your local Microdealer Dealer

GO AND SEE HIM NOW!
FERNANDEZ MUST DIE

MACHINES: C64, SPECTRUM, AMSTRAD CPC 464.
SUPPLIER: MIRRORSOFT.
VERSIONS TESTED: C64/ST.
REVIEWER: TONY DILLON.

Fernandez Must Die is, apart from being a very bad title for a game, a mix of Ikari Warriors and Into The Eagles Nest. It's also brilliant. It boots Ikari in the goolies and turns the Eagle into a budgie, so to speak, into The Eagles Nest.

The game is arranged as a huge map, broken up into eight vertical strips, each several screens long and joined by rooms with closed doors that you have to blast your way into. You and a friend race headlong up and down the vertically scrolling areas, searching for the huge L-shaped buildings, the bases, and avoiding everything the enemy can throw at you, and believe me, that's quite a lot.

Firstly, you've got your defensive enemy soldiers. These run on from the top or the bottom of the screen and to chase you in and around the buildings, firing over.

The enemy plane either drops more soldiers, medical supplies with which you can boost your flagging energy or bombs, which churn up the ground, killing anything they touch, including you. Then you've got the tanks, three times your sprite, these hunter-killers in your direction.

Doing the same job as the tank in Ikari, the jeep lets you get around at around three times the normal speed.

Unfortunately, only one hit from a cannon, or two mines is all that's needed to turn your nimble little land rover into a heap of twisted metal. One nice point here is that, rather than have two jeeps running around at once, both people can get in the same jeep, with the person who entered first doing the driving. What a cute idea.

When you enter one of the side rooms, by way of blasting a hole in the door, the game goes into mode Eagles Nest. Using a plan view of the area you are in, you can see the POW's, staked up in little cages embedded in the walls, and the caches of gold laying around on the floor, just waiting to be walked all the while.

The enemy plane either drops more soldiers, medical supplies with which you can boost your flagging energy or bombs, which churn up the ground, killing anything they touch, including you. Then you've got the tanks, three times your sprite, these hunter-killers in your direction.

Unfortunately, only one hit from a cannon, or two mines is all that's needed to turn your nimble little land rover into a heap of twisted metal. One nice point here is that, rather than have two jeeps running around at once, both people can get in the same jeep, with the person who entered first doing the driving. What a cute idea.

When you enter one of the side rooms, by way of blasting a hole in the door, the game goes into mode Eagles Nest. Using a plan view of the area you are in, you can see the POW's, staked up in little cages embedded in the walls, and the caches of gold laying around on the floor, just waiting to be walked...
describe the game. The Magic Kingdom is in mortal peril. One of those evil so and so's that seem to cause so much hassle in computer games has made off with Merlin's Magic wand, broken it into four pieces, and hidden towers of the castle. Mickey must defeat all of these nasties to restore the wand and save Disneyland.

Each tower is made up of several circular platforms linked by wooden ladders. There is only one direction to travel — upwards. But accurate in his aim if he is to succeed. If the liquid connects with a target it will turn into a bonus. Many of these are little blue bottles of water to restore Mickey's water pistol.

Other bonuses to be picked up are 'keys' which enable Mickey to get through the heavy wooden doors into the sub games — where certain items are located that he will need in the quest.

A bird's head is another useful item to acquire as it will enable Mickey to survive, should he fall off one of the platforms. Glue sticks monsters to the spot, lightning bolts make Mickey move faster. A 'Repulsiveness' power-up makes Mickey so disgusting that not even the Ogre King's ghouls want to have anything to do with him. Bombs blow up anything nasty on screen at the moment.

Mickey must defeat the ghoulish guardians in each tower to proceed. Armed with a water pistol with a limited supply of water our hero must be when they are picked up and shields protect our heroes water supply.

Because Disneyland is so mega-brill Mickey and I thought you would like the chance to mosey round for yourself. You can too, should you be one of two lucky winners to land the top prize in the Gremlin/C+VG Disneyland Competition.

Before I tell you about that though — let me

...
to press the space bar to wield his mallet.

The graphics are superb in all versions of Mickey - full of detail and extremely well animated. One of the best bits is when Mickey swings his mallet at an Ogre - causing it to mutate into two tiny Ogres who scurry around the tower and are difficult to finish off.

When Mickey gets to the top of the fourth tower the Ogre King knows that he is going to have to fight it out with the super rodent in person.

To destroy the ugly, web-winged, huge-jawed nasty - Mickey must score fifteen direct hits with his water pistol. Only three attempts are allowed per go and should he fail its right back to the foot of the first tower.

Things are more difficult than this for ST and Amiga owners as they have to stolen wand is to be found at the top of each tower - and Mickey must have the wand complete before he faces the Ogre King. At first glance Mickey looks like a game for children. This impression is created by the pretty graphics and the character of Mickey himself - who is seen as a kids hero. When you get down to trying to solve the game though, you soon realise that there is nothing sprog-like about the game design. Believe me, it is no pushover. It requires good arcade skills, persistence, and patience.

The sub games provide welcome light relief from the main business of saving the Magic Kingdom from the Ogre. Mickey reaches these through the back doors of the tower. In the first two towers he comes up against the Puddle Maze which he has to explore - picking up the moving platform which he must bash holes in so that he can puncture the giant bubbles emanating from a leaky pipe. Ghouls fly across screen attempting to deplete our hero's energy as he struggles against the giant bubbles. In towers three and four he comes up against the Dripping Tops that have to be switched off in the right order to proceed. In the Pump Room several little monsters are causing havoc by pulling the corks out of the leaking pipe. Mickey must get past the force field and take his mallet to the giant monster who is orchestrating the mischievous work of his little monster minions.

Disney are known for being real sticklers when it comes to the representation of their characters in other media. I can't think that there will be any complaints from whatever version you play one piece of the magical items as he travels and lobbing his trusty mallet at the monsters. The Bubble Machine is my favourite sub game. It places Mickey on a across the pond about this one. Gremlin have made a first class job of turning Mickey into good looking and fun to play computer game.
EVERY GAME A SMASH HIT!

**WIZZALL** A superlative piece of software. Stick in virtually every aspect - wholly original and immensely playable. (ZZap) ZZAP SIZZLER AMX ACTION - MASTERGAME SINCLAIR USER - CLASSIC CRASH SMASH.

**SHORT CIRCUIT** The two games are excellent and have delightful graphics. The variety is the real clincher, with something for everyone. (Amstrad Action).

**ARKANOID** This is a magnificent conversion, faithfully capturing the feel, atmosphere, look and sound of the Taito original. (ZZap) PCW HALL OF FAME YOUR SINCLAIR - MEGA GAME SINCLAIR USER - CLASSIC.

**HEAD OVER HEELS** Is one of the most addictive, playable, cuddly cute and fun games ever. Miss it at your peril. (Crash) CRASH SMASH MEGA ACTION - MASTERGAME ZZAP SIZZLER.

**THE GREAT ESCAPE** THE BEST ARCADE ADVENTURE 1986 NEWSFIELD READERS AWARD Unquestionably the best arcade adventure so far this year convention - don't miss it. (ZZap) YOUR SINCLAIR - MEGA GAME COBRA Go out and buy it now. No self-respecting player should be without a copy. The graphics are superb and the scrolling is very effective. (Crash) CRASH SMASH FRANKIE GOES TO HOLLYWOOD This is a highly innovative arcade adventure that you must not be without (Crash).

**CRASH SMASH** FREE YIE AR KUNG FU. NEWSFIELD "BEST GAME" AWARD Easier the best of the martial arts programs because of the variety of characters and excellent arcade style playability. (Crash) CRASH SMASH.

**SPECTRUM**

**AMSTRAD** • COMMODORE

**EXTRAVAGANZA**

£9.95 £17.95

**CASSETTE** **DISK**

6 Central Street - Manchester - M2 5NS - Telephone: 061
10 SUPER ACTION ARCADE HITS

MIXING is a knock out for the game as the three characters hit the ground running. The maximum number of players is four. You can choose to become a black belt master or an offensive player with a combination of different moves.

GREEN GRENADIER (RESCUE THE CAPTIVES) You are a highly trained commando tasked with infiltrating four enemy bases to rescue the captives. With your team of four, you’ll have to navigate through enemy territory under constant attack.

RUSTY RUNER (SHAO-LIN’S ROAD) This game is all about生存 and survival. You’ll have to survive in a series of environments, each with its own unique challenges. The game rewards patience and strategy.

PERFECT PUNCH (HYPER SPORTS) In this game, you’ll have to perfect your punching technique to knock out your opponents. The game is all about speed and precision.

ALL THESE CHART Toppers IN A SINGLE GIANT PACK

RENEGADE: In the knife-edge world of the vigilante there is no place to rest, no time to think. But look sharp...there is always time to die! You will encounter the enemies of the law, and try to uncover the only man on earth who wants to blow down the gate in true action-packed style. The Renegade! PLAY RENEGADE...PLAY MEAN!

They called International Karate the greatest Karate beat ‘em up yet! (Commodore User) And who said anyone could get involved? OUT ARCHER MACLEAN How come up with a runner: a third lighter. An amazing animated background. New moves (including double head kick and a spectacular backdrop). Re-mastered music by ROB HUBBARD.

SUPER SPRINT Licensed from Atari Games, original money-scrapping coin-op. In one or two player mode, head-to-head over edge gauding roads and four levels of game difficulty. Avoid the hazards and collect golden kampers to enhance custom car features – the key to Super Sprint. With detailed animation and sound effects, Super Sprint brings the best driving excitement ever to be experienced on home computers.

RAMPAGE: The game where the nice guy don’t get a look in. Glorify your way through Chicago, punch up New York and jump on San Francisco. Three indestructible nasties which bear a remarkable likeness to King Kong, Godzilla and Wolf Man, need you to send them on a rampage in an enduring 10 days of destruction through 50 different cities.

BARBARIAN: THE STORY SO FAR

The evil sorcerer Drox has sworn to wreak an unspeakable doom on the people of the Jewelled City unless Princess Mariano is delivered to him. However, he has agreed that if a champion can be found who is able to defeat his demonic guardians, the Princess will be released. From the wastelands of the North, comes an unknown barbarian, a mighty warrior, wielding his broadsword with deadly skill. Can he withstand the forces of Darkness and save the Princess? ONLY YOU CAN SAY.

SPECTRUM AMSTRAD • COMMODORE

£9.95 £17.95

CASSETTE DISK

The name the game

OCEAN
"...OOPS!, a thoroughly addictive arcade style game."
Your Commodore (August, 1988)

"...OOPS! is an original and enjoyable challenge."
Games Machine (July, 1988)

"...OOPS! grabs you from the word go."
Computer & Video Games (July, 1988)

"...OOPS! a challenging arcade strategy game."
ZZAP 64 (August, 1988)
Activision's first release on its new sub-label, Destiny, sees you in command of a strange robot-like being by the name of Supertronic, whose job it is to secure a huge prison spaceship which has recently malfunctioned, thus letting all the prisoners escape. To seal it you simply stop over the prisoners escape. To seal it you simply stop over it. Although you do have access to use your weapons systems in this mode, unlike Killar Mode, you cannot use your inertia-field modules, which is just a fancy word for limited invincibility. By sealing all the exit hatches to stop as many prisoners as possible from escaping.

In order to do this, the Supertronic is equipped with a nifty little device which allows it to transmute into any of four different control modes:

1. **Killar Mode**: As the name would suggest, this one is the most fun! Killar Mode activates the Supertronic's onboard weapons system, thereby allowing you to eliminate anything that stands between you and mission completion.

2. **Rovar Mode**: No, you don't turn into a dog, although you do work like one. In this mode you glide about the ship looking for unsealed exits, from where the prisoners escape. To seal it you simply stop over it. Although you do have access to use your energy supplies by sucking in the energy from the solar pannels that are scattered around the ship. As Solar energy repletionment is a time consuming process, it's possible to get another one of your five Supertronics into action while the other one re-energises.

3. **Hibar Mode**: In this mode, the Supertronic retracts all its outboard systems in order to protect itself from attack and collision. The problem with Hibar Mode is that as this mode uses up zero power, you have no control over the Supertronic at all, so you are forced to drift around helplessly until you choose another mode.

4. **Solar Mode**: By hitting the S key you are transformed into Solar Mode, allowing you to replenish your ship's energy supplies by sucking in the energy from the solar pannels that are scattered around the ship. As Solar energy repletionment is a time consuming process, it's possible to get another one of your five Supertronics into action while the other one re-energises.

Other Supertronic modes available allow you to transfer power from one Supertronic to another, and use two Supertronics together to help each other out of tight corners and traps. Diamond sounds from this review like a pretty deep and absorbing game, but it isn't. It doesn't really break any barriers as far as Speccy games are concerned, and the gameplay is too diluted to offer any long term challenge, which is a shame as the game's graphics and sound aren't half bad, with some nifty scrolling routines and excellent use of colour. There's also a free cassette single featuring an up-and-coming band The Company She Keeps but I can't comment on this as I haven't been able to listen to it (Julian won't let me borrow his Walkman).

So there we have it. Not too bad as Spectrum games go, quite involving in the first couple of plays, but not enough action to hold you for long, especially not for the price.
MACHINES: PC/64.
SUPPLIER: ORIGIN.
PRICE: C64 £24.99
DISK ONLY. AMIGA & ST £29.95.
VERSION TESTED: PC.
REVIEWER: WAYNE.

The Ultima series of the most successful sagas in the history of computer gaming. All five tales are based around the mysterious "Lord British", who is the firm but benevolent ruler of the mythical land called Britannia.

British tries to keep his kingdom free, but behind every corner lurks an evil usurper who is only too willing to take over British's throne.

It all started with Ultima I, when the evil Wizard Mondain tried to slowly subvert the Lords of the land against British. Ultima II challenged to conquer evil and lead the nation into a period of golden prosperity, whilst in Ultima III the evil hoards had once again reformed, and you had to go in search of the elusive Exodus to quell them. Ultima IV saw you put the world to rights for British once again.

So when you feel the tingling feeling of teleportation happening you know that Lord British needs you. And this time in Ultima V, he needs you more than ever!!

When you arrive in Britannia, your long time friend and adventurer lolo, quickly informs you that Lord British is missing!! However, before he can explain in further detail, three dark, malevolent evil beings turn up and shoot lolo with a magical arrow, which all but kills him.
Releasing that you are in mortal danger, you quickly make your retreat into the night.
Making haste you reach Shamino's house, another old adventurer friend of yours, where you manage to get lolo patched up. It is here that you learn that British has been lost, presumed dead, on an expedition to explore the newly discovered underworld. Lord Blackthorn, British's trusted and respected friend, has assumed control. Tyranny grips the land. The people of Britannia are oppressed and downtrodden. You realise that you and your two companions have to do something about it. But what??
This is the major problem you are pitted with in Ultima V, but there are many, many others. The game itself is well structured. Your group is
will rudely tell you to come back when they are open.

What makes the game for me is the role playing angle. You see, in Ultima V you can talk to near enough every character you meet, and this alone means over a couple of thousand people!! All have something to say and their conversation can range from the release of Ultima's next product to where you can find a holy shrine.

Some characters, like yourself, can cast magic spells. A wise player only casts well known spells in battle or dire consequences may occur. Spells range from the useful "Negate Poison", to the very useful "Great Flame", in which a great ball of fire smashes into the victim, doing immense damage.

There is a great deal of humour in the game. I met a magician who was looking for a talking horse, and would reward me if I found it, a demon who had renounced evil and was working for the forces of good, another magician who had turned himself into a mouse via a magical accident and a farmer plus several other people, who were in the mysterious "resistance", but would only let me in if I knew the password. Oh, there was also the farmer who was bored with his lot and wanted to be a fantasy role playing author!! He gave me all kinds of information on Origin's next product.

Turning to the negative aspects of the game for a moment, I wasn't too impressed with the graphics. Both your party and the monsters look like matchstick men who have been on a four week Arnie Swartzenegger body building course, and the colours of the countryside were pretty lurid. Furthermore, the sound is nothing more than a series of bleeps and clicks. Dungeonmaster, the yardstick by which all computer Fantasy Role Playing games are judged, would slaughter this game in that respect. However, in return, Ultima V would leave Dungeonmaster standing when it comes to interaction with characters, combat tactics and strategy. The game is also nicely packaged and it contains the usual Origin freebies. This time you get the obligatory tea towel/map plus a large coin that is supposed to be the codex of Ultima wisdom. I only wish it was!!

Ultima V is a marathon of a game. One of the best computer RPG's I have played.

IBM PC and Commodore 64 versions of Ultima V will be on sale at the end of August. An Apple version is already available and ST and Amiga versions will be launched in October.

The Summoning

From nowhere, smoky wisps of clouds begin to form in the clear, moonlit sky. In a few short moments the sky is filled with dark, ominous clouds that completely block the moon's pale light. Your bedroom is bathed in quiet darkness as you lie sleeping lightly.

A You don't need to have played the first four — but it helps.
MONTEZUMA makes historical gaffs.

MACHINES: CBM 64, APPLE II.
SUPPLIER: ELECTRONIC ARTS FOR STRATEGIC STUDIES GROUP.
PRICE: £18.95.
VERSION TESTED: CBM 64.
REVIEWER: STEVE BADSEY.

The Australians of SSG have gone all out for the American market with this "battle history of the United States Marine Corps" in eight scenarios. It judges the Marines by their own standards — they are almost as good as they think they are — but unlike some American games does not make them completely bullet-proof.

Using the same mechanisms as, and fully compatible with, their earlier games Battlefront and Battles in Normandy, this game follows the Marines from the assault on Mexico City in 1848 which gives the game its name (and the Marine Hymn its first line) through the taking of Belleau Wood in France in World War One, plus one scenario for two Jima and two for Okinawa in World War Two, the Inchon landings and defence of Pusan in the Korean War, and the recapture of Hue citadel in Vietnam. In addition, as is now normal with SSG games, the disk contains a design section, which with SSG's Warplan and Warpaint routines already added allows you to edit every useful unit and terrain icon in the game and create any scenario you desire, down to the weather.

Why then, did I find myself thinking as I played Halls of Montezuma, "oh no, not again!" Mainly because of the continued awfulness of the SSG Battlefront style graphics. In land wargames, maps are absolutely crucial to understanding what is going on, where your own forces are and what the enemy is likely to do. The SSG hex-map does not show the whole battlefield properly and dissolves rather than scrolls, making it very difficult to read (and giving you an almighty headache). Any units shown on it move in a completely unrealistic way and are often not recognisable as either friend or enemy. The map actually gets in the way of the game.

If improving the graphics is a problem of computer memory then SSG would do better to scrap them altogether, letting the player rely on the printed maps that they supply with the game. This would produce something like an adventure game with the player in his "command post" receiving reports on the battle from outside.

The Battlefront game mechanism used in Halls of Montezuma produces a one or two player game in which each side's forces must be divided into up to three main units, but no more. This did not work well in Battles in Normandy and works even less well for these scenarios. Mexico City itself, the teaching scenario, is among those considerably altered from history to fit the game. (It was a surprise, commanding the North Koreans, to learn that the computer thought my forces were "The Axis"). But the game is not all bad. The method of selecting highlighted options and interrogating your forces down to two levels below your command, by far the best mechanism of the game, remains as good as ever.

What is worrying is that the earliest of the SSG games, the strategy games such as Reach for the Stars and Carriers at War, remain, for me, by far their best. Operational land warfare requires a different games system, and far better graphics than this. On the other hand, if you liked Battlefront then Halls of Montezuma is for you.

GRAPHICS 3
SOUND 8
VALUE 7
PLAYABILITY 7
OVERALL 6
Netherworld, another time, another place, created from the deep dark subconscious of the mind where the forces of good and evil are locked in eternal combat. Trapped in the fantasy world, the only way back is through battle and bribery.

SPECTRUM Cassette £7.99
+3 Disc £12.99

COMMODORE Cassette £9.99
Disc £14.99

AMSTRAD Cassette £9.99
Disc £14.99

ATARI ST Disc £19.99

COMMODORE AMIGA Disc £19.99

For mail order send a cheque/P.O. to Hewson Consultants Ltd. Order by credit card by sending your Access/Barclaycard number, and enclose a specimen signature. Don't forget to enclose your name and address. Hewson: Milton Park, Milton, Abingdon, Oxon. OX14 4RX Tel: (0235) 832939 Fax: 0235 861039

As part of our continuing development of innovative Software, we are always happy to evaluate software sent to us with a view to publication.
The much heralded Starglider was launched in late 1986 and was arguably one of the first truly 16-bit games. An excellent version did appear on the Spectrum (courtesy of the talented Realtime programming team who recently produced Carrier Command) but it was the Atari ST and Amiga versions with their fast, colourful vector graphics and sampled sound effects that really shone.

Although Starglider II looks complicated, it's basically a shoot 'em up, with the player completing a series of objectives in a strict order. Games never vary. The sequel, on the other hand, looks complicated. And it is. It's more like Paul Wakes's classic Mercenary than anything else. However, it has much more depth. Much, much more.

The biggest change is the graphics. The vectors have been replaced by technicolor filled-3D graphs which move smoothly and very quickly. The 3D effect is truly outstanding -- if you think Interceptor looks impressive, wait until you see these! The sheer variety of shapes, the Pac-Worm and Pulsing Pyramids, are amazing, the fluid animation and movement, and the feeling of depth is absolutely incredible, and sets new standards for others to aspire to.

Not only are the visuals impressive, sound has been used exceptionally well. Each craft and piece of machinery makes its own distinctive noise, which gets louder and softer as the player approaches and moves away. The Atari ST sound effects are very good, but are eclipsed by the Amiga version, which sounds absolutely incredible. There's also a brilliant Amiga soundtrack, which also works on Atari STs with a double-sided drive.

One thing that mustn't go unmentioned is the fact that the disk is specially formatted to work on either an ST or Amiga -- you can stick the same disk in both machines! There are few noticeable differences between the two, apart from the Amiga's superior sound effects and the fact that it moves just a little more smoothly.

The plot follows on from Starglider. The Egron forces that the player battled in the AGAV two years ago have become even more powerful. They've conquered and occupied the resource-enriched Solace System, and are currently consolidating their position and building mighty war vehicles in readiness to conquer the galaxy.

They must be stopped at all costs.

As Jaysan, hero of Starglider, it's the player's task to pilot a small state-of-the-art Icarus craft behind enemy lines and single handedly bring the entire Egron military machine to its knees, thus saving the galaxy. Now this might sound a tall order, but using cunning and stealth rather than gung-ho suicide tactics, it is just possible that the Egron forces could be thwarted...

The odds sound a little more favourable when the Icarus is examined.

Originally designed as a Police patrolcraft, it's equipped with a Plasma Drive power unit and Stardrive (designed on the planet Cosworth), a 250-round gas-plasma laser and has a Vallum Dynamics energy absorption hull protected by Hi-Lev shield. Although the shield is the best of its type, it's diminished when...
the Icarus sustains hits, collides with other craft or buildings or flies too near the sun. Fortunately it's possible to replenish shield energy in a variety of ways.

A very useful feature is the five-channel expansion bus, which allows up to five enhancement modules to be bolted onto the Icarus. These include Time-Warp Cuboids, Fire and Flee Missiles, Bouncing Bombs and a Neutron Bomb.

Finally, the Icarus has a large cargo deck which holds three items, including reserve enhancement modules. Items may be brought aboard using the tractor beam, which envelopes a selected object so that it can be examined, and drawn into the cargo bay if necessary.

The Solice System consists of five planets, some of which are orbited by moons, and a hazardous asteroid belt. Now, incredible though it may seem, the entire system, asteroids and all, has been programmed into the game so that a player may take off from one planet, cross the spaceways and land on another planet or moon. Each planet revolves, so that there are days and nights — you can actually see the sun rise and set. The shadows and colour of the sky changes as the sun moves across the sky, until night falls. On some planets there's even thunder and lightning!

Every planet has its own distinctive environment. Dante, a small red planet nearest the sun is inhabited by a small Ergon task force and a very strange collection of animals, grossly mutated into strange forms by the intense radiation. It's an undesirable place to land, scattered with volcanoes and gas eruptions.

Vesta is a blue planet, second nearest the sun, covered in marshlands and populated by weird creatures. The grey planet of Apogee is next. Here the Ergons have their base, so military and industrial presence are very high. Apogee has two moons, Enos and Castron, both of which are Ergon-dominated.

Millway is a huge, red planet which cannot be approached too closely due to the very high atmosphere pressure. However, there is a high-altitude presence of both Ergon military forces and strange creatures, including a robot duck! Millway has seven moons, Broadway, Apex, Esprit, Questa, Westmere, Synapse and Wacktunk, all heavily industrialised.

Finally there's Aldos, another planet heavily populated by the Ergons, and apparently the construction sight of a huge space station, which will be the flagship of the Ergon invasion fleet. Aldos' moon, Q-Beta, has itself a small, yellow moon, although radio telescopes can get no reading of its presence. A mystery that should no doubt be investigated?

Travelling from planet to planet is made possible with the Stardrive, which kicks in at the press of a key and speeds up the Icarus by a factor of eight. Fortunately the planets are quite close together, so a journey never takes more than a couple of minutes — anyway, there are always pirate space ships to watch out for, as well as asteroids. When the destination is reached, the drive is switched off and the ship goes into planetfall, where it can either be guided downwards through the atmosphere to the surface, or flown back up into space again.

The mission actually starts on the surface of Apogee, right in the thick

Continued on page 44.
Continued from page 43.

of things! Stompers walk about, ground and flying craft zoom around, and all manner of strange, alien buildings are scattered across the chequered plain. After a few minutes exploration, what looks like a large red crater can be found. Flying the ship slowly over the lip reveals a tunnel, down which the Icarus may be flown - yes, some planets also have huge underground chambers to explore!

The tunnel winds its way down into the planet, with other passages branching off in different directions. This subterranean system is quite extensive and is the key to the game. When the Ergons invaded, the original peaceful inhabitants of the Solice System fled below ground. Finding them is of paramount importance, since it's only with their help that the Ergon threat can be neutralised. Any interaction with the underground people is displayed via on-screen text messages. Prompts and questions are answered by typing yes or no.

Once contact has been made, the mission really begins. I'm not going to tell you what exactly you have to do (it would spoil half the fun) but completing the mission involves collecting, amongst other things, a crate of sweets, a flat diamond, an asteroid and a Professor who's currently leading a research team on Broadway.

It's certainly a tough task, and fortunately the programmers have included a load/save game option - without it the mission would be virtually impossible.

One of the many appealing factors of Starglider II is that it can be played either as an adventure (as it should be played) or as a shoot 'em up like its forerunner (in that respect I found it far more varied and enjoyable than Starglider ever was).

The presentation is without flaw. Just about every aspect of the control method can be adjusted, and the on-screen presentation is superb. During a game, the viewpoint can be altered in a variety of ways so the proceedings can be viewed from inside or outside the Icarus. There are also options to look in all directions, which is useful just in case something tries to sneak up from behind.

If you get bored with playing, there's the 'painting with Rolf' option which allows the user to look at all the objects in the game, cycle through their animations, rotate them in any way at a variety of speeds and even paint with them!

Starglider II is an incredible program that pushes computer gaming to new heights. I can quite honestly say that I've never been so entrallled and addicted by any other game - the urge to explore is incredible. I've already spent many, many hours travelling the spaceways instead of sleeping and I'm sure that the weeks ahead will see much burning of the midnight oil!

Buy it, and prepare to be amazed!

| GRAPHICS | 9 |
| SOUND | 9 |
| VALUE | 9 |
| PLAYABILITY | 9 |
| OVERALL | 9 |

UPDATE...

Starglider II is available now for the ST and Amiga. We have also seen a PC version which looked unbelievably fast. Commodore 64 versions are also planned and a Spectrum version is being investigated. Julian Rignall has the full 'behind the scenes' story on Starglider II and all its versions in his exclusive interview with Argonaut boss - Jez San - overleaf.

A Blast that walker!
The Legend Continues

J.R.R. Tolkien's

War in Middle Earth
Argonaut Software was set up by Jez San while he was programming Starglider. Since then it has grown steadily, and now employs eight full-time programmers. Julian Rignall talks to Jez about present and future projects.

Starglider II is certainly an amazing 16-bit product, but how will the other versions fare? Jez San has a reassuring answer: "We've been searching hard for people good enough to do the 8-bit versions. Our first choice were people with graphic systems already in existence like Realtime, but they're very busy and there was a bit of a problem finding out which version they wanted to do and which ones we wanted to do. In the end we found some good Commodore 64 programmers and they're going to be working with us. We're going to supply our routines and lots of help, and they're going to be programming the 6502. That'll probably include the Apple as well but we don't know yet. We're still looking for Spectrum programmers, but we expect to find some very soon indeed.

The problem is that everyone in our company is a 16-bit programmer. No-one wanted to go back to 8-bit again, so we had to find new blood. Once you've programmed 16-bit you don't want to do 8-bit again. It stifles your creativity. We're doing the IBM PC version, which we call 16-bit, but some people would argue it is 8-bit.

"The PC version is being developed on an Amstrad, and is slightly slower than the Atari ST, but looks worse because CGA is graphically inferior. We hope to speed it up a bit, and also make sure it's compatible with all other graphic systems like BGA and Tandy. It requires a lot of work to support all the different IBM's. An IBM PC is the very lowest one -- it'll look awful on it but I can't do anything about that. We might use vector graphics if it detects a very slow machine, but it will be solid where we can."

What about the other machines? "The Spectrum version will suffer the most in terms of graphical quality, but it'll still retain much of the gameplay. It doesn't really matter what it looks like -- it'll most probably be wire frame -- it's the gameplay that really counts. On all versions we'll be retaining as much of the original gameplay as possible."

Argonaut has two other projects under development at the moment, the first of which is Hawk, which will be appearing on the Electronic Arts label in the next few months. Jez explains: "It's a combat flight simulator based on Stealth technology - you know, F19 and B2 and all that kind of thing. Graphically it's very complex and the flight dynamics are very like a real simulator, but you don't waste your time talking to airports and landing and things like that.

"It's based ten years into the future and assumes that there are a lot of Stealth Fighters around, so you're actually attacking Stealth Fighters. We've programmed in all known Stealth Fighters plus we're going to invent a few of our own. There will be conventional planes as well, like F16, F18 and Phantoms.

"We aren't going to go the Microprose route with a World War III scenario: it's going to be more 'take it as it comes'. It'll be different every time and we're going to town on the computer-controlled enemy -- they'll fly 100% realistically. You'll be able to follow them in turns and loops and things like that."

Interceptor is the current combat simulator yardstick, so how does it compare with Hawk? Jez replies with confidence: "It's graphically much superior - at least twice the frame rate.
"Gamewise there's no comparison: ours has got real strategy and lots of planes on the screen. In Interceptor there's a plane which is a dot on the screen and you're still supposed to fly around and chase it - you only get a brief glimpse of it up big. In Hawk you'll be dogfighting all the time. There's a lot more in it too - we've got fractal mountain terrains in some parts of the game and in other parts there's flat land with lots of buildings.

"We've included a lot of ground combat; there's landing on different runways and airports and things like that. Mid-air refuelling of course. We wanted to do the flight simulator to beat them all, and we put enough people in the company with different talents to make an all round product - it's a really full combat simulation; very graphical and very fast."

The second project is a coin-op conversion of a Sega game that derives its name from a device in an aircraft jet engine that ignites extra fuel, which

at the moment has to remain nameless. Jez reveals more of the mystery game: 'We got excited by a particular coin-op. It's not going to take us long to do it - we already have a sprite engine that can enlarge and decrease, flip in the X and Y direction and draw millions of them a second, and that's all you need for certain coin-op conversions coupled with our 3D maths."

"We're due to finish it in about two month's time ready for Christmas launch on the Activision label. It's looking reasonable considering we haven't been on it that long, and we ought to have something worth seeing in about a month.

How does Jez view coin-op conversions in general?"

"I think a coin-op conversion done well is very good, but I haven't seen too many conversions done well. The best coin-op conversion so far is Buggy Boy, and even that could have been better. I'm not impressed with any of the current crop of conversions; Outrun is pathetic."

"Some coin-op games can be reasonably well, especially the Pacmans and the Gauntlets where not very much is happening but it's fun. But Outrun, where there's a lot going on and a lot of sprite action, needs to be well programmed and so far hasn't been. I'm not saying that we are going to change all that, but we are going to change all that, but we are certainly going to do it better.'

So how much does Argonaut watch other programming teams? Jez admits: "We're active in what everyone else is up to, to steer clear of them so we can stay original. There's no point treading on other peoples' toes. I play a lot of coin-ops, that's where all the new technology is. I've got a Star Wars machine at home, and I've also got a Starglider arcade machine in my lounge. It's really good, but it won't be released over here because Bally/Sente have just closed their coin-op division. All their programmers have moved across to Electronic Arts. It's a shame, it's a really good shoot 'em up - very hard, and far more immediate than the computer version. I really liked Marble Madness, it was a favourite for years. I also liked I Robot."

"I Robot" has a shape painting option. Did the 'Painting with Rolf' option on Starglider II come from there? Jez acknowledges that he did enjoy playing with the drawing option, but explains: "Paint with Rolf was a bug. We've always got a shape editor in our games, and one day it didn't clear the screen and we thought, that's great! So when we finished the game we put in some options, and the end result is great - everyone loves it. It's fascinating to doodle with walkers".

And indeed it is. With that, Jez had to rush off to the duplicators to check that they were managing to copy Starglider II correctly.
SPACE HARRIER

Sega's amazing coin-op with the hydraulically manipulated console first appeared as a conversion around a year and a half ago. Although a good seller, Space Harrier was generally regarded as something of a disappointment - due mainly to the restrictions imposed by the smaller, eight-bit machines.

Now - and after quite a delay (I saw working and apparently finished levels of the ST version at last year's PCW show) - Space Harrier has finally arrived on the 16-bitters. The main difference between these and earlier versions are the colourful graphics plus the speed and quality of the 3D update. The chequerboard floor moves extremely smoothly, and the sprites are nicely drawn, although still quite jerky at times.

As with its predecessors, however, the game suffers from one major flaw: since the action is viewed from behind the main character he successfully blocks any fire heading directly for him. This frequently leads to the loss of a life simply because oncoming missiles are completely hidden from view.

Ultimately, Space Harrier is disappointing. Without the novelty of being thrown around in the hydraulic seat, the game is reduced to a fairly average shoot 'em up which, at worst, can be extremely frustrating. Having said that, this is the definitive Space Harrier, and the one to go for if you're a fan of the coin-op. The Amiga version should be more or less identical.

|
| GRAPHICS | 7 |
| SOUND | 6 |
| VALUE | 7 |
| PLAYABILITY | 5 |
| OVERALL | 6 |

UPDATE ...

Only the Amiga versions of Space Harrier and Bombjack are now outstanding. All 8-bit versions have been available for well over a year.

BOMBJACK

Elite's eight-bit versions of the Tecmo coin-op appeared back in 1986 and now, with the advent of the 16-bitters, Elite has taken the opportunity of dusting off the old title and showing on a new price tag.

Bomb Jack is a small caped crusader-type character who travels the world - suitably represented by a series of appealing backdrops - in order to 'defuse' bombs which appear on each screen.

Each bomb is made safe simply by flying into it, and once the current screen has been totally cleared, the next, more difficult one, can be attempted. There are six screens in all, cycling round with different platform layouts to add variety.

A mixture of airborne beings hinder Jack's mission, contact with them signals the removal of one of his three lives. There are also extra bonus icons which float around the screen, including an extra life, a bonus multiplier to rapidly increase scores and a power pill which temporarily turns all on-screen meanies into shiny coins to be collected for additional points.

The ST version reviewed is extremely close to the arcade game but for one or two artistic licenses and the music. It is fun to play, but at twenty quid represents a rather a dubious investment.

|
| GRAPHICS | 6 |
| SOUND | 6 |
| VALUE | 4 |
| PLAYABILITY | 8 |
| OVERALL | 6 |
A new generation of magazine for a new generation of computers

ATARI ST AMIGA PC
FOR 16-BIT GAMES
CARRIER COMMAND
Incredible Realtime action from Rainbird
OUT RUN US Gold’s ST conversion of Sega’s classic coin-op
GAUNTLET II A corker of a conversion from US Gold
WIN! A TRIP TO CALIFORNIA ON CONCORDE
OBLITERATOR Psygnosis’ latest is a real killer

Coming Soon...

Issue One Out September 14th.
The first 3 years

Computer Industry sources spoke of alarm and disquiet today as US Gold - Europe's forerunners in home entertainment software - announced plans for a September release that marks a milestone in the development of the home computer industry. Titled "HISTORY IN THE MAKING", it chronicles the early giant successes of this exciting industry and is regarded by many experts to be the finest single collection of computer games ever produced... a real must for computer enthusiasts and a true collector's item to be treasured for years to come.

In just four short years home computer entertainment has grown into a furious and exciting industry not only bringing much pleasure and enjoyment to many youngsters throughout Great Britain and Europe, but creating a whole industry that has made enormous strides forward in technology and the standards of entertainment.

No company has done more to advance the cause than US Gold. Deriving its name from the early activities of importing software from America and adapting it for the home market, US Gold has constantly led from the front, outstripping competitors in satisfying the demands of an increasingly discerning public. US Gold now stands firmly at the head of a very stable and vital industry leaving behind it many memorable and outstanding achievements.

Now the company has announced plans to create another shockwave - it's taking those early masterpieces from its own outstanding success and bringing them together in one collection - 15 true classics in all. A spokesman for US Gold is not surprised at the market's reaction when he commented to our reporters: "US Gold is the entertainment software industry in the UK and now Europe.

"In short, the collection will appeal to everyone - it's not just a compilation of games but a true chronicle of the development of this fantastic industry of ours."

It's hardly surprising our competitors are unhappy. From the very early days we were the innovators and we therefore developed some real innovative games - games that can be called classics of their time.
No one has achieved so much and no one is able to command such outstanding software. Now a mature market is in residence, we decided that the time was right to make a bold statement about how significant and impressive computer software is, we therefore collected together these classics — collected from only our first three years — and are to publish them in one historic pack. Many of today’s enthusiasts may have been too young to have played the originals — it’s obviously a real treat for them and many of the older players will treasure the value that such a collection offers. In short, the collection will appeal to everyone — it’s not just a compilation of games but a true chronicle of the development of this fantastic industry of ours.

BEACH HEAD... the leader of the pack, US Gold’s 1st quarter of a million seller. BRUCE LEE... the first famous face to join US Gold.

The games selected to honour this special collection are each of outstanding merit in their own right...

SPYHUNTER... Bally Midway’s armoured car classic became a home computer cult. RAID... Impressively yet controversial, Raid hit the headlines in the national press. GOONIES... Spielberg film translated into the first simultaneous two player interactive arcade game. SUPERCYCLE... the Epyx spectacular on two wheels. Fast and furious — an all-time racing classic.

WORLD GAMES... around the world with 8 incredible, and unusual events by Epyx. EXPRESS RAIDERS... a rootin’, tootin’, arcade action — the Easter hit of that year. INFILTRATOR... arcade, strategy simulation — all ingredients that culminated into a European No. 1. BEACH HEAD II... tough action sequel, another monster charbuster by Access.

GAUNTLET... the biggest selling computer game 1986/87, over 300,000 sold — the 1st great arcade conversion. ROAD RUNNER... the summer No. 1 of that year — cartoon, coin-op capers from Atari Games.

IMPOSSIBLE MISSION... the benchmark test for all subsequent platform games, still regarded by many as one of the greatest computer games of all time. KUNG FU MASTER... a Gallup No. 1 — Data East — often imitated, never emulated.

LEADERBOARD... “This is the sports simulation of the year — if not the decade”, Zzap 64.

Besides its possession as a collection piece the package is considered by many to offer unheard of value for money and an opportunity not to be missed. Many computer enthusiasts wait eagerly for the mid-September release and comments such as “I’ve started saving now...”, “I wasn’t into computers when the early releases came out, I’m looking forward to playing them now...”, “I’ve only heard of such games as Beach Head, now’s my chance to see what I’ve missed...” are common amongst the players that we’ve talked to.

“But the real winners are the buying public — it’s fantastic value.”

Perhaps one of the most informative comments was made by an industry insider: “US Gold seem to have done it again. Whilst we’re all happily constructing compilations from any product we can find and offering them to the public as value-for-money packs, US Gold have put together the finest collection of classic games ever assembled and the support material and give-aways will be just as good and up to their usual amazing standard. Quite simply, I think we’re all stunned once again, but the real winners are the buying public — it’s fantastic value.”

Where will US Gold go from here — well no one knows, all we can really say is that if they keep going on making history like this then they can only keep going on from success to success and all computer owners will be pleased for that to continue.
bridge near the start of the game.
Oh, it's loaded. So, what have we got here. &£"ing hell! This is brilliant. This is the game your 128 was made for. This is fantastic. Oh, I'm dead. This is difficult!

An 8-directional filmlation scroller, it's not hard to see why it couldn't fit on a 48K job. The playing area is massive, and all beautifully detailed. Huge mountain ranges bar your way in one direction, with an almost mazelike series of pathways between them. A river cuts across the middle of the island, and ends in a glorious waterfall. Check the screenshot and you'll see what I mean. Walk across the tops of the thick growth within the water, avoiding the tentacled things that lurk within, and you come to the natives. This is where the objects that are scattered about come in.

The objects are manipulated using a little window that you call up with the space bar. In the window are little portraits of the four characters, their current status (alive or dead) and things like a quit and pause option. Move your little arrow to a specific picture of a person, and another window will appear telling you what they are carrying and what items are nearby.

What makes this game so hard is the things like natives, dinosaurs, stegosaurs, and pterodactyls. Everything else just tries to run you over, except the natives, who try to rape you, at least that's what it looks like. All you have to fight back with is a puny little gun.

The game is entirely monochromatic but this doesn't. In fact, if this game was in full Spectrum O-Colours, I can visualise it being a bit of a mess.

Very easy to use and very attractive to look at. Why is it yet another notch on Ocean's belt of good reputation. Congrats to Denton Designs on an excellent game.

• GRAPHICS 9
• SOUND 6
• VALUE 9
• PLAYABILITY 8
• OVERALL 8

UPDATE ...

The ST version looks fab, retaining the feel of the Spectrum graphics, though making use of the machine's colour and definition. How it plays, though, has yet to be seen.

- MACHINES: SPECTRUM 128.
- PC.
- ST.
- SUPPLIER: OCEAN.
- PRICE: SPEC CASS £7.95, DISK £14.95, OTHERS £19.95.
- VERSION TESTED: SPEC 128.
- REVIEWER: TONY DILLON.

It's taken a long time, but that game with the boobs and the dinosaurs has finally landed on my desk. Better review it I suppose.

Dum de dum, look at the inlay. Yawn, yet another 3-D filmlation type of affair. Load it up. Bee, dip. Bee diddleydip. Usual good loading screen. Nice long wait. Quite a bit of code this, well it is 128K only.

Your plane has crash landed somewhere in the midst of Tibet, on a small uncharted island. It's four occupants are unharmed but the plane is a write-off. Taking a look around they notice something strange. Something big and strange. Something big, strange and prehistoric. Something dinosaur-like.

You are in control of the four characters in the game, but obviously only one at a time, and can chop and change between them.

Jarret is the smooth, strong hunk of meat that you see on the inlay artwork. Pilot of the crashed plane, he is almost the perfect person to lead this band to safety. Gloria, who is the stunning sexpot, also on the inlay, is a newlywed who, despite being a girlie, is one of the strongest members of the group, will wise, and is one of the last to complain about petty little things like falling off cliffs and being hit by boulders. Her husband Dirk is well, Dirk. You can't really say much about him, apart from the fact that he's a bit of a weed and is always ready for a good moan. Clive, Gloria's dad is a rich, obese lump, and I find great delight in trying to get him to cross the rope.

Don’t look down — snappy crocs below.

Natives are not necessarily friendly — just like reviewers.

Your crashed plane won’t help you.
IF YOU’VE GOT IT IN YOU, OUR APPRENTICESHIP WILL BRING IT OUT.

The Army flies. REME keeps it flying.

Electronic Technician. Keeping the Army’s lines of communication clear, sharp and distortion free.

BTEC. A certificate they’re crying out for in British Industry can be yours 2 years before any civilian.

The Army Catering Corps. 150,000 customers. Up to three times a day.

The Royal Engineers. One of the world’s oldest firms of map makers. Survey the world.

Who else pays you to play your favourite sport?

Today’s Army has some of the most powerful and sophisticated equipment in the world.

Telecommunications equipment like Ptarmigan provide the Army with its own telephone and data network.

Rapier ground-to-air missiles rely on complex electronics technology.

And tanks like Challenger are fitted with laser target acquisition systems.

The responsibility for maintaining such equipment falls squarely on the shoulders of Army technicians.

Which is why all these young men are trained at the Army’s own Apprentice Colleges.

There are over 15 types of Technical Apprenticeships on offer. To qualify for some you’ll need to have, or expect to get 3 good GCSEs (or equivalent), one of which should be in a technical subject.

But not all our apprenticeships are technical. We have courses for cooks, carpenters, joiners, plumbers, even accountants.

But first you’ve got to show us you can take on a challenge.

Because that’s what being a Professional is all about.

I am between 15 and 17½ years of age and would like to know more about Army Apprenticeships □
Or I am between 15 and 25 years of age and would like to know more about other Army Careers. □
For further details send to: Army Careers Service, (Dept CVG31/A), PO BOX 720, Chelmsford, CM1 3BR.
PHONE 0800 555 555 (FREE) (24 Hours)

NAME ________________________ MR □ MISS □
ADDRESS ________________________
DATE OF BIRTH ______ AGE ______

THE PROFESSIONALS

To Hell and Back is the best CRL game we've seen in a while. Yes, I know that's not saying much, but after the gobble of turkeys they have recently foisted upon an unsuspecting software market, this is like a little glimpse of light at the end of the dark and dreary CLR tunnel. It's only a little glimpse, mind you: by any other standards this is still a very uninspired piece of gamemaking.

Apparently, things have been getting pretty decadent in programmer Andy Jervis's vision of heaven. Not only has Satan been allowed to just wander in and filch the Ten Commandments, but the angel sent down to the 'other place' to retrieve them is definitely on the porky side: he'd give Chubby Grisste a waddle for his money!

He does however come equipped with a handy-dandy boomerang halo with which to zap your attackers and supposedly 'transform them into angels and send them to heaven' though what the vicious curs have quite done to deserve such generous treatment I'm sure I don't know.

The various levels scroll smoothly and are dotted with platforms and lava pits a la Ghost and Goblins, though it must be said that where you actually can stand and where it looks as if you should be able to stand aren't always that close.

Critters ranging from your bog standard ghosties that just queue up to be knocked down through to immensely annoying jumping rodent things all too eager to knock you off your perch litter the caverns, making movement a bit, well, 'hellish'. Hitting any of the monsters can not only knock you into the soup and so waste one of your eight lives, but also saps your energy.

Luckily bibles appear to build up your energy, and after bouncing through a game, as there is a large group of blocks at the top of the screen. The bottom of the screen is split into two halves, representing each character's playing area. A ball of antimatter is shot into the playing area, and the characters attempt to catch it and shoot it at the blocks, which earns points.

This sounds pretty straightforward but there are two catches. Firstly, the players are only allowed to catch the ball using their 'gravitation guns' – long sticks. If the ball touches any other part of the character's body, he dissolves and points are given to the opposing player. Secondly, each character exerts a strange gravity force, which causes the ball to follow parabolic curves, making it very difficult to actually catch the ball.

The screen is played over a given period of time. When the clock runs down,
level with angel-like ease, Bertram, for such is his name, gets to recover one of the Commandments. Last of all you face the devil himself, protected by wolves, snakes and other nasties, to rescue your horn - whatever that may be - which has also gone missing. Though the sprites are all quite blocky and dull and hardly animated at all, the general feel of the game isn't too bad with the backdrops occasionally looking reasonably pretty and suitably sombre. There is generally no problem with the flat-ground moments in the game, where the tubby one's halo proves fairly devastating weapon, but the main difficulty in the game comes in the jumping moments, when the rodent things mentioned earlier - apparently meant to be gophers! - knock you off with monotonous regularity.

There is a fairly boppy theme tune accompanying the proceedings, and quite a generous provision of lives allowing you to get further into it than you would at first imagine, but despite the fact that it isn't unplayable, it is hard to recommend such a generally lacklustre copy of an already much imitated game.

On the B-side, if you will, CRL has presented us with a game totally unmentioned on packaging cassette or press release: It is Moon Crystals, Andy Jarvis' first game ever, a very simple, very blocky and very old looking thing in the Moon Lander mould. Imagine guiding your Oids spaceship through some tunnels while squinting your eyes and you've got it. Still, whatever its shortcomings, which are hardly surprising considering its age, it's a nice idea to present a freebie like this and it certainly helps to make To Hell and Back look good.

| GRAPHICS | 5 |
| SOUND | 5 |
| PLAYABILITY | 6 |
| VALUE | 4 |
| OVERALL | 5 |

UPDATE...

CRL have no plans at current to bring To Hell and Back to any other formats, which is in line with much of their recent releases. If they did, they would certainly have to charge less than the full price they are flogging the Commodore at to make it anything like a "good buy".

Both players go forward one at a time to tackle a pinball-style bonus screen. The character stands at the bottom of the screen and he ball ricochets around the screen. The objective is a score as many points as possible by shooting the bricks in the centre of the screen. When the time limit expires, or the character gets hit by the ball, the bonus screen ends.

If the player has scored more than 4,000 points, he moves onto the next level. If not, the game ends. Subsequent levels play very similarly, but involve such things as drowning your opponent by hitting enough bricks to raise the water level in his area, and doing a similar sort of thing with a black hole.

One of the game's big faults is the control method. Catching the ball is incredibly difficult due to the fiddly control method and weird gravity. The computer opponent is also very tough to beat, and frustration sets in very quickly.

Now, all this would be alright if the game was worth persevering with, but unfortunately it isn't. The gameplay just isn't exciting - even in two-player mode - and frustration soon gives way to boredom. Even if you do stick with it, there's only five levels of very similar action.

The graphics are very poor indeed, and look as though they've been copied directly from the Spectrum version. To be perfectly honest, I don't think Hotshot would make the grade even as a budget game. At ten pounds it's vastly overpriced. Avoid it at all costs.

| GRAPHICS | 2 |
| SOUND | 1 |
| VALUE | 1 |
| PLAYABILITY | 2 |
| OVERALL | 1 |

UPDATE...

The Spectrum version is unsurprisingly identical to the Commodore, and should be available around now - if you're interested.

16-bit versions have improved graphics, but unfortunately the basic gameplay is the same as the 8-bit versions - so they're not really worth waiting for.
Whirligig

The game is set in the future, casting you in the role of a lone starfighter pilot whose mission is to fly around a strange surreal universe (known as Whirligig) in order to collect five perfect solids that are drifting about in the void. Although there are only five solids to find, each one could be in any of 4 BILLION (!!!) levels (called 'Eigenspaces'), so obviously some serious searching is going to have to be done. Relax though - you don't actually have to go to all of them. That would take until eternity.

You view your ship from outside as it flies about the Whirligig on its quest for solids (or should I say 'pitches and rolls all over the place on its quest for solids' as the mouse control is infuriatingly difficult to use).

As your ship makes its way across the star your ship's supplies. What supplies? Oh, I almost forgot. Your ship, a Meson Class Fighter, is equipped with some rather useful weapons, namely missiles and chaff. Missiles are used to destroy the nasties that appear in the game (more on that later) and since they are heat-seekers, they lock on to their target with frightening accuracy and hardly ever miss. However, solids' as the mouse control should you be so trigger happy as to fire a missile with no enemies on screen, you're in for a fright as they lock onto YOU! In addition, chaff pods are defensive drones used to destroy enemies, or any missiles they may have fired at you.

Anyway, the depots I mentioned earlier float around in space and can be used to re-chaff and re-arm, depending on what kind of depot it is. Refueling depots are more important, as if you run out of fuel, you're dead! With an alleged 4 billion levels and over 100 billion nasties you could be at it for quite a while. The game possesses some lovely filled-in graphics, both well animated and defined, but not as impressive as its stablemates, Carrier Command and Virus.

As far as I can see, Whirligig is very similar to Virus insofar as the pig of a control mode will have you tearing your hair out for a while, but once you've got the hang of it, you'll find an absorbing game there.

With an alleged 4 billion levels and over 100 billion nasties you could be at it for quite a while. The game possesses some lovely filled-in graphics, both well animated and defined, but not as impressive as its stablemates, Carrier Command and Virus.

**UPDATE...**

ST and Amiga versions will be on sale in early September. Spectrum, Commodore, Amstrad, and PC versions will follow later in the Autumn - but probably not before mid October at the earliest.
Three generations of pure magic...

**BARD'S I**

Tales of the Unknown.
"...If you are looking for a real challenge, a real fantasy quest and a brilliant game to boot, it does not get better than this." POPULAR COMPUTING WEEKLY.

**BARD'S II**

The Destiny Knight.
"...An excellent game that will require hundred's of hours playing... Bard's Tale II is still one of the three best role playing systems currently available." YOUR COMMODORE.

**NEW BARD'S III**

Thief of Fate.
- A starter dungeon for beginners.
- Automap feature and enhanced Save Game without penalty.
- Over 100 spells and 500 monsters. 84 dungeon levels spread over 7 dimensions.
- 7 kinds of spellcasters, including Chronomancers and Geomancers.

Electronic Arts produces Home Entertainment Software on most Computer formats. For a product brochure and the location of your nearest stockist, please contact: ELECTRONIC ARTS, 11-49 STATION ROAD, LANGLEY, BERKS SL3 8YN. TEL: SLOUGH (0753) 46465. DEALERS PLEASE CALL (0453) 40906.
Road Blasters blends together the two most popular features of video gaming ever invented – driving fast and shooting things. Just think of the dozens of shooting and driving games that have been launched over the years. They are far too numerous to list here.

What is strange is that it took until 1987 for some bright spark at Atari Games to put two and two together and come up with the hybrid 'racer-shooter' that is Road Blasters.

The secret of Road Blasters is to make a successful rendezvous with the passing jet fighter that hovers above the road and drops extra weapons to upgrade your vehicle. Catching these weapons is not easy – you have to line your car up with the plane whilst keeping an eye on the twisting road.

Different types of weapons can be caught. There is a turbo charger that you use to accelerate at great speed enabling you to reach the end of the level more quickly. A bit of a mixed blessing this though as it makes steering more tricky and increases the chances of collisions with other vehicles or coming off the road.

My favourite weapon is the machine gun – which can be operated by pulling back on the joystick. This wastes the enemy like nobody’s business – and does so to a splendid, loud ‘n’ quick, machine gun sound. Sound effects are generally excellent in this 64 rendition of Road Blasters – especially the explosions when you take out one of the pill boxes. They are hard to hit and one of your most deadly hazards so the loud resounding boom when you take one out is particularly satisfying.

A Prince would love the purple sky in the Speccy version. If the other cars don’t get you then running out of fuel most definitely will unless you are careful to pick up the green and red fuel balls that are scattered around the road at various points.

The basic aim of Road Blasters is simply to drive and survive, and get as far as you can. There are fifty levels in total – though you don’t have to start at the first every time as there is an option to start further in the game if you so wish.

The road leads through a series of countries with alternating checkpoints and rally points. The checkpoints are midway goals to aim for with the promise of extra fuel. Rally points are similar to the finish lines in ordinary races – a chequered section of road denoting the end of a level.

The game was a smash in the arcades – a fact not missed by US Gold who wielded their mighty cheque book to snap up the rights to the home versions.

Set sometime in the future where the motorways have become a death dealing nightmare. If you thought the M25 was hairy then forget it. With mines, lay bye mounted machine gun installations, mad bikers, and other crazed roadsters, Road Blasters is a game where only the tough will survive.
A control dash at the foot of the screen shows your fuel level, speed, warns of incoming mines and displays your multiplier status. The multiplier works by counting the number of yellow cars and bikers you blast. The aim is to hit as many as possible without missing — this will give you a maximum multiplier of your score at the end of the level.

Road Blasters is very much a high score game. One to boast about once you get your performance at the top of the pile.

The 64 version reviewed here was coded by the same team that produced the Commodore version of Out Run — father and son team Amazing Productions. So just how amazing is Road Blasters?

The first thing you notice is the graphics and it has to be said these are far from amazing. The back drops range from futuristic city scapes to the ubiquitous desert. All three resembled an early attempt at landscaping on the Atari VCS — rather the Commodore 64.

The cars and planes are also pretty basic — lacking in detail and moving very blockily towards you as the road scrolls. The colours are very stark — completely lacking in shading which makes it difficult to take seriously. By far the major fault with the game however is its lack of speed. The car just doesn’t create a sensation of speed. Only when you pick up the turbo charger does it move convincingly. From a standing start you have to reach about 60 mph before you can discern that the car is moving at all.

Steering also leaves a little to be desired. On some of the early levels the road actually moves for you. You simply stay in the centre of the road, don’t touch your joystick at all, and you end up at the end of the level. All you have to do is blast the odd car that gets in your way.

Of course there is no point whatever in doing this as you won’t amass any significant number of points. But that is not the point — you shouldn’t be able to get away with it. The coin-op certainly won’t let you.

Graphics and animation grips aside — the basic addictive element of Road Blasters is still here in this conversion. The strength of the original Atari game design shines through — and I did find the game very difficult to put down. However, you can’t help wishing that US Gold had entrusted the conversion of this excellent coin-op to a better programming team. The truth is that both Out Run and now Road Blasters have to be ranked as fairly average conversions. Both games deserved a lot better.

### GRAPHICS
8

### SOUND
7

### VALUE
5

### PLAYABILITY
6

### OVERALL
5

**UPDATE...**

By the time you read this the Spectrum and Amstrad versions will be on sale.

Amiga and ST versions are being coded by Probe in London. They are not expected to hit the shops until the end of August.
A-812387 touched down without a sound. Parachute hidden safely away, he surveyed quadrant ‘X’ with the steely gaze of a professional killer. The task was hard, some would say impossible, but to a special operations agent the impossible was merely a way of life.

The brief had been simple, recover the vital NATO documents — and of course, those three familiar words on which A-812387 thrived...

**LEAVE NO SURVIVORS!**

Coming soon on Spectrum Cassette £7.95, Amstrad Cassette £8.95, Disc £14.95 and Commodore 64 Cassette £9.95, Disc £12.95.

© Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS. Firebird and Firebird Logo are trademarks of British Telecommunications PLC.

SEE US ON STAND 3447 AT THE P.C. SHOW, EARLS COURT, 14-18 SEPT.
The evil and powerful Inter-galactic liberation Organisation has invaded the earth. They have razed several cities to the ground and are holding many others hostage. It seems they intend to destroy the high space at the top of the screen is a numeric speed indicator, current score, level indicator and a large fuel gauge, which gradually ticks down as the battle car zooms along.

The action is set over six levels, which represent different parts of the world. The object is to race along the road, blasting anything and everything, and pass the checkpoint at the end before the TM's fuel runs out. Extra fuel can be picked up en-route by running over blue and green cones that are scattered throughout the level.

Every step of the way is fraught with danger, and enemy helicopters are awarded, and a map of the remaining locations is shown, allowing the player to choose the next area of play.

Looking at the screen shots, you might be led to believe that Fire and Forget is graphically stunning. Sadly, this isn't the case, since all Impact is lost when the game is in motion. The sprite update is fast, and the game makes it very difficult to react to oncoming hazards, so you end up sitting in the middle of the road pressing the fire button like crazy and attempting to run over the occasional fuel cone. Since this tactic allows you to go all the way through to the end, the game's appeal is very short-lived indeed.

Don't let the graphics deceive you!

Earth as we know it. Things are looking very grim. But hark! Could that distant gunfire be the sound of an approaching hero? Indeed it is, and just in the nick of time.

Driving the Thunder-Master, the newest and most powerful land fighting machine, the hero must take on the entire IGLO forces single-handedly and banish them to whence they came. This is the cue for some colourful and noisy Roadblasters type action.

The action is viewed from behind the Thundermaster as it zooms down the road. approach at speed. Fortunately the Thundermaster is armed with the latest laser guns, and can destroy an enemy craft with one single hit. However, the enemy reciprocate and a well-aimed blast from the enemy craft sees the TM explode in colourful clouds of debris. The player has an unlimited supply of TMs, but death results in a loss of fuel. There are also mines and other hazards littered around the roadways that are either avoided, or blasted out of the way. When the end of the level is reached, bonus points are awarded, and a map of the remaining locations is shown, allowing the player to choose the next area of play.

Looking at the screen shots, you might be led to believe that Fire and Forget is graphically stunning. Sadly, this isn't the case, since all Impact is lost when the game is in motion. The sprite update is fast, but very jerky, and objects seem to appear out of nowhere. Other highly annoying factors are the lines on the road — they don't scroll down the screen as might be expected, but just change colour. This would be alright if there was a variety of shades, but since there are only two, the effect is pathetic and gives no sense of motion whatsoever — if it wasn't for the occasional roadside object jerking by, you'd think the TM was static! All this would be forgiven if Fire and Forget was fun to play — but unfortunately it isn't. The sheer speed of the game makes it very difficult to react to oncoming hazards, so you end up sitting in the middle of the road pressing the fire button like crazy and attempting to run over the occasional fuel cone. Since this tactic allows you to go all the way through to the end, the game's appeal is very short-lived indeed.

The animation in the game is jerky.

Don't let the graphics deceive you!

Earth as we know it. Things are looking very grim. But hark! Could that distant gunfire be the sound of an approaching hero? Indeed it is, and just in the nick of time.

Driving the Thunder-Master, the newest and most powerful land fighting machine, the hero must take on the entire IGLO forces single-handedly and banish them to whence they came. This is the cue for some colourful and noisy Roadblasters type action.

The action is viewed from behind the Thundermaster as it zooms down the road. approach at speed. Fortunately the Thundermaster is armed with the latest laser guns, and can destroy an enemy craft with one single hit. However, the enemy reciprocate and a well-aimed blast from the enemy craft sees the TM explode in colourful clouds of debris. The player has an unlimited supply of TMs, but death results in a loss of fuel. There are also mines and other hazards littered around the roadways that are either avoided, or blasted out of the way. When the end of the level is reached, bonus points are awarded, and a map of the remaining locations is shown, allowing the player to choose the next area of play.

Looking at the screen shots, you might be led to believe that Fire and Forget is graphically stunning. Sadly, this isn't the case, since all Impact is lost when the game is in motion. The sprite update is fast, but very jerky, and objects seem to appear out of nowhere. Other highly annoying factors are the lines on the road — they don't scroll down the screen as might be expected, but just change colour. This would be alright if there was a variety of shades, but since there are only two, the effect is pathetic and gives no sense of motion whatsoever — if it wasn't for the occasional roadside object jerking by, you'd think the TM was static! All this would be forgiven if Fire and Forget was fun to play — but unfortunately it isn't. The sheer speed of the game makes it very difficult to react to oncoming hazards, so you end up sitting in the middle of the road pressing the fire button like crazy and attempting to run over the occasional fuel cone. Since this tactic allows you to go all the way through to the end, the game's appeal is very short-lived indeed.

The animation in the game is jerky.

Don't let the graphics deceive you!

Earth as we know it. Things are looking very grim. But hark! Could that distant gunfire be the sound of an approaching hero? Indeed it is, and just in the nick of time.

Driving the Thunder-Master, the newest and most powerful land fighting machine, the hero must take on the entire IGLO forces single-handedly and banish them to whence they came. This is the cue for some colourful and noisy Roadblasters type action.

The action is viewed from behind the Thundermaster as it zooms down the road. approach at speed. Fortunately the Thundermaster is armed with the latest laser guns, and can destroy an enemy craft with one single hit. However, the enemy reciprocate and a well-aimed blast from the enemy craft sees the TM explode in colourful clouds of debris. The player has an unlimited supply of TMs, but death results in a loss of fuel. There are also mines and other hazards littered around the roadways that are either avoided, or blasted out of the way. When the end of the level is reached, bonus points are awarded, and a map of the remaining locations is shown, allowing the player to choose the next area of play.

Looking at the screen shots, you might be led to believe that Fire and Forget is graphically stunning. Sadly, this isn't the case, since all Impact is lost when the game is in motion. The sprite update is fast, but very jerky, and objects seem to appear out of nowhere. Other highly annoying factors are the lines on the road — they don't scroll down the screen as might be expected, but just change colour. This would be alright if there was a variety of shades, but since there are only two, the effect is pathetic and gives no sense of motion whatsoever — if it wasn't for the occasional roadside object jerking by, you'd think the TM was static! All this would be forgiven if Fire and Forget was fun to play — but unfortunately it isn't. The sheer speed of the game makes it very difficult to react to oncoming hazards, so you end up sitting in the middle of the road pressing the fire button like crazy and attempting to run over the occasional fuel cone. Since this tactic allows you to go all the way through to the end, the game's appeal is very short-lived indeed.

The animation in the game is jerky.

Don't let the graphics deceive you!

Earth as we know it. Things are looking very grim. But hark! Could that distant gunfire be the sound of an approaching hero? Indeed it is, and just in the nick of time.

Driving the Thunder-Master, the newest and most powerful land fighting machine, the hero must take on the entire IGLO forces single-handedly and banish them to whence they came. This is the cue for some colourful and noisy Roadblasters type action.

The action is viewed from behind the Thundermaster as it zooms down the road. approach at speed. Fortunately the Thundermaster is armed with the latest laser guns, and can destroy an enemy craft with one single hit. However, the enemy reciprocate and a well-aimed blast from the enemy craft sees the TM explode in colourful clouds of debris. The player has an unlimited supply of TMs, but death results in a loss of fuel. There are also mines and other hazards littered around the roadways that are either avoided, or blasted out of the way. When the end of the level is reached, bonus points are awarded, and a map of the remaining locations is shown, allowing the player to choose the next area of play.

Looking at the screen shots, you might be led to believe that Fire and Forget is graphically stunning. Sadly, this isn't the case, since all Impact is lost when the game is in motion. The sprite update is fast, but very jerky, and objects seem to appear out of nowhere. Other highly annoying factors are the lines on the road — they don't scroll down the screen as might be expected, but just change colour. This would be alright if there was a variety of shades, but since there are only two, the effect is pathetic and gives no sense of motion whatsoever — if it wasn't for the occasional roadside object jerking by, you'd think the TM was static! All this would be forgiven if Fire and Forget was fun to play — but unfortunately it isn't. The sheer speed of the game makes it very difficult to react to oncoming hazards, so you end up sitting in the middle of the road pressing the fire button like crazy and attempting to run over the occasional fuel cone. Since this tactic allows you to go all the way through to the end, the game's appeal is very short-lived indeed.

The animation in the game is jerky.

Don't let the graphics deceive you!

Earth as we know it. Things are looking very grim. But hark! Could that distant gunfire be the sound of an approaching hero? Indeed it is, and just in the nick of time.

Driving the Thunder-Master, the newest and most powerful land fighting machine, the hero must take on the entire IGLO forces single-handedly and banish them to whence they came. This is the cue for some colourful and noisy Roadblasters type action.

The action is viewed from behind the Thundermaster as it zooms down the road. approach at speed. Fortunately the Thundermaster is armed with the latest laser guns, and can destroy an enemy craft with one single hit. However, the enemy reciprocate and a well-aimed blast from the enemy craft sees the TM explode in colourful clouds of debris. The player has an unlimited supply of TMs, but death results in a loss of fuel. There are also mines and other hazards littered around the roadways that are either avoided, or blasted out of the way. When the end of the level is reached, bonus points are awarded, and a map of the remaining locations is shown, allowing the player to choose the next area of play.

Looking at the screen shots, you might be led to believe that Fire and Forget is graphically stunning. Sadly, this isn't the case, since all Impact is lost when the game is in motion. The sprite update is fast, but very jerky, and objects seem to appear out of nowhere. Other highly annoying factors are the lines on the road — they don't scroll down the screen as might be expected, but just change colour. This would be alright if there was a variety of shades, but since there are only two, the effect is pathetic and gives no sense of motion whatsoever — if it wasn't for the occasional roadside object jerking by, you'd think the TM was static! All this would be forgiven if Fire and Forget was fun to play — but unfortunately it isn't. The sheer speed of the game makes it very difficult to react to oncoming hazards, so you end up sitting in the middle of the road pressing the fire button like crazy and attempting to run over the occasional fuel cone. Since this tactic allows you to go all the way through to the end, the game's appeal is very short-lived indeed.

The animation in the game is jerky.
The mission... As the universe unfolds and the population explosion engulfs mother planet, fearless space adventurers are required to break all known galactic boundaries to seek out new territories and locate vital wealth sources.

The rewards... a more exciting trip than any hallucinatory drug can induce, more wealth than any human can ever hope to dispose of and an immortal acknowledgement in the history of mankind.

Deep space pilots
Leading a squadron of Astro Explorators and corps of elite interstellar infantry, your responsibility is to fulfil your mission – failure will meet with court martial and execution.

Astronomical engineers
Astromechanical engineering skills and understanding of 5th generation robotics required to maintain a fleet near the most severe and untested conditions.

SOFTLINE
Mail Order Club for all Amiga/ST/IBM 64/Spectrum Owners
A club for dedicated enthusiasts who appreciate a fantastic software selection with good prices and a superb service. We have been selling software since the home computer market began – we have experience that true enthusiasts appreciate.

Try us out – you won't be sorry!
We sell the best for less, i.e. RRP £19.95 our price £14.95 RRP £19.95 our price £7.50. Also joystick, leads, covers, memory expansions (Amiga), external drives (ST and Amiga), mouse mats, disk boxes etc. etc. etc.

Send now for a price list of our massive selection and upon receipt of your first order you will be placed on our club mailing list and will receive regular updates. Please don't forget to tell us which computer you have.

PRICE BUSTIN' MAKES US FEEL GOOD

ARE YOU THROWING YOUR MONEY OUT OF THE WINDOW?

Re-inking your own Amstrad DMP Ribbons by using our kit, comprising of one spare ribbon, one bottle of special ink and full instructions, each kit re-inks on average 40 x's

DMP 2000/2180/3000/3160..........................£10.00
DMP 4000............................................£12.85

Send for catalogue of over three thousand titles for Amstrad CPC, PCW, PC, Commodore, Spectrum, Atari, Atari ST, 88C, MSX, Electron, Apple Series 2, Apple Macintosh Computer. All at discount prices.

Scotland's Largest Computer Mail Order Firm
COMSOFT MAIL ORDER DEPARTMENT
48 Duke Street, Coddream, Scotland TD12 4LF
Tel: 0890 2854 Fax: 0980 2927

SITUATIONS VACANT

The MISSION... As the universe unfolds and the population explosion engulfs mother planet, fearless space adventurers are required to break all known galactic boundaries to seek out new territories and locate vital wealth sources.

The REWARDS... a more exciting trip than any hallucinatory drug can induce, more wealth than any human can ever hope to dispose of and an immortal acknowledgement in the history of mankind.

Deep space pilots
Leading a squadron of Astro Explorators and corps of elite interstellar infantry, your responsibility is to fulfil your mission – failure will meet with court martial and execution.

Astronomical engineers
Astromechanical engineering skills and understanding of 5th generation robotics required to maintain a fleet near the most severe and untested conditions.

FUSION (FTI) DRIVE MECHANICS
Detailed knowledge of kronte propulsion and power generation systems and nuclear fusion back-up for the extended maintenance of hyperspace travel and life support systems.
### Vector Software

**SPECIALISTS IN MAIL ORDER**

<table>
<thead>
<tr>
<th>Title</th>
<th>Case Disk</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alien Syndrome</td>
<td>6.25</td>
</tr>
<tr>
<td>All Cars</td>
<td>6.25</td>
</tr>
<tr>
<td>Arcade Force 4</td>
<td>6.25</td>
</tr>
<tr>
<td>A.T.</td>
<td>6.25</td>
</tr>
<tr>
<td>Babylon</td>
<td>6.25</td>
</tr>
<tr>
<td>Barbarian II</td>
<td>6.25</td>
</tr>
<tr>
<td>Battle Toad</td>
<td>6.25</td>
</tr>
<tr>
<td>Black Comrades</td>
<td>6.25</td>
</tr>
<tr>
<td>Bitmap Commander</td>
<td>6.25</td>
</tr>
<tr>
<td>Boron Box</td>
<td>6.25</td>
</tr>
<tr>
<td>Captor</td>
<td>6.25</td>
</tr>
<tr>
<td>Compton</td>
<td>6.25</td>
</tr>
<tr>
<td>Dark Side</td>
<td>6.25</td>
</tr>
<tr>
<td>Demon Warrior</td>
<td>6.25</td>
</tr>
<tr>
<td>Empyre Strikes Back</td>
<td>6.25</td>
</tr>
<tr>
<td>Football Manager II</td>
<td>6.25</td>
</tr>
<tr>
<td>Fury</td>
<td>6.25</td>
</tr>
<tr>
<td>Gary Linker's Skills</td>
<td>6.25</td>
</tr>
<tr>
<td>Gettix</td>
<td>6.25</td>
</tr>
<tr>
<td>Great Game Sisters</td>
<td>6.25</td>
</tr>
<tr>
<td>Grendey</td>
<td>6.25</td>
</tr>
<tr>
<td>Hiking Mail</td>
<td>6.25</td>
</tr>
<tr>
<td>Hold Up</td>
<td>6.25</td>
</tr>
<tr>
<td>Hot Shot</td>
<td>6.25</td>
</tr>
<tr>
<td>Lemmigad</td>
<td>6.25</td>
</tr>
<tr>
<td>Masquerade</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman &amp; Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>MegaMan</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
<tr>
<td>Megaman</td>
<td>6.25</td>
</tr>
</tbody>
</table>
A trio of Roadblasters games has arrived at the office this month: US Gold's disappointing officially licensed, Titus awful Fire and Forget and Overlander, the best of the three.

At the start of a game, one of two missions is chosen - one is more difficult than the other, and is therefore worth more money. Half the cash is given when the mission is completed. Extra money is earned by shooting other road users, which include cars, motorbikes and large 4x4 trucks.

Overlander certainly has more depth than the other two Roadblasters games. I particularly like the way the game has been designed so that the better you play, the more equipment you can buy. The choice of two missions is also a good idea, effectively giving two different levels.

The graphics are colourful and slick, and the 3D effect gives a convincing impression of speed. The update is smooth and the hills are very realistic. The car sprite is a little on the weak side, but everything else is nicely drawn and detailed.

Although the game is playable, I think the difficulty level is set a little too high, which may be offputting to some. It takes a lot of practice just to finish one mission, and frustration levels are pushed to their limits as you try time and time again to get to the checkpoint.

Despite the excessive difficulty, Overlander is challenging and addictive. The gameplay varies little from level to level, but I don't think that it'll stop psychopathic racers thoroughly enjoying the action.

Go for it - if you think you can stand the pace...

| GRAPHICS | 8 |
| SOUND    | 7 |
| PLAYABILITY | 8 |
| VALUE    | 6 |
| OVERALL  | 7 |

UPDATE...

Amiga, Spectrum, Amstrad and Commodore 64 versions will all be available shortly, and are sounding very promising indeed.
Advertisements are expected to conform to rules and standards laid down by the Advertising Standards Authority. Most do. The few that don't we'd like you to write in about.

And if you'd like a copy of these rules for press, poster and cinema advertisements, please send for our booklet. It's free.

**The Advertising Standards Authority.**
**We're here to put it right.**

ASA Ltd., Dept. Y, Brook House, Torrington Place, London WC1E 7HN.

This space is donated in the interests of high standards of advertising.

---

He's lean, he's mean, he's ready for action. This is one fox that won't take no for an answer.

Too many times the hounds have tried to put him down, but he'll force the Hells Beagles back to the briars.

Blast your way through the bullets and bombs as all the forces of nature are set against you. A great game from Denton Designs.

Features include:
- Great animation
- 100% leg-biting action
- Weapon pick-ups
- A massive play area
- Multi-level play

Spectrum disk: £12.99
Spectrum cassette: £8.99
Commodore disk: £12.99
Commodore cassette: £9.99

Image Works, Headway House, 66-73 Shoe Lane, London EC4P 4AB. Telephone: 01-377 4645
GET IT BEFORE IT GOES!

Don't let some weirdo buy your copy!

Place a regular order with your newsagent NOW!

Dear Mr Newsagent,
reserve me a copy of Computer + Video Games.

Name ___________________________
Address ___________________________
**CHUBBY GRISTLE** is probably the fattest and most obnoxious car park attendant you'll ever come across! A classical platform game with danger at every turn.

Available now on:
- Atari ST + Amiga £19.95
- C64 Disk + AMS CPC Disk £14.95
- C64 Cassette £9.95; AMS CPC Cassette, Spectrum + MSX £8.95

**Power Pyramids**

Delivery of the 4 pyramids is easy but activating them before you hand them over is a different matter! In this arcade adventure, guide your robotic spheroid around 128 screens of mind-bendingly convoluted landscape, avoiding the many hidden dangerous obstacles and activate all the power points in the pyramids.

Available in September on:
- C64 Disk £13.95
- C64 Cassette £9.95
- Spectrum 48/128K and +2 £8.95

Order your copy of Chubby Gristle and/or Power Pyramids now by sending a cheque or postal order to Grandslam Entertainments Ltd, Units 1/2, Conlon Developments, Watery Lane, Darwen, Lancs. BB3 2ET or phone 01-247 6434 or our credit card hot line (Access or Visa).
MACHINES: ATARI ST/AMIGA.
SUPPLIER: ASL.
PRICES: £14.95 ST, £14.95 AMIGA.
VERSION TESTED: ATARI ST.
REVIEWER: GARY WHITTA.

It ain't no fun being a pink ball trapped in a strange alternative dimension inhabited by all manner of dangerous creatures, but that's exactly the predicament you'll find yourself in should you buy Helter Skelter, the new release from ASL.

Helter Skelter sure is one strange game, so much so that it's difficult to categorise it. It's not an arcade adventure, and it's certainly not a shoot-'em-up, so what in fact is it? I'd better explain. You control a lively bouncing ball whose job it is to bounce around various levels bumping off the assorted nasties who roam the platforms and levels that each screen is composed of. But you can't just bounce on any nasty. No siree. You have to kill the right nasties in the correct order, and to help you do this, the specific nasty that you have to squash is indicated by an arrow that appears above his head. By landing on the nasty's head, you cause him to explode, and the next target is indicated, and so on until you clear the screen.

To make things just a bit more difficult, there's a penalty for popping the wrong nasty. Should you do this, either by accident or due to your sado-masochistic tendencies, the nasty splits into two smaller ones, thus enlarging your workload. Keep on being careless and there'll soon be complete the screen, you lose a life and the screen resets, putting back all the nasties. Fortunately power-up capsules appear from time to time offering extra lives and powers if you collect them.

around the screen helplessly. After a while, I picked up the control method and was soon gaining passwords to the later screens.

Helter Skelter is a very jolly game indeed. There's certainly enough gameplay to keep gamers at their joysticks/mice for a long time, but you'd better buy a hairnet 'cos by the time you get to the later screens, you'll want to pull most of it out!

GRAPHICS

VALUE

PLAYABILITY

OVERALL

UPDATE...

Both ST and Amiga versions should be in your local softshop by the time you read this, and a PC version is to follow soon.

Sadly no 8-bit versions are on the cards, but ASL haven't ruled it out completely, so hang on in there.
The Software division of Atari Corporation has been very quiet over the last few years, with very little in the way of new releases for either their 8 or 16-bit machines. However, this month sees a break in that silence, with no less than ten new titles for ST. Some may sound familiar; others not-so-familiar. Julian Rignall sorts out the wheat from the chaff.

**Asteroids Deluxe**

> £14.99

The sequel to Asteroids (not to be mixed up with the more recent Blasteroids), Asteroids Deluxe, was never a big arcade hit. Nevertheless, Atari has decided to give it a new lease of life, eight years since it first appeared. The game involves entering an asteroid field and blasting rocks, which break down twice under fire before finally vapourising. On later levels, Alien Robot Drones drift into the playing area. These split up into individual ships when hit, which home in on the player. Laser firing saucers also enter the fray, making life even more difficult.

I found it difficult to get enthusiastic about this offering due to the sluggish control method. It is fun for a while, but personally I’d wait for MIRRORSOFT’s conversion of Blasteroids - which should have a lot more depth than this.

**Super Breakout**

> £9.99

ArkanoID, Addictaball and Impact have all contributed towards the revival of the ball and ball formula. Now that revival is complete with the re-release of Super Breakout, the Grandaddy of them all.

Unfortunately it lacks the sophistication of the newer titles, and only has four different screens. The absence of extra weapons and features is also an annoying point, and it takes very little time, for the action to become repetitive and tiresome. Either avoid it, or give one of the new breed a shot.

**OVERALL** 2

**Battlezone**

> £14.99

This ancient first-person perspective vector graphic tank game first appeared in the arcades back in 1980. It’s a very straightforward combat game in which the player guides a tank across an enemy battlefield. Other tanks appear one at a time, its whereabouts shown on the radar at the top of the screen, and proceeds to track down the player; it’s kill or be killed. As the game progresses, fast super tanks appear, along with homing missiles which zig-zag across the playing area in an attempt to crash into the tank.

Although Battlezone is a very faithful conversion of the original, its plodding, rather repetitive gameplay looks primitive by today’s standards. I can’t see it appealing to anyone but the most forgiving game players.

**OVERALL** 4

**Asteroids Deluxe**

> £14.99

The sequel to Asteroids (not to be mixed up with the more recent Blasteroids), Asteroids Deluxe, was never a big arcade hit. Nevertheless, Atari has decided to give it a new lease of life, eight years since it first appeared. The game involves entering an asteroid field and blasting rocks, which break down twice under fire before finally vapourising. On later levels, Alien Robot Drones drift into the playing area. These split up into individual ships when hit, which home in on the player. Laser firing saucers also enter the fray, making life even more difficult.

I found it difficult to get enthusiastic about this offering due to the sluggish control method. It is fun for a while, but personally I’d wait for MIRRORSOFT’s conversion of Blasteroids - which should have a lot more depth than this.

**OVERALL** 4

**Super Breakout**

> £9.99

ArkanoID, Addictaball and Impact have all contributed towards the revival of the ball and ball formula. Now that revival is complete with the re-release of Super Breakout, the Grandaddy of them all.

Unfortunately it lacks the sophistication of the newer titles, and only has four different screens. The absence of extra weapons and features is also an annoying point, and it takes very little time, for the action to become repetitive and tiresome. Either avoid it, or give one of the new breed a shot.

**OVERALL** 2
Ron The Past

Joust
$14.99
Designed by Eugene Jarvis back in 1982, Joust is a cult classic. One or two players fly Ostriches (!) against the evil buzzard lords, attempting to dismount them with their lances, whereupon they turn into eggs which can be collected for extra points. However, wait too long before collecting an egg and it hatches into a faster moving enemy!

Joust is a cult classic. One or two players fly Ostriches (!) against the evil buzzard lords, attempting to dismount them with their lances, whereupon they turn into eggs which can be collected for extra points. However, wait too long before collecting an egg and it hatches into a faster moving enemy!

All the features of the original arcade game have faithfully been reproduced in this conversion, and both the graphics and sound are spot-on.

Not everyone will enjoy Joust - many find the inertial control method difficult to master - but if you enjoy a challenge and are into weird games, this one's a must.

OVERALL 8

Xor
$19.99
Xor appeared on the BBC last year, and was converted onto the Commodore 64 by Logotron, causing hardly a ripple on the 64 scene. Atari's conversion is very similar and retains all the good and bad points of the original.

It's a puzzle game with Boulderdash overtones where the player guides two heroes through a maze in the minimum amount of steps. The onus is on puzzle solving, rather than on whizzing through the maze and avoiding the enemy, so the gameplay does tend towards the pedestrian. Still, puzzle fans should enjoy the action - and the fifteen big mazes means that there is plenty to keep you going.

OVERALL 7

Moon Patrol
$14.99
I was a great Moon Patrol fan when the arcade appeared about six years ago, and therefore I looked at this conversion with many a nostalgic thought.

The player drives a moon buggy across a right to left scrolling landscape, blasting everything that moves and leaping rocks and holes in the ground. The action gets pretty frenetic on later levels, with landmines, tanks and flying saucers making life very difficult.

Although it's fun, Moon Patrol is dated and offers little more than a few hours entertainment.

OVERALL 6

Crystal Castles
$14.99
The youngest of Atari's new releases - a mere four years old - casts the player in the role of Bentley Bear on his quest to collect jewels. These are scattered across a series of 3D forced perspective mazes of ladders, ramps and elevators.

Each screen is inhabited by a variety of creatures which maraud around and are fatal to touch - although there is a magic hat which gives temporary invincibility. Although this conversion is a little rough around the edges, it has all the features and gameplay of the original, and is therefore highly enjoyable. Whether or not it's worth £15 entirely depends on how much you liked the arcade game.

OVERALL 7

Cracked
$14.99
This game's origins are a mystery, but one thing's for sure - it's great fun to play. It's the player's job to defend five nests from marauding birds by shooting them down with a crosshair. If a bird is carrying an egg when it is shot, the egg falls and can be caught using the crosshair and returned to the nest. Later screens are set in a sewer and underwater, and there's also a bonus screen where Pedestrian puzzling in Xor.

OVERALL 7

Moon Base
$19.99
The supercomputer controlling earth's defences has gone haywire. The only way it can be fixed is by mining special raw materials from the Moon. The only way this can be done is for one person to fly a solo mission to the moon and bring it back to earth.

Very much Gravitar-inspired, Moon Base is a difficult but playable game with plenty of scope for long term play. It's a bit pricey, though.

OVERALL 7
**SKYCHASE**

**MACHINES:** AMIGA/ATARI ST.
**SUPPLIER:** IMAGEWORKS.  
**PRICE:** AMIGA/ATARI ST £19.99.  
**VERSION TESTED:** AMIGA.  
**REVIEWER:** JULIAN RIGNALL.

The first title on the Imageworks label (formerly Mirrorsoft) is a one-on-one split screen, vector graphic flight combat simulator. Programmed in the US by Maxis, it gives one or two players the chance to take on the World's hottest fighter planes and fly them in battle against a variety of enemy craft.

At the start of a game, a wealth of options confront the player. One of the most important is the choice of players: two players may fly head-to-head, and there's also a choice of a computer opponent or demo mode. The computer opponent has four levels of difficulty, from easy to ACE. Next, a jet is chosen. There's a wide variety of craft, including a MiG Flogger, F-14, F-16 and F-18 - the programmers have also included a paper plane, which has the best specification of them all! When each player has chosen a plane, the amount of fuel, bullets and missiles is set. The missile lock threshold (when the targeting system actually locks onto an enemy plane), bullet hit area, size been deliberately simplified to allow players to concentrate on combat. Both players start in the air, facing one another, and simply dogfight until one is destroyed by being shot down, flying out of the playing area, flying too high, or running out of fuel.

**UPDATE ...**

An Atari ST version will be available shortly, and will play very similarly to the Amiga version - unfortunately. No 8-bit versions are planned, which won't break many hearts.
Once again budding computer artists are flung into the limelight as C+ VG displays the best of this month's digital pictures.

Featured this month are Dave Watterson from Oldham, Gary Marshall of Swanwick, purveyor of Amstrad pictures of Indiana Jones and Steel Madness, Paul Blakemore from Rainham, another Amstrad artist, Sigbjorn Vagenes of 4270 Akrehamn, Norway who drew Watchmen, Forearm Thru Head and Gizmo on the Amiga (great, aren't they), Karl Munchhelmer from Bergede in West Germany, Ian Edwards of Bream, who drew Balls on the Atari ST, and finally the mysterious, yet prolific, JMA from London SE19 whose Uncle Sam, Jeckle and Hyde and U2 pictures were drawn are on the ST.
U2 by JMA.
JMA’s Uncle Sam.
Turbo by D. Watterson.
Jeckle and Hyde by JMA.
Sigbjorn Vagenes’ Gizmo.
Paul Blakemore.
Steel Madness.
Freedom from Ian Edwards.
MATCH DAY II

Written once again by Jon Ritman and Bernie Drummond this NEW Match Day is the result of all the customer feedback and advice on how to create the pinnacle in computer soccer.

Pit yourself against the CPU or with 2 players – full league or cup competition with unique code – save facility.

Jump, head, volley and kick (using the kick meter) to move the ball from player to player with automatic deadball set ups and goalkeeper control.

DIAMOND DEFLECTION SYSTEM™ ensures realistic ball ricochet and the action comes with full music and sound FX.

If you want the very best in football for your micro then there's only one choice... MATCH DAY II with multi-menu system makes the home computer come alive.

"Match Day II has every option you could ever think of and loads more as well. The graphics are clear and well-animated. It's the best football game around." Crash

AT LAST
A WORTHY SUCCESSOR TO THE EVER POPULAR MATCH DAY FOOTBALL SIMULATION – A GAME WHICH HAS REMAINED IN THE READERS CHARTS FOR 3 YEARS!

GAME OF THE MONTH

The graphics are clear and realistically animated. The wealth of moves and tactics available put this game in a league of its own. C+VG

CRASH SMASH

ocean

ocean is the registered trademark of Ocean Software Limited

AMSTRAD 8.95
SPECTRUM 7.95
COMMODORE 8.95
Hawkeye

- MACHINE: 64, SPECTRUM.
- SUPPLIER: THALAMUS.
- VERSIONS TESTED: 64.
- REVIEWER: EUGENE LACEY.

When you hear of a new game from Thalamus coded by a bunch of Swedish hackers known collectively as the Boys Without Brains you can't help but be interested. Unfortunately this soon starts to wain when you discover that the game in question is no more or less than a scrolling platform number involving a great deal of blasting and picking things up.

Called Hawkeye, the game takes its name from puzzles and challenges invented by the designers are cleverly put together others are difficult to play because things just don't work out the way they were intended. Hawkeye belongs to the latter category.

The method of jumping illustrates this point in Hawkeye. The character does not respond well to the joystick when he attempts to leap chasms and from platform to platform. This is extremely frustrating - interrupting the game play not through any lack of skill on the part of the player but through the inadequacy of the programming.

Your hero is armed with looking rhino at the end of level one. But it's not the nasties that make it difficult - it's negotiating the platforms as you try to get to the next level.

Should you succeed in this, your energy is replenished in an animated sequence whilst the next level loads. This is all very well. It

Admittedly the graphics, sound and presentation are excellent - well up to the high standards that we have come to expect from this Crash and Zapp owned software house. It's just that in the playability stakes it leaves me pleased though were he aware of the appalling lack of originality that the game demonstrates.

Looking good and sounds good too but the trouble is you have seen it all before. It is as about as original as the Grumbleweeds.

The muscle-bound hero of this little escapade bears an uncanny resemblance to just about every other muscle-bound hero featured in countless scrolling, shooting adventures over the last couple of years. I do like his name though - Stavros or 'Stavv' to his mates. I am reliably informed however that this particular Stavros has no connection with a certain North London restauranteur or an alternative comedian called Harry. No - he is more likely to take his name from a well known Thalamus programmer called Stavros who was last heard of freezing his knuckles off on the Russian-Finnish border wearing a uniform of the Swedish army.

I am of course referring to Stavros Fasoulas author of Delta, Sanxion, and Quedex. I am sure Stavros will be chuffed to learn he has a computer hero named after him - when he thaws out that is. He probably wouldn't be quite so pleased though were he aware of the appalling lack of originality that the game demonstrates.

The release schedule for Hawkeye has just been finalised. A Spectrum version will be available shortly. ST and Amiga versions will be launched later in the year.

Welcome to the first installment of our new feature. We aim to bring you regular reviews of Spectrum software. In this issue we take a look at the game Hawkeye from Thalamus.

A Hawkeye - as original as the Grumbleweeds.

The two winking hawks at the right and left of the information panel at the top of the play screen. When one of the hawks winks this tells you the direction in which you must run to locate one of the four pieces of a puzzle that you need to enable you to get onto the next level.

These glowing pieces of the puzzle are dotted around the platforms and provide a modicum of interest above and beyond the otherwise tedious business of running, leaping and shooting.

Some games are difficult to play because the four different types of gun - selected by depressing the fire button and moving the joystick to the left. As far as I could tell it makes little difference which one you select as, apart from sound and graphics, they are all pretty similar.

As well as the four pieces of the puzzle there are also other glowing squares to be picked up offering extra energy and fire power. The nasties are a widely mixed bunch. The first ones you come across are a pair of wimpy looking bouncing ducks. They do improve though with groups of birds flying in formation and a mean

UPDATE...

The release schedule for Hawkeye has just been finalised. A Spectrum version will be available shortly. ST and Amiga versions will be launched later in the year.
Fancy a holiday abroad? Then you could follow Eddie Murphy, who’s *Coming to America* (15). Eddie is prince Akeem, leading a life of luxury deep in the African jungle. But custom dictates that Akeem’s Princess will be chosen for him, which isn’t his idea of true love, so he takes off for the US of A in search of a real woman, accompanied by his best friend Semmi (Arsenio Hall).

Akeem and Semmi’s ‘undercover’ arrival is hardly successful – not too many inhabitants of New York wear gold chains and furs – but the local down and outs help our two innocents abroad by relieving them of their luxury luggage. To fully escape the good life, the Africans take jobs as cleaners at a burger joint, which is where Akeem finds his true love... but can he win her away from her sharp business man boyfriend?

Murphy seemed to walk through his last two films – the carbon-copy *Beverly Hills Cop 2* and concert film *Raw* – but *Coming to America* shows that Murphy really can act. He actually plays four characters – and I guarantee there’s one you won’t get until the final credits! Arsenio Hall provides excellent support. The firm hand behind all this is director John Landis. Films such as *Vie Blues Brothers* and *Trading Places* demonstrated his talent and he turns this modern fairy story into a clever comedy with some superb gags.

If you prefer a holiday in the countryside you might choose the sort of small town where Adam and Barbara live in a beautiful wooden-built house. It’s an idyllic existence until Adam swerves their car to avoid a dog and crashes into the river! At first nothing seems to have changed for the sweet young couple. Then they try to leave their house and discover that the rolling green hills have become a hostile desert inhabited by vicious sand-worms. Adam and Barbara are dead!

The laws concerning the afterlife mean that they can’t leave their old abode, but as relatively inexperienced ghosts they’re not able to scare off the New York yuppies who buy the place and immediately turn it into a shrine to trendy tastelessness! Which is why they call it *Beetlejuice* (15), the bio-exorcist!

Their afterlife counsellor does warn them against relying on ‘the ghost with the most’ but what are a couple of novice spooks supposed to do when even pulling out their eyes and placing them in their mouths doesn’t scare off the invaders. Betelgeuse (to give him his proper name) has a reputation for being truly disgusting – but like the New Yorkers, he also has a tendency to stick around.

*Beetlejuice* is probably the most original comedy of the year and the people primarily responsible are director Tim Burton and star Michael Keaton. Burton, who brought us the odd-ball *Pen-Wee’s Big Adventure* and is slated to direct the new *Batman* movie, has created a genuinely bizarre vision of the afterlife, while Keaton, who I’ve previously loathed, is both hysterically funny and chillingly evil sputtering away as the disgusting spirit. Make sure you haunt a cinema when it’s showing!

For a supposedly more serious view of the other
side you'll have to 'Stay out of the light' because those things that go bump in the night want to make it. Poltergeist III (18), Carol Ann nil! Actually they now go bump in a high rise luxury apartment block because the blonde child has taken a holiday to live with aunt and uncle Patricia and Bruce.

Unluckily she brought the ghostly preacher Kane with her and he keeps appearing out of nowhere like he's been watching too many of the Elm Street movies! The way to the other side is through reflections - bad news when the architect has filled the building with floor to ceiling mirror!

Carol Ann demonstrates her psychic powers much to the dismay of doubting psychologist Dr Seaton, who draws his lines like he's tanked on valium while Tom Skerrit and Nancy Allen are the girl's long suffering relations. Zelda Rubenstein reprises her role as the diminutive medium Tangina, rushing to Carol Ann's rescue when she's kidnapped by Kane.

But an exorcist should have been called in earlier. Compared with the wit and originality of the original, this is shoddy stuff. One character gets left on the other side (preparation for a sequel?) and nobody seems to care. By far the best thing about the film is the effects work, in which reflections suddenly gain a life of their own. These are truly spectacular and almost make up for the cliched story - but not quite.

I mentioned Vice Versa (PG) last month, but here's a reminder to catch it if you can. It contains more supernatural shenanigans as yuppy father (he even has an electric revolving tie-rack!) and son swap places thanks to an ancient Eastern skull! Cue multiple confusions as young Charlie has to handle his dad's board meetings while Marshall learns that school days aren't necessarily the best of your life!

The film stars Judge Reinhold, who was good in Beverly Hills Cop, and brilliant youngster, Fred Savage. They're both so good they'll really convince you that they have swapped bodies. A delightfully fresh script from Dick Clement and Ian La Frenais, the British writers of Auf Wiedersehen Pet, make this a magical gem.

If you want a beach holiday this year you really ought to Shag (15)! No - stop giggling you dirty minded lot because the Shag is a dance which was all the rage in 1963. I suppose it's a natural progression from Dirty Dancing!

But Shag is ten times better than Filthy Foxtrot. Instead of the bland romance it's got a story like a female American Graffiti as four American girls take off for a weekend together at Myrtle Beach before the glamorous Carson marries the exceedingly dull and respectable Harley.

Shag stands out because it recreates the carefree feel of a sixties summer with cars cruising up and down the strip, a beauty contest, a visit by a third rate pretender to Elvis' crown. You've gotta believe that girls just want to have fun as the quartet meet the local boys, hold the wildest party in Animal House, and enter the Shag contest.

The performances are brilliant, and if all this talk of love and dancing sounds too 'female' then you should be warned that Carson is played by ultra-cute Phoebe Cates (of Bright Lights Big City fame), while ambitious Melaina (Bridget Fonda) fills out a stars and stripes bikini very nicely, thank you! Being greedy I fell in love with all four girls. Shag is a wonderfully fresh, funny, lively film and I make it my movie of the month.

If you refuse to believe Ward and insist that Shagging is too sappy, there's choreography of another kind in Bloodsport (18), a return of the venerable martial art of Ho-Kum! If we're going to have aseventies revival, as everyone keeps telling me, the return of the kick flick could be one of the better aspects.

The reason they call the Kumite by such a sanguinary name is that this full-contact, free-style contest held in semi-secrecy in Hong Kong every five years, the players regularly gets spilled.

Our hero is clean cut American Frank Dux (pronounced 'Dooks' - nobody says 'Hello, ducks' behind his back) who has a face which is as emotive as an Action Man doll and a kick of steel. He's in training for Military Intelligence but takes time off to enter the contest in memory of the Japanese martial arts teacher who taught him the tricks of the ninja.

There are sub-plots about a couple of defence agents who want Frank to return to the States and a female reporter who wants to write about the contest, but the real interest is the fighting. I couldn't help thinking that some more spectacular techniques in a military mission may be more interesting but I suppose they're saving that for a sequel. For the time being the fighting of Jean-Claude Van Damme and many other martial arts masters will provide hours of schlock-suey kung-fu for all you beat-'em-up fans!

There's a battle for life in Hawks but neither Timothy (007) Dalton nor Anthony Edwards has a chance of winning. Their fight is against cancer! Edwards is a grungy American footballer stranded in Britain with the fatal disease which has robbed him of his strength. But just as he's about to drown in self-pity, irreverent Dalton throws him a life belt. Both men will get a respite before they die, and rather than hang around in hospital Dalton suggests they steal an ambulance and live it up in Amsterdam.

Death - real death, compared with the sanitised 'Bang - ugh!' of films - is an uncomfortable subject, and this portrait of two men refusing to surrender to illness could have been gripping, bleakly humorous and extremely moving. Unluckily the script fails to evoke real sympathy and the direction is so coarse that the result is depressingly like Confessions of a Terminal Patient.
variations and sophisticated use of objects and magical spells. It’s set in Skara Brae, a huge city featuring the obligatory castles, dungeons and catacombs.

You start off with an adventuring party of six characters. On the left of the screen appears either the view around you, or the characters you meet; on the right is a text display telling you what’s happening; and at the bottom are the traditional counters showing your character name, and such attributes as strength, hit points taken, experience points, gold carried and so on.

The Bard’s Tale is set in Skara Brae, a city featuring the obligatory castles, dungeons and catacombs. You start off with an adventuring party of six characters. On the left of the screen appears either the view around you, or the characters you meet; on the right is a text display telling you what’s happening; and at the bottom are the traditional counters showing your character name, and such attributes as strength, hit points taken, experience points, gold carried and so on.

The Bard’s Tale is a must for FRP fanatics.

The Bard’s Tale offers just about everything you could want from an FRPG: huge playing area, complex character definitions, endless experience off your magic-user, can make all the difference in a battle; simply type in the four-letter abbreviation for the appropriate spell (given in the handbook) and you can bring light where there’s darkness, blast your enemies asunder, render your party invulnerable, reveal magic doors, and so on.

Singing characters (bards) can do a bit of good by breaking into song at the right moment; some songs stimulate warriors to greater feats of battle, others frighten the enemy, some heal wounds.

You can break out of most combats if your party begins to take too much damage, but if you win you will usually gain experience points and treasure. Since you can face up to 99 opponents in each battle (usually small ones such as rats, you’ll be relieved to hear), the greatest skill in the game consists of knowing when discretion is the better part of valour.

Though something of the charm has been lost along with the excellent graphics and music of the sixteen-bit versions, The Bard’s Tale remains the best attempt at computer FRPGs.

The Bard’s Tale is now available for most major formats. The Spectrum and Amstrad versions include extra scenarios and character sets on a second cassette, and forthcoming is Bard’s Tale 2, already available for the Amiga and ST, and on the way for the eight-bit computers. Once again, the adventure is set in Skara Brae, but this time there are even more complex situations and deadly enemies to encounter.

The Bard’s Tale is now available for most major formats. The Spectrum and Amstrad versions include extra scenarios and character sets on a second cassette, and forthcoming is Bard’s Tale 2, already available for the Amiga and ST, and on the way for the eight-bit computers. Once again, the adventure is set in Skara Brae, but this time there are even more complex situations and deadly enemies to encounter.
Skara Brae has been destroyed, and must be released from its bond of ruin, by tracking down and eliminating the Evil One, who caused its destruction. Starting off from a refugee camp set in the heart of the ruins, you set about exploring the land together with a band of adventurers.

But before you can begin this epic, it is necessary to make backup copies of the two double sided disks on which the game is recorded. The task is simplified through the use of a built-in formatter and copier.

You can choose to be accompanied by a band of characters already created on disk for you, or to build up your own set, assigning each a race, sex, and character attributes of strength, dexterity, intelligence, constitution, and luck.

Building a character requires some thought, for those of poor calibre will be a handicap to the party when it sets out. For example, a strong but dim mage will be pretty useless - if your mage is intelligent, don't worry too much about his strength. To help select the right balance of attributes, there is a detailed set of tips and instructions in the 32 page booklet accompanying the game. The screen constantly displays the names of the characters, together with details of their armour class, hit points, condition, and spell points. Above this, there is a small picture of what the party can see in the direction in which they are facing; to the right of this is the narrative. The map is based on a grid of squares, and the current position relative to the refugee camp is obtained by keying ‘?’, for example: "You're in the Wilderness, and six paces north and round - but is it really this small?"

When monsters attack it's up to the player to assign a mode to each member of his party, bearing in mind his or her weapons and attributes. They may attack, defend, hide, cast a spell, or merely strum a tune. As the fight progresses, a smoothly scrolling commentary appears in the narrative window. Should a bold adventurer get killed, there's always the chance of a miracle down at the local shrine, where a reincarnation may be purchased if you have enough readies.

There are many other features and subleties of play. Bard's Tale III is a big and complex game. It should not fail to enthrall role-playing enthusiasts.

- GRAPHICS: 7
- SOUND: 7
- VALUE: 8
- PLAYABILITY: 8
- OVERALL: 7

UPDATE...

Bards Tale III is available on disk only for the 64 at the moment - and is likely to be some time (probably next year according to EA) until PC and 16-bit versions follow. No decision has been made on Speccy and Amstrad versions.
Leisure Suit Larry

SUPPLIER: ACTIVISION/SIERRA ON-LINE.
MACHINES: ATARI ST, AMIGA, IBM PC.
PRICE: £19.99.
REVIEWER: KEITH CAMPBELL.

Tired of slogging away over a hot computer, playing adventures that weary the brain? Here's something a bit different, but if you are under 18, then turn the page! Gnome is less subtle than a church full of Goddesses. There is a stringent age test, by the way, of five questions - difficult even for adults if their not American. Two wrong answers will take you right back to the desktop. Did you know what or with whom former congressman Wilbur Mills went for a dip in the tidal basin? No, thought not - nor did I. You'll never make it! That guy with the joystick is trying his best to get you there!

No, Larry, don't tread on that drunk, your pointy shoes will do him a mischief! Just head for the cubicle, and answer the calls of nature. Jeez, Larry, that was quick! Did something just die in there? I can't bear it, let's get back to the bar.

Larry visits several locations in his quest.

In the same format as Sierra's 'Quest' series, this is an animated graphical adventure that requires the use of a mouse, joystick or cursor keys, to move Larry around, plus text commands to play the adventure. But unlike Space Quest and the others, this is one for adults only. So if you are over 18 (and can prove it) why not have a night out on the town, and join Larry Laffer in search of fun and frolics?

Getting into the game is not easy, and probably just as well, for whilst no four letter words appear on the screen (unless you happen to type them in yourself) the game is less subtle than a church full of Goddesses. There is a stringent age test, by the way, of five questions - difficult even for adults if their not American. Two wrong answers will take you right back to the desktop. Did you know what or with whom former congressman Wilbur Mills went for a dip in the tidal basin? No, thought not - nor did I. You'll never make it! That guy with the joystick is trying his best to get you there!

No, Larry, don't tread on that drunk, your pointy shoes will do him a mischief! Just head for the cubicle, and answer the calls of nature. Jeez, Larry, that was quick! Did something just die in there? I can't bear it, let's get back to the bar.

And repeated attempts to get the answers right are not easy, for the questions come randomly from what seems to be a very large repertoire!

Once through the test, though, the game is sheer entertainment - if you like that sort of thing! There's catchy theme music on and off throughout the game, and plenty of sound effects.

Let's start off with a drink, Larry. Beer? And another? And another? Jeez, Larry, your breath smells like the insides of a motorman's gloves! Where's the gents? Follow me, and do try to walk straight, Larry, or imposing casino, his breath smelling like the floor sweepings from a rendering plant. Now he's going to have a real...
gamble on the Blackjack tables.
Read the house rules first, Larry! Minimum bet is $2, maximum $20, and the house limits total winnings to $250. It's not easy to reach that limit, but to be sure you have enough cash for all the temptations that might lie ahead, let's go for it! Wow — $150 already! Wait for it, Larry, the guy with the joystick is American ones? Hmm... I preferred the ones I heard in Lefty's bar. I'd heard 'em all before, mind! Dancing girls? OK, I'll wait, Larry, but they'd better be better than this stand up comic. OK, bet you're itching to spend your hard won cash, now. No! Don't go upstairs and disturb all those people trying to get a good night's sleep in their hotel bedrooms! What's that — a Just for a precaution or three, perhaps you should visit the drug store next? Oh Larry, I can't take you anywhere, can I? I told you to look over your shoulder to check there was no-one around, before you asked the assistant. Striped, ribbed, rough, and spearmint flavoured? How embarrassing! Now for goodness sake be careful what you say on that phone... Oi! Where are you taking me now, Larry? The Disco? Disco dancing is energetic, Larry! Sure you'll be up to it, when you get the chance to get down to it? OK then, but leave Fawn alone, she looks like a nice girl! Just have a dance with her and... Hey! Mind that ceiling for heaven's sake! And Jeez Larry, anyone ever tell you your breath smells?

Here we leave Larry, proud and upstanding, to get on with his own thing. He certainly provides a lot of laughs in what is a thoroughly entertaining adventure. Even if you can't solve all the problems (yes — there's quite a few, there really is!) you probably won't mind at all, for it's such fun. Leisure Suit Larry is presented with superbly animated graphics — by far the best yet from Sierra. To watch Larry dancing in the disco, to see a close-up of his partner's face, or even merely to go for a ride in a cab, is like watching a fully animated cartoon film! There is even one lengthy automated sequence, where you may discover what happens when a dead adventurer types RESTORE!

Coupled with catchy music and plenty of sound effects, Leisure Suit Larry is an adventure that really will transport you into a world of fantasy. Wink, wink! Nudge, nudge!

<table>
<thead>
<tr>
<th>VOCABULARY</th>
<th>7</th>
</tr>
</thead>
<tbody>
<tr>
<td>ATMOSPHERE</td>
<td>8</td>
</tr>
<tr>
<td>PERSONAL</td>
<td>8</td>
</tr>
<tr>
<td>VALUE</td>
<td>8</td>
</tr>
</tbody>
</table>
Long ago, High King Valwyn drove back the barbarian hordes invading Albareth, ending a tragic war. Drained of spirit, the High King departed to the homelands of the Elden folk to renew his strength. Legends promised his return after twenty years.

But twenty years have come and gone, and Valwyn has not returned.

Now the mystic powers of old are fading and chaos rules the land. Desperate brigands roam the once-peaceful roads, while the fearful citizens of Albareth live in a world without law. Dauntless adventurers are being recruited to carry out unlikely missions in strange, distant places.

Welcome to the Kingdom of Albareth! Experience a game with relentless action and unprecedented levels of graphic detail. Stroll along the seashore, lulled by the rolling tide or explore long-forgotten desert ruins, challenging death with sword in hand, for these are the Times of Lore!

Times of Lore combines real-time gameplay with an epic story of adventure and intrigue, bringing unique challenges never before encountered in a fantasy role-playing game!

Available for Commodore 64/128, Cassette £9.95, Disk £12.95.

Please send:

Copies of Time of Lore C64 Cassette

Name (block capitals):

Address:

Post Code:

I enclose £

including 55p P+P. Cheques payable to MicroProse Software Ltd.
or debit my Access/Visa card. Expiry date

MicroProse Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 8DA, U.K. Tel: (0666) 54326. Tlx: 43422 MPS/UKG.
The Fiend

Oh, how The Fiend suffers in the name of Adventuredom. Oh the sacrifices that I have had to make on YOUR behalf, my faithful followers. I only hope that you appreciate my anguish, having to sit here night after night, forcing myself to complete Leather Goddesses Of Phobos, and try to seduce all manner of women, in the guise of Leisure Suit Larry, however distasteful the task.

All of which set the Fiend thinking about naughty bits in general. Having done that I thought about naughty bits in adventure games in particular. Are they really necessary? Do they improve a game, or degrade it? Are they ethical?

Noughty games have been with us since day one. I seem to remember classified ads for games that arrived in plain brown paper, and contained 'adventures' of dubious intent, set in Soho. Not that the Fiend lowered himself to play any. How could you even think of it? But with Leather the genre suddenly became respectable and above board. After all, it is professionally produced and packaged, and does contain three levels of naughtiness, so you don't have to be offended or corrupted, do you? Yet the prompts in the game keep steering you to the naughtier levels, unless you possess a will of iron, like the Fiend. And boys will be boys. This one really raises the ethical question of profits over morality.

But how about non-naughty games? You know, the ones with the hidden bits. Ship of Doom had its android, and The Pawn its princess. Arduous though it may be, the Fiend sat and replayed these bits recently. Purely out of scientific curiosity, you understand.

There can be no doubt, because I am about to say so, that these bits ARE acceptable, if done in the best possible taste, and with humour. For those untainted souls playing the games will not even know what they missed, and those less innocent (most of you lot) would not be shocked or corrupted by the response. In this manner, adventure games differ from books and films, where what is written is openly displayed for all to see. In adventure games you have to be offended or corrupted to discover what may be hidden, and without the key, you will not find. With one exception. Beware you rude-bit programmers, that the word SCREAM, which is innocent enough in itself, has on several occasions been misinterpreted by the parser, and an inappropriate response angrily received!

Speaking of keys, I can verify that Maid Marion's chastity belt is NOT removable. This should be fairly obvious, as otherwise she would be 'Woman Marion', wouldn't she? And rumours of strange goings on in the Hobbit, featuring goblins and elves, are ill-founded.

Ah, is me. Back to Phobos I must go, as despite completing the game, somewhere, somehow, I lost a few points. I obviously left some stone unturned, or something undone, perhaps. Hmm, now where did I leave that yak?

News

- Where have all the adventures gone? After a flurry of hot titles in the early part of the summer, it now seems everyone has gone to sleep until the autumn!

- We've had Legend of the Sword and Corruption from Rainbird, Shadowgate and the ST release of Uninvited from Mindscape, The ST Adventure Creator from Incentive, MicroMud from Virgin, Wolfman from CRL, and Mindfighter from Activision.

- There should be another Infocom title or two trickling through soon. Level 9's Lancelot seems likely to be the next "biggy" likely to come along, but when is still not clear. And around the same time, or perhaps a bit later, we should be seeing Fish, the next adventure from Magnetic Scrolls.

- Thank heavens for Larry, that lovable randy little fellow from Sierra On-Line. Larry's been around a few months - in fact, the first I heard of him was from Christian Mortensen, adventure columnist and deputy editor of the Danish magazine COMPUTER, back in the new year. But mysteriously, Activision, has been keeping a very low profile over it. Could it be that they're worried about a Whitehouse backlash? But the evil is in the mind of the player!

- A friend suddenly reminded me, when he announced he had a pirate copy for his IBM. "There's pirate copies all over the place - the lads at my son's office have all got one, and they've wrapped up the game, too!" He announced. So I rang Mediagenic, and begged for the review copy that hadn't been forthcoming earlier in the year. As an adult adventure, it's a winner!

MORE GNOMES

- After Lancelot, Level 9's next release through Mandarin Software, will be Gnome Ranger II.

- After Lancelot, Level 9's next release through Mandarin Software, will be Gnome Ranger III, of course, but not until next year! Perhaps the Austins will be producing a few Rocky's next...
<table>
<thead>
<tr>
<th>Commodore 64</th>
<th>Cass</th>
<th>Spectrum</th>
<th>Cass</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gauntlet</td>
<td>2.99</td>
<td>1.25</td>
<td>3.99</td>
</tr>
<tr>
<td>Donkey Kong</td>
<td>2.99</td>
<td>2.99</td>
<td>6.00</td>
</tr>
<tr>
<td>Gauntlet II</td>
<td>2.99</td>
<td>2.99</td>
<td>6.50</td>
</tr>
<tr>
<td>Kung Fu Master</td>
<td>2.99</td>
<td>2.99</td>
<td>3.99</td>
</tr>
<tr>
<td>Star Fox</td>
<td>1.99</td>
<td>2.99</td>
<td>3.99</td>
</tr>
<tr>
<td>Jet Set Willy</td>
<td>1.99</td>
<td>1.99</td>
<td>3.99</td>
</tr>
<tr>
<td>Shamu</td>
<td>1.99</td>
<td>1.99</td>
<td>3.99</td>
</tr>
<tr>
<td>Saboteur II</td>
<td>3.99</td>
<td>3.99</td>
<td>5.99</td>
</tr>
<tr>
<td>Task III</td>
<td>3.99</td>
<td>3.99</td>
<td>5.99</td>
</tr>
<tr>
<td>Target Renegade</td>
<td>5.99</td>
<td>5.99</td>
<td>5.99</td>
</tr>
<tr>
<td>Indiana Jones</td>
<td>5.99</td>
<td>5.99</td>
<td>5.99</td>
</tr>
<tr>
<td>Chronos</td>
<td>2.99</td>
<td>2.99</td>
<td>2.99</td>
</tr>
<tr>
<td>Cricket Crazy</td>
<td>2.99</td>
<td>2.99</td>
<td>2.99</td>
</tr>
<tr>
<td>Heidrop</td>
<td>2.99</td>
<td>2.99</td>
<td>2.99</td>
</tr>
<tr>
<td>Sword Slayer</td>
<td>2.99</td>
<td>2.99</td>
<td>2.99</td>
</tr>
<tr>
<td>Shanghai</td>
<td>2.99</td>
<td>2.99</td>
<td>2.99</td>
</tr>
<tr>
<td>Centurions</td>
<td>2.99</td>
<td>2.99</td>
<td>2.99</td>
</tr>
<tr>
<td>Armageddon Man</td>
<td>2.99</td>
<td>2.99</td>
<td>2.99</td>
</tr>
<tr>
<td>Zork III (Disk)</td>
<td>1.99</td>
<td>1.99</td>
<td>1.99</td>
</tr>
<tr>
<td>Zenith</td>
<td>1.99</td>
<td>1.99</td>
<td>1.99</td>
</tr>
<tr>
<td>Lords of Midnight</td>
<td>2.99</td>
<td>2.99</td>
<td>2.99</td>
</tr>
<tr>
<td>Strike Force Harrier</td>
<td>2.99</td>
<td>2.99</td>
<td>2.99</td>
</tr>
<tr>
<td>Ghostbusters</td>
<td>1.99</td>
<td>1.99</td>
<td>1.99</td>
</tr>
<tr>
<td>Wizard's Lair</td>
<td>2.99</td>
<td>2.99</td>
<td>2.99</td>
</tr>
<tr>
<td>Life Force</td>
<td>2.99</td>
<td>2.99</td>
<td>2.99</td>
</tr>
<tr>
<td>AMIGA</td>
<td>Cass</td>
<td>Final Matrix</td>
<td>5.50</td>
</tr>
<tr>
<td>Road Wars</td>
<td>12.95</td>
<td>Fast &amp; Furious Thunder</td>
<td>3.99</td>
</tr>
<tr>
<td>Hacker II</td>
<td>11.00</td>
<td>Ceptor</td>
<td>3.99</td>
</tr>
<tr>
<td>Levitation</td>
<td>11.00</td>
<td>Combat School</td>
<td>5.50</td>
</tr>
<tr>
<td>Fire Blaster</td>
<td>11.00</td>
<td>Bedlam</td>
<td>5.50</td>
</tr>
<tr>
<td>Mach 3</td>
<td>12.50</td>
<td>Brave Star</td>
<td>6.50</td>
</tr>
<tr>
<td>Sidewinder</td>
<td>8.50</td>
<td>Bomb-Jack II</td>
<td>2.99</td>
</tr>
<tr>
<td>Amegas</td>
<td>12.00</td>
<td>Phantom Club</td>
<td>2.99</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>COMPOUNDS</th>
<th>Cass</th>
<th>Little Computer People</th>
<th>£1</th>
</tr>
</thead>
<tbody>
<tr>
<td>3.99 each</td>
<td></td>
<td>Edolon</td>
<td>£1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Predly</td>
<td>£1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Riddlers Den</td>
<td>£1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Canyon</td>
<td>£1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Go to Hell</td>
<td>£1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Ball Blazer</td>
<td>£1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Rescue of Fractals</td>
<td>£1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Mermaid Madness</td>
<td>£1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Hacker</td>
<td>£1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Armstrong</td>
<td>£1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Mermaid Madness</td>
<td>£1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Explorer</td>
<td>£1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Tony Blaze</td>
<td>£1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Rescue of Fractals</td>
<td>£1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Hijack</td>
<td>£1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Prodly</td>
<td>£1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Ball Blazer</td>
<td>£1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Edolon</td>
<td>£1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>XARO</td>
<td>£1</td>
</tr>
</tbody>
</table>

Postage and Packing Free!
Please note cheques will have to be cleared before goods are sent. Cash or postal order items 48 hours despatch. Please state your name, address, make and model computer and your order in block capitals to avoid confusion. Please add £1.00 per game overseas.
Please send a stamped addressed envelope for catalogue on education software.

**A SWORD WORTH £1000.— CAN BE YOURS WITH DRAGON SLAYER**

<table>
<thead>
<tr>
<th>Commodore</th>
<th>Cass</th>
<th>Prodyg</th>
<th>£1</th>
</tr>
</thead>
<tbody>
<tr>
<td>400/806</td>
<td></td>
<td>XARO</td>
<td>£1</td>
</tr>
</tbody>
</table>

**LOOK NO FURTHER! WE HAVE A LARGE SELECTION OF COMPUTER GAMES AND PERIPHERALS**

**COMPUTER SOFTWARE 8/16 bit at Discounted Prices**

**Up to 30% off New Releases and Back Catalogue Titles**

- Payment by cheque/PO/Visa/Access, Post and Packing free £5 and over, Under £5 add 50p. Outside UK add £2.
- Orders despatched within 24 hours.
- New Releases despatched on day of release.

Send today for your free price list to:

**PJK COMPUTING, PO Box 20, Daventry, Northants NN11 4RU or Telephone our MAIL ORDER HOTLINE NUMBER (0327) 300150**
This month the talk is of Shadowgate, an adventure that is rapidly becoming a hit Helpline. Shadowgate and his friend are playing it in Brighton, and have come to a grinding halt. Here's a few things that are bothering them. Are the Hobgoblins red herrings? Can you open the globe in the study? How do you get up to the archway without breaking the ledge? Not a lot to ask, is it?

Similar pleas come from Allen and Mark Errington, of Durham. Can the dragon be killed or passed? Is there anything to do in the armory? And finally, where is the key for the gatekeeper in Part 2 of Lurking Horror? 'Adventure they stock is the appalling Football Frenzy.' When he questioned his superior who orders the games, he was told that adventures are 'a dying breed. 'That's rich, coming from a QL owner!' he says. It seems that stores don't stock adventures because they don't sell. "But how can they sell, when they don't stock them?" Mike asks.

Chicken and egg, by the sound of it.

Now here's a leading question! How do you get down the stairs with the princess, and how do you get past kronos?

Most of the pleas printed in these pages do not fall upon deaf ears. If you have a problem, or can help someone out, drop me a line. I'll do my best to get back to you.

---

**Clues**

This month the talk is of Shadowgate, an adventure that is rapidly becoming a hit Helpline. Shadowgate and his friend are playing it in Brighton, and have come to a grinding halt. Here's a few things that are bothering them. Are the Hobgoblins red herrings? Can you open the globe in the study? How do you get up to the archway without breaking the ledge? Not a lot to ask, is it?

Similar pleas come from Allen and Mark Errington, of Durham. Can the dragon be killed or passed? Is there anything to do in the armory? And finally, where is the key for the gatekeeper in Part 2 of Lurking Horror? 'Adventure they stock is the appalling Football Frenzy.' When he questioned his superior who orders the games, he was told that adventures are 'a dying breed. 'That's rich, coming from a QL owner!' he says. It seems that stores don't stock adventures because they don't sell. "But how can they sell, when they don't stock them?" Mike asks.

Chicken and egg, by the sound of it.

Now here's a leading question! How do you get down the stairs with the princess, and how do you get past kronos?

Most of the pleas printed in these pages do not fall upon deaf ears. If you have a problem, or can help someone out, drop me a line. I'll do my best to get back to you.

---

**Clues**

Help this month come from: Colin Barrow, Irvine; Mandy Flower, Bath; Marco Andreelli, Turin; Jarle Skirbekk, Kolas; Norway; Allen and Mark Errington, Durham; Stephan Wiesner, Therwil, Switzerland; Andrew Bethell, Wallis; Martyn Amos, Newcastle Upon Tyne; Dick Light, Hitchin; Mandy Flower, Bath; Paul Hardy, Sheffield; and Mike Thomas, Caerphilly.

---

**Helpline**

This month the talk is of Shadowgate, an adventure that is rapidly becoming a hit Helpline. Shadowgate and his friend are playing it in Brighton, and have come to a grinding halt. Here's a few things that are bothering them. Are the Hobgoblins red herrings? Can you open the globe in the study? How do you get up to the archway without breaking the ledge? Not a lot to ask, is it?

Similar pleas come from Allen and Mark Errington, of Durham. Can the dragon be killed or passed? Is there anything to do in the armory? And finally, where is the key for the gatekeeper in Part 2 of Lurking Horror? 'Adventure they stock is the appalling Football Frenzy.' When he questioned his superior who orders the games, he was told that adventures are 'a dying breed. 'That's rich, coming from a QL owner!' he says. It seems that stores don't stock adventures because they don't sell. "But how can they sell, when they don't stock them?" Mike asks.

Chicken and egg, by the sound of it.

Now here's a leading question! How do you get down the stairs with the princess, and how do you get past kronos?

Most of the pleas printed in these pages do not fall upon deaf ears. If you have a problem, or can help someone out, drop me a line. I'll do my best to get back to you.
Send your ad together with a cheque/PO for £5 to: Microsell Dept. C + VG, Priory Court, 30-32 Farrington Lane, London EC1R 3AU.

C64, 1541C disk drive, C2N cassette deck, joystick manuals, all in excellent condition. Over 200 games, only £50. Telephone 0272 83989 after 7 pm for more details.

BBC-B (boxed) data recorder (boxed), speech rom, joystick, manuals, books, over £240 of software. Total value £740. Will sell for £250. Telephone 0522 21407 or 0905 500204 after 7 pm.

Amiga 500 + modulator, manuals + software, £300 ono. Telephone 0274 3797.


 Commodore 64, Excellerator + Plus disk drive, joystick, books, data recorder, over 60 disk + £300 of software, mouse, cheese and art studio, freeze machine, music maker. All perfect. Sell for £400 ono. Tel: 472 3251 10-2 pm. 476 6739 after 5 pm.

CBM 500 Amiga + A1948 monitor with 11 months guarantee, also intercroprtor, leatherneck. Sell for £570 ono. SAE Ken. 286 Barking Road, Plaistow, London, E13 8HR.

Commodore 64, 1541 Disk Drive, tape deck, sound amp + speakers, disk + box, games utilities, books, mega joystick, action replay MKTV. Worth over £450 sell for £226. tel: (0244) 821484 ask for Justin (yes).


 Atari 800XL, XC21 tape deck, jacket covers, tap rack, 2 cheetah 125 joysticks, £250 of software, 2.5 years Atari user + binders. Telephone 0369 63663 ask for Scott £250 ono.

Atari 800XL, datarrecorder, disk drive, 2 joysticks, manuals, touch tablet, over 100 games "auto duel (disk). Gauntlet, etc. "only £250 ono. Phone Leicester 0633 402430.

Intellivision, master component wanted must be in good condition. Please phone with offers 01-994 5167 after 7 pm.

CBM 64, data recorder, 3 joysticks £40 of mega £250 of software including some new ones. £150 for everything. Phone 01-892 2875. Ask for Brendan.


CBM 64, 1541, MPS863, 32 TV - colour, freeze machine, loadsbooks, about £150 of software (many new). Best offer around, £950 accepted, telephone Gary 0223 832952 after 6 pm.


We welcome complaints from the public about advertisements in the press, on posters and in the cinema. It helps us keep advertising standards high. But we also monitor a considerable amount of advertising, and take the necessary action ourselves. You'd like to know more about our work, and receive a copy of the rules, please write.

The Advertising Standards Authority.
We're here to put it right.
Can You Stop The Russian Bear?

Red Storm Rising

Based on the NO.1 best-selling book Red Storm Rising by Tom Clancy; Larry Bond co-author. Copyright 1986 by Jack Ryan Enterprises Ltd and Larry Bond. All rights reserved.

The storm has broken. MicroProse's latest title is here.
This high technology simulation of strategy and tactics is based on one of the most dramatic and detailed stories of modern warfare - Red Storm Rising, the international best-seller by Tom Clancy and his technical collaborator Larry Bond.

Working with the authors, MicroProse have brought the book's intense action and excitement to your computer screen. You are put in command of an American nuclear attack submarine at a time when the two super powers collide.

Standing between the Russian bear and global domination, you play a crucial role in the conflict. Missions take you to an astonishing variety of undersea environments, plunging you into challenging and exciting situations.

Prepare for action in this heart-pounding simulation.
Available for Commodore 64/128 Cassette £14.95, Disk £19.95.

Please send_________ Copies of Red Storm Rising C64 Cassette____ Disk____
Name (block capitals)________ Address________ Post Code____
I enclose £________ including 55p P + P. Cheques payable to MicroProse Software Ltd.
or debit my Access/Visa card. Expiry date __________ No:__________
MicroProse Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 8DA, UK. Tel: (0666) 54326. Tlx: 43422 MPS/UKG.
The fantasy section starts here!! Lots has been happening on the FRP scene lately, with Games Workshop issuing a mountain of accessories and Standard Games releasing the definitive guide to roleplaying for the total beginner. Add to this the chance to play a superhero of your choice and you have what’s covered in this month’s FRP section.

**Dragonroar**

- **SUPPLIER:** STANDARD GAMES.
- **COMPLEXITY:** BEGINNERS.
- **PRICE:** £12.95.

Getting into Fantasy Role Playing is not an easy thing. There are a large number of games and accessories available to the first time buyer plus a whole new language of gaming terms to be learned. Add to this the complex rules, as well as a definite lack of explanatory material, and it is easy to see why some people never get involved in the hobby in the first place!

With the release of *Dragonroar*, Standard Games has gone a long way to solving many of the novice’s problems. They have come up with a product which is simple to play, easy to learn and very enjoyable.

The first thing to do is to listen to side A of the enclosed cassette. This explains what role playing is all about, how you play the game and generally answers all those observations you have been dying to know the answers to.

Now turn to the rule book to see how the game works. The cassette talks you through character creation, movement and combat referring you back to the rulebook at various times to explain examples. Once you have a basic grasp of the rules, you are then advised to read the rulebook two or three times to make certain that you know them. You can draw a comparison between the rulebook and a telephone directory; you don’t have to know it off by heart, but you do have to know where to look.

Once this is done you have two options. You can play the game with a group of other players or play on your own. If you choose to play with others you have to elect two other people, one being the Fatemaster, the other being the Arbiter.

The Fatemaster is the key to the whole affair. The person who takes this position plays the part of a referee. They must set the scene for the adventure, be familiar with the rules and try to think of the possible eventualities that may arise in the game. They make it possible for the other players to play the game.

The Arbiter is someone elected by the players as a policy maker. They must take into account what the party intends to do and informs the Fatemaster of the group’s actions. The party should decide things on the democratic basis of one player one vote. The arbiter then takes everything the group says into account and makes the decision, if necessary.

As a single player, you have an entertaining threat in front of you. On side B of the cassette is a solo adventure! All you have to do is lay out the enclosed floor plans in order and once again the cassette will talk you through. However, this time it is done as an adventure with special sound effects. Basically, you play the part of a pre-determined character called Tolmar, who has a magical family heirloom stolen from him by a man called Zanto. It is your quest to retrieve it and it is not an easy task.

You have to descend into his deadly domain, where you meet horrible hobgoblins, ravenous rats and terrible traps, each of which has their own individual sound effect.

At certain times the narrator of the story tells you to flip over the floor plans and you find yourself in another room, with a unique encounter for you to attempt to conquer.

Most encounters involve fighting of one description or another, and it was nice to find a combat system that is quite detailed, yet simple to operate.

The same goes for the magic system. At certain times, with certain weapons, combat can be quite lethal, but it only serves to add to the realism of the game.

All in all, this is the complete package for the absolute novice, it introduces you to, and includes, six different shaped dice, ranging from a four sided die to a twelve sided and explains how to use them.

Also included is a full colour dungeon floor plan, mapping paper, tokens to represent both the monsters and characters, quick reference play sheets plus a couple of pre-planned adventures.

**Dragonroar**

- **VALUE:** 7
- **PLAYABILITY:** 9
- **PRESENTATION:** 9
- **COMPLEXITY:** 3
- **OVERALL:** 7
Champions

SUPPLIER: GAMES OF LIVERPOOL.
PUBLISHERS: HERO GAMES.
REVIEWER: WAYNE.
COMPLEXITY: FAIRLY EXPERIENCED.
PRICE: £7.95.

Champions is the superpowered world where the full colour fantasies of comic books become real. Here superheroes and supervillains do battle for the destiny of the human race.

Here, armed with just the rulebook, a few dice, a couple of pencils and the odd metal figure, anyone can become a superhero.

To start off you have to create your own character. This is fairly easy and the rules guide you through this process, referring you to many examples on the way. Basically, you have past experience and may range from acrobatics to stealth.

Powers separate the superheroes from ordinary people. Powers are the ability to fly or fire energy bolts. There are many powers to choose from and you can get yourself in a right state considering the permutations and combinations for your hero. To help you decide, the powers have been grouped into four categories, namely:

Offensive; Defensive; Movement and Others.

You pay for both skills and powers with Power Points. You get 100 to start off with, but these are not nearly enough. There is a reason for this however and a very good one it is to! You can obtain more Power Points, if you agree to have the same amount of points in Character Disadvantages.

If you are a comic buff, you will no doubt know that all heroes have weaknesses as well as strengths; both are necessary to an interesting, well rounded character. They also give the GM interesting ideas for adventures, giving them a wide scope for all that important 'Cringe Factor'.

Disadvantages range from anything from Beserk, which means that your character can't distinguish between friends and foe in combat, to Unusual looks, which can range from startling, to downright hideous.

Once your character has been created, it is time to read the combat section. This is where the game toppers slightly as it is quite involved and time consuming. On the positive side it is quite realistic and covers all possible outcomes.

When you have read all this you are ready to play the game. Of course you'll need a Game Master (GM), to run and referee the game, as well as a few other players. The GM is well catered for in the rulebook with a whole section dedicated to running a campaign. Also included are five adventures, one of which is very small and can be played solo. To balance this up there is a large, involved adventure involving the clearance of a sinister organisation's headquarters.

To quote the designers of the game... "The main object of the game is for the players and GM to have fun." I totally agree, and so those more serious minded roleplayers should give this game a wide birth.

VALUE 8
PLAYABILITY 7
PRESENTATION 5
COMPLEXITY 7
OVERALL 8

My friends I have been reading your FRP column with interest, and have decided to take the plunge and get involved. However, we are not sure what to buy! There are loads of games available, but we want one which is sword and sorcery based and simple to play. What do you recommend. Gary Horesham, Blackpool.

Dragonrour which is revealed this month, is well worth a look. TSR's 'Dungeons And Dragons', (basic set) is the game which people usually start with, but you can always try GW's 'Runequest III', which is slightly more complex. All games should be available in your local hobby store.

I like to play Role Playing on my Atari ST and I am having a great time playing Dungeonmaster at the moment. However, I am very close to finishing it and will be at at a loss as to what to play next!! Can you advise me on any other FRP games which are/will be available for my type of computer? A. Tomlinson, Poole.

Shadowgate is the only new FRP-ish game on the market at the moment. It is a bit Adventure-ish, but is quite interesting in places and very addictive. There is also the Ultima series issued by Origin, which have a large FRP bias. However, the computer FRP market is waiting with bated breath for the release of computerised AD + D, which is a combined release by TSR/US Gold and SSI. It has really great potential and if it lives up to its pre-release material, it should be bigger than Dungeonmaster. Keep reading C + VG for further exclusive details.
23 WAYS TO ACHIEVE SPORTING IMMORTALITY

- Figure Skating
- 100m Dash
- Speed Skating
- Hot Dog
- Freestyle Relay (Swimming)
- Ski Jump
- Bobsled
- Triple Jump
- Rowing
- Javelin
- Show Jumping
- High Jump
- Fencing
- Cycling
- Canoeing
- Pole Vault
- Biathlon
- Gymnastics
- Free Skating
- 100m Freestyle (Swimming)
- Skeet Shooting
- 4 x 400m Relay
- Diving

Screenshots taken from CBM 64/128, Spectrum and Amstrad formats.

SUMMER GAMES I & II — Brand New on Spectrum and Amstrad

CBM 64/128
£14.99c, £17.99d
Spectrum
£14.99c, £17.99d
Amstrad
£14.99c, £24.99d

U.S. Gold Ltd
Units 3/5 Halford Way, Halford, Birmingham B6 7AX. Tel: 091 356 3338

EPYX
Games Workshop has been very busy recently issuing a veritable mountain of gaming accessories.

Its biggest, and I mean this literally, recent release must be decorated in an imitation wood finish.

It sells for around £20.00, which is a bit steep, but there is no other fortress on the market. Furthermore, GW are selling them as fast as they are making them, so if anyone is interested in buying one it could be a wise move to contact the Mighty Fortress. Standing at over six inches high and over two feet square the fortress is a formidable structure. It has been made specifically to cater for your miniature figures (25mm) and you can use it for whatever historical period you desire.

It is made of reinforced, high density polystyrene and designed in such a manner so that you can assemble it in whatever fashion you desire without the aid of glue. This means that you can rebuild it over and over again, to suit your specific gaming needs.

The fortress comes in a realistic textured stone grey colour, but you can enhance it if you wish with the aid of water-based paints. It contains four square towers, four wall sections, and two wall sections with gateways.

In addition you get a large selection of plastic doors, ladders, trapdoors, gates and flagpoles, which are all them direct.

GW has also issued a couple of products to accompany its Warhammer 40,000 space role playing game. The new space marines come in blister packs and sell at £2.50. You get three metal marines to a pack plus various accessories such as standards, weapons and other offensive devices.

There are six new variations of model and their poses differ from model to model. Most of them are in action stances, with such weapons as bolt throwers, chain swords and other hand held weapons. A must for any serious Warhammer 40,000 player.

Talking of "musts" the Rhino is a deadly fighting machine from the battlefields of Warhammer 40,000, which any dedicated player will miss at their peril.

The Rhino is the mode of transport used by space marines. It is a frightening version of a modern day armoured fighting vehicle and is a very nasty piece of work, bristling with offensive armoury.

For around £10 you get three rhinos, which are all moulded in top quality plastic. The models are highly detailed and come complete with multi-option body sections, optional hatches, smoke launchers, spiked ram attachments, hand rails and lighting equipment. You have many different options as to how you construct them. Some modelling skill is essential as the Rhino's must be constructed using modelling glue. However, full assembly instructions are included along with painting instructions and a sheet of full colour transfers.

Standard Games has also had its nose to the grindstone. The company recently released two accessories to accompany their Dragonroar range (see this month's review).

Zhevezh Gauntlet will test the skills of even the toughest players. Based around the town of Tutub, the adventurers have many options for excitement and action. Included in the package is a booklet fully detailing the various non-player characters, more dungeon floor plans and new counters. There is also a new adventure cassette, which is for solo play.

The Ballad Of Skiirn La'ana is another Dragonroar adventure, which leans more towards stretching the old grey matter than actual hack and slay. However, adventurers will need to keep their swords handy as there are some formidable new monsters, namely the Khlamin, which is a rock monster that flies!! Also the vicious War hedgehogs are on the loose . . .
The PBM news of the month, if not the year, is that Mitre Games, one of Europe's largest PBM companies, has gone into voluntary liquidation.

So where does that leave the players who have a substantial amount of money invested in the company, in the form of turn credits? Well, it all depends which Mitre PBM you played.

Midgard Players: The European rights to Midgard have been sold off to a company called Mid-Games, which is based in the USA. It is run by Bill Fawcett and Eric Ziemer, and they have agreed to honour all credit that UK players have accumulated. Apart from the inconvenience of playing the game across the Atlantic, Mid Games say that, economics aside, they will continue to run the game in the same vein as Mitre, without any radical changes. If you wish to contact them their address is; Mid Games, PO Box 268050, Chicago, Ill, 60626.

Global Supremacy: Jade Games has snapped up the rights to this game and it should be up and running at this moment. Like Mid Games, they will honour all credit that players have in their accounts. Unlike Mid Games, they believe that they can make a considerable improvement to the game and they are striving to introduce a more realistic element into it. Anyone interested in playing Supremacy should note that new startup positions cost £5.00, with turn fees starting at £2.40 and rising depending on the number of actions you perform. It would appeal to any readers interested in contemporary wargaming.

Please note that whilst these two companies will honour your credit in the form of turns, they are not able to give cash refunds on monies owed.

Tribes of Crane: It would appear that no one has shown very much interest in this game, and as a result, its rights are still unsold. The only recourse I can advise to players who have credit held here is to get in touch with Mitre's receiver, who will be dividing up and allocating the money that is available.

Turning now to happier news. The BPMA's Great Northern PBM convention is well under way. It is taking place at Sheffield Polytechnic on Saturday 15/10/88 between 10 am and 6pm. All the major PBM companies have been invited, along with certain Fantasy Role Playing organisations.

Live role playing (demonstrations and participation), computer games and quizzes, competitions and a 'bring and buy' auction have all been arranged.

Tickets usually cost £2.00, but any C + VG reader who writes to; The BPMA, 2, David Coers, 200 Lansdown Rd, London, N17 9XW, can get them for £1.50.

Sloth Enterprises has obtained the rights to run the Australian Created PBM, Spiral Arm II. The game is one of space empire creation and involves the usual ammount of space combat, interplanetary colonisation and trading.

Spellbinder Games also have the rights to run the same game you can play game. This means the game with the company you prefer. Sloth, however, have come across with a novel idea on how to market the game.

Basically, the rule book, start up and first two turns are free, so all you C + VG readers who are interested in playing the game, drop me a SSAE at C + VG and I will arrange for the start up package to be sent.

Sloth is looking for GM's, so will use; what tactics they will adopt and what other warrior you want to challenge. You then get back a computer print-out of the flight that is first divided into minutes and then sub-divided into a blow by blow account of the descriptive action. Dependent on how well you do, you rise or fall in the gladiator table. The aim is to become the Duelmaster which is the top person in the game and means you play for free.

Anyone interested should write to; Sloth Enterprises, 307 York Road, London, SW18 4NY, and I will pass it on.

A Warp forces Empire - U.S. PBM Invasion.

There have been big happenings in the PBM world this month. Mitre Games has gone bust, a couple of other PBM companies have taken over its products and Sloth Enterprises is giving away free rulebooks and re-introducing the concept of discounts for bulk turns purchased.

Doesn't cost and arm and a leg, so well worth a try, even if you just learn from experience.

One thing you should bear in mind though is that our colonial cousins go in for computer-moderated games in a big, big way. Over there is money and you will not find a company that deals in hand-moderated games experience. So be prepared to fill in turn sheets with quite a few numbers, to achieve the desired results.

Two games run from the USA that I can recommend are the following: Warp Forces Empire is a sci-fi game of combat and exploration. So you start off with a planet under your control just as your population is venturing into space exploration. Where you go from here is up to you.

The owner of Enterprise Games Systems, Steve Gray, is a very pleasant, reliable chap, who is only too willing to answer your initial enquiries.

However, before you bother him see if you like the game first. Simply write to me with a SSAE and I will arrange for a leaflet to be sent to you.

Duelmasters is a game of gladiatorial combat fought in an arena between two characters, where you play the owner of a team of warriors that number up to five. You then write down how your warriors are armed, what armour they wear, and how they will fight, what style they will use, what tactics they will adopt and what other warrior you want to challenge. You then get back a computer print-out of the flight that is first divided into minutes and then sub-divided into a blow by blow account of the descriptive action. Dependent on how well you do, you rise or fall in the gladiator table. The aim is to become the Duelmaster which is the top person in the game and means you play for free.

Anyone interested should write to; Sloth Enterprises, and I will pass it on.
DAY OUT IN A FERRARI

Jane Frewer from Broadstone in Dorset was the "lucky" winner who gets to be driven around by Eugene Lacey for a day. The consolation prize is that it's in a Ferrari, so the day shouldn't be that bad. She impressed the judges by the fact that she'd just done a 9,000 word project on the famous sportscars, and that she was a girlie, and we don't get many of them entering our competitions.

ROCKET RANGER/ B MOVIE

W. Craigens from Middlesborough stormed into first place with his suggestion for a B movie title – "Frankenstein Ate My Virgin Granny on Wheels." If you think that's bad, you should see the rest of them! He gets a free day at Alton towers.

MR D.J ROBOT RADIO

Winner of the Mr D.J robot radio was Gareth Dew from Bridgwater in Somerset, who was the first out of the hat to correctly tell us that the name of the robot in the film Forbidden Planet was "Robby". He should have received his prize, ooh, ages ago.

BITMAP BROTHERS

Darren Bilham from King's Lynn won the Bitmap remote control model aeroplane which was first prize, with these correct answers. The Wright brothers were the famous flight pioneers, the assassinated US politicians were the Kennedys and the suit billionaires were Moss Bros. Runners up who win Xenon games are Cameron Hogg of Stoke on Trent, John Parchment of Clapham, London, Daniel Cregin from Newcastle, Jon Christian Hartley from Blackburn, Rafael Ssabater from Earl's Court, London, Alistair May from Moray in Scotland, Adam White from Leeds, Joseph Old from Padstow, Cornwall, Ranjadh Grewal from Northampton and S.P. Howells from Birmingham. Hearn and Marko Sviminen from Finland, heroes all.

TALLY HO COMPETITION

June's Tally Ho Gee Bee Air Rally competition got a whole and Kevin Hutchinson from Sheffield.

Well done!
TRIAD - A NEW FORCE IN THE 16 BIT MARKET PLACE
Space Harrier is now available on the ST. Here’s a map of the first three levels to get you going, plus some hints and tips direct from Elite.

Stage 4: Very fast level; and it is very solid; it has loads of posts very close together, this needs very good, fast reactions, and it is very useful to go from left to right all the time, using the auto-fire.

Stage 5: This is a “Bonus Stage”: all you do is wait until a Hamster comes along and wait until you are on his back. Then control him over the screen, smashing into everything you see.
Stage 6: Just keep out of the way of the Steel poles and dodge the discs which the Hockey Players "whack" at you.

Stage 7: Very tough level at the start. When objects in the air fly on the ground but fire when there aren't too many. Stay out of the way of the Faces, they come too fast. Keep crossing the screen for a while longer.

Stage 8: Have auto-fire on and move all over the screen, blowing up everything in sight.

Stage 9: Very, very fast level; it is very full of obstacles and is very hard.

Stage 10: Not reached.
ACADEMY RIVALRY

PLATOON

Special boxed pack containing FREE film poster, game and audio cassette of Smokey Robinson’s “Tracks”. 
Capturing the intimidating mood of conflict within Platoon has been hailed as “Best Film Tie-In to date”. 

Games of Combat, Etc

© 1987 Konami

© 1986 Herndale Film Corporation. All Rights Reserved.
A superb conversion for your home micro of Konami's arcade blockbuster. Featuring all the gameplay of the arcade original, Gryzor takes you into a thrilling alien world of force fields, fanatical guerrillas and strange enemy defence systems - but you have the fire-power and maybe, with a little skill, get and split second timing, you can infiltrate the alien's headquarters. Play Gryzor once and you'll be hooked!

@ 1987 Konami
There are two ways of playing Gauntlet: the smash ‘n’ grab method where you pile into the tray without any regard for your health, or the stealth mission where time, patience and skill are used to amass the highest score possible. If you prefer the former method of play, turn the page. If the latter is more your style, read on.

Although there are four characters to choose from, solo players are best advised to pick either Merlin the Wizard or Thyra the Valkyrie.

Merlin is naturally allied with magic powers, and his magic shots and prowess with potions make him an excellent fighter. However, his nas little armour, and therefore can only be recommended in skilled players who are adept at avoiding the less-than-amorous attentions of the dungeon horde. Thyra is ideal for less experienced players, as she is endowed with body armour and has reasonable magic powers.

The key to the game is keeping your health level up. Running around blundering into everything isn’t the best way of conserving energy — carefully does it. The priority targets are the monster generators. Take one of these out as soon as possible, otherwise the screen will quickly fill with marauding monsters. A useful tactic is to shoot the generator when you’re wandering through a maze, destroy everything you can on the other side of the wall by shooting through the gaps. This means that when you reach the other side there won’t be anything nasty lying in wait.

Monsters always advance towards you in a straight line, so if you can put a wall or obstacle between you and them, they won’t be able to approach. With clever positioning, you can actually shoot past a wall with monsters behind it, destroying them without fear of them touching you.

Always watch out for food: if it’s a cider bottle be careful you don’t shoot it — it’s better to battle a couple of monsters hand-to-hand to reach some food, rather than risk blasting it. The same goes for potions.

Ghosts, grunts, lopers and sorcerers are easily dealt with — blast ‘em! It’s bits. Demons are dispatched in a similar way, but care should be taken to avoid their health-sapping gobst of fire. The fire monster is no trouble to a solo player (monsters chase after you anyway) but acid pools and Death are. Acid pools can’t be shot, and have to be avoided slapping into one knocks off 50 health points.
Deaths are deadly and can only be destroyed by potions, so don't waste them.

Dragons are the most dangerous of the dungeon inhabitants. They appear rarely, but nearly always bar the way to the exit. The only way of destroying a dragon is to hit it repeatedly on the head. Timing is critical, as it sways from side to side making it difficult to get a shot on target. All the white it cannot fire, so speed is also of the essence. Never approach too near a dragon — it is suicidal. It does take practice to destroy dragons, but don't be disheartened. It is possible if you don't succeed after repeated attempts, you could always win out and summon another character to do the dirty work!

Amulets are all very useful apart from transportibility, which makes playing the game very difficult indeed. There's a secret room hidden in the game, and it's packed full of potions, amulets and other goodies. It can be accessed in a variety of ways, but the best thing to do is save super shots. Don't collect all the super shots until you've completely cleared a dungeon, then retrace your steps, pick up all the super shot amulets you missed, and go to the exit without pressing the fire button. Keep collecting super shots in this fashion and you'll eventually enter the secret room. Entrances to the secret room are also hidden in the walls of some mazes — but they're very difficult to find. If you discover any other ways of getting into the secret room, write in to Playmasters.
Beyond infinity lies the evil galaxy dominated by the forces of the despotic SALAMANDER. A hero must persuade his compatriots to join him on a journey into hell and beyond. Organic beyond the dimensions of our minds....

NOW IS THE TIME... YOU ARE THE HERO

SALAMANDER

MONSTERS OF DESTRUCTION, NUCLEAR SPIDERS, INFERNO BURNING LIKE RAGING SEAS IN TORMENT, CAVERNS OF DESPAIR, DEMONS BURNING BEYOND THE DIMENSIONS OF OUR MINDS....

NOW IS THE TIME... YOU ARE THE HERO
Welcome to Playmasters. Julian Rignall here with all the latest hints, tips and POKEs for your machines. Over the next few months I'll be reshaping and developing the Playmasters section to turn it into THE definitive tips section, with the hottest maps, listings and POKEs that are guaranteed to work, and the best cheats and hints.

The best news this month is that I've got software to give away to the senders of the best tips of the month. So send in your maps, hints, POKEs – or anything you think could help fellow games players – to: Julian Rignall, Playmasters, C + VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AD. You never know, you could win yourself a bundle of software to give away to the senders of the best cheats and hints.

Coming up this month is a solution to the final level of Dungeon Master, a Space Harrier map and some superb tips for Gauntlet II – get playing!

NEMESIS
This is an old tip, but might be useful for those who've just bought Ocean's Konami Collection. Load Nemesis, on the title screen press down the SHIFT LOCK key and press SPACE four times to cycle through all the player options and bring you back to player one. Start the game and you'll be invincible, allowing you to knock up a totally ridiculous highscore.

BETTER DEAD THAN ALIEN
If you've been playing this glorified Space Invaders game and haven't got very far, take heed of the advice sent in by Craig Allcock of Salford, Lancs. – he's sent in the access codes to all levels:

1 Electra, 2 Syzygy, 3 Drambuie, 4 Plug, 5 Soprano, 6 Mayonnaise, 7 Faucet, 8 Potato, 9 Woomera, 10 Nacissus, 11 Debutante, 12 Firkin, 13 Acoustic, 14 Triptych, 15 Jabberwocky, 16 Whimsical, 17 Cornucopia, 18 Punjabi, 19 Tiddly Pom, 20 Kewpie Doll, 21 Sepulchre, 22 Euphemism, 23 Grammarian, 24 Crossword, 25 Quarantine.

DARK SIDE
Here are some tips for budding explorers, sent in by incentive themselves – nice people indeed!

The first thing to do is disable three or four ECD's which slows down the timer – otherwise you'll find yourself running out of time long before the mission is complete.

If you're in need of fuel, make repeated contact with fuel rods in any store area to replenish supplies. If it's shield energy you require, make contact with the Pentagon-shaped power points.

To enter the overhead walkway, simply shoot the rod above the door repeatedly. It should spin, so keep on blasting until the door slides open. Blasting radar beacons prevents you from being thrown into jail.

If you touch a teleport crystal, it is positioned in the centre console within the teleport. If you then enter the teleport, shoot the crystal and then leave the teleport, you'll find yourself in a new area.

Apparently you can 'buy' your way out of confinement by lasering the slots in the pillars. Energy is expended, but you'll soon be free.

CARRIER COMMAND
No signs of the 8-bit versions yet, but apparently they're on the way. Still, 16-bit players should find the following tips very useful – they were compiled by Realtime, the programmers of the game, so they must be good!

When you reach an enemy island, get as close as you can without grounding and turn the carrier around by 180°, so you can hit island installations using surface-to-surface missiles.

Don't try to and destroy the Marauders one by one, as there can be up to 40 stationed in a silo (known as a Batcave) at once. When a Marauder is launched, it's fully refuelled and armed with three seek-and-destroy missiles. Take out the Batcave, and then hunt down and destroy the remaining Marauders – or just wait for them to run out of fuel. Remember that the Command centre on the island immediately starts to repair anything you've blown up.

Marauders don't ever leave the vicinity of the island, so if you want to destroy a Batcave, fly around the island avoiding the Marauders until you're close enough to the Batcave, and take it out.

Volcanic islands are always good sources of fuel – so always turn them into resource islands.

Do you know that you can land a Manta on an enemy airfield to refuse? Just make sure you destroy all missile launchers before they do!
Always have Virus bombs and ACCBs on high priority, as they're quite demanding on resources when being manufactured. Always have the Automatic Repair Systems on high priority in the Damage Control Screen.

Factory islands and the Base island produce limited resources. Regularly move the Stockpile island so that it's in range of the group of islands you're currently running a campaign against. Place defence islands at key positions in the island network, so that it's more difficult for the enemy carrier to break down the network. Always repair Mantas and Walruses as soon as they're quite demanding on resources.

Dungeon Master

Calling all Dungeon Master freaks: If you're having trouble battling through the last level, Richard Corns of Kingswinford, Swindon has just what you're looking for - a complete solution. Read through it first to familiarise yourself with what you've got to do before entering the dungeon - the last thing you want to do is have to refer back to this during a battle!

In dungeon eight (the one with the rats) there's a message which says 'When is rock not 'rock'. To the left of this message you can walk through the wall to get to a passage which has an invisible teleporter. Locate the concealed entrance by walking down the wall throwing objects. When an item disappears, you've found the entrance. Walk sideways and turn about. A giant rat appears but it can be dispatched using full-power fireballs.

Later on in the dungeon there's a concealed button. Find and press it and you'll activate a Storm Ring which shoots lightning. At the end of the dungeon there's a Ra. Don't leave without it.

In dungeon ten there's a corridor which goes round in a circle. To get past it walk around throwing objects at the wall. When an object disappears, turn around and walk back the way you came carefully check the left hand side. There's another button there; press it and go back to the first button, and nearby you'll discover a door. Open it and enter. On one of the walls there's an altar with ash on it, beneath which is a key. There's also a button located in the room; press it to get a Ra key and scrolls which tell you about the staff. Four doors can be opened with the ashkey, and behind each one is a magical item.

Use the Ra key found in the altar room to open the door with the star-shaped keyhole. Explore behind the door and you'll find the Firestaff. (It's behind the black door which is opened with the Master key.)

Go back to the level with the Wizard and you'll find a large room. Fall down any hole there and you'll find yourself in the dragon room. Under a pile of ash is a key. Pick it up, but be careful because if the dragon breathes fire, the entire party will be instantly frazzled.

Behind the door in the dragon room is a power gem. To free it from the spell use ZO + KATH + RA + XXXXXXXXXX. This produces a crystal with which you can touch the gem.

Go up the stairs to the room with the Wizard. Be extremely cautious here, as the room is packed with demons, and there's fire everywhere. Destroy all the demons and then face the Wizard himself. Surround him with fluxcages, and when you're sure that he's COMPLETELY surrounded, invoke a fuse, and when you've surrounded him correctly, he dies, and the quest is over.
Against a silver moon an awesome shape emerges, rumbling towards its destiny.

A classic encounter between two of the most destructive forces of their kind ever conceived by man.

THE BISMARCK... the most fearsome battle machine to ever haunt the seas.

THE GRUMMAN AVENGER... a masterpiece of aeronautical engineering, designed specifically to combat the growing menace of warmongers and protect western fleets from attack by air and sea.

NIGHT RAIDER is the compulsive culmination of all aspects of this encounter and captures both the action and simulation of one of man's most memorable conflicts.

CBM 64/128/AMSTRAD
£9.99 tape £14.99 disk

ATARI ST
£19.99 disk

IBM
£19.99 disk

SPECTRUM 48/128
£9.99 tape £12.99 disk

AMIGA
£19.99 disk

APPLE
£19.99 disk

GREMLIN GRAPHICS SOFTWARE LIMITED
Are You Good Enough to TA\[LCLE HOT\[SHOT

Universally acclaimed as the greatest game this century, Hot Shot has exceeded all expectations. Out of hundreds of games only two have qualified for Addictive's Gold Label award. These are Football Manager 2 and Hot Shot. Hot Shot is so action-packed, before you buy, read the back of the Hot Shot box. Available at all quality stores.


"It looks fantastic... and well bril\[l it looks too." Sinclair User.

Street Date: End of August.

C\[BM 64/128 - £9.99 cassette £12.99 disk
Spectrum - £8.99 cassette, +3 £12.99 disk
Amstrad - £9.99 cassette £12.99 disk
IBM PC - £19.99

Go For Gold... It's Totally Addictive

PRISM LEISURE CORPORATION, Unit 1, Baird Road, Enfield, Middlesex EN1 1SJ.
1988 will go down in history as the year of the role playing game. RPGs are now big business and games giant US Gold is about to launch the biggest game of them all – Advanced Dungeons and Dragons for all computers. There are two games – a conventional PRG from S.S.I. and an original, more acadey game using AD&D characters. C + VG has exclusive reviews, a mega compo, and all your favourite regulars in our bumper PC Show issue. It’s big and fat and the best value in gamesdom at £1.10. ON SALE SEPTEMBER 16.
You remember that famous bit at the beginning of Star Wars? The one where the giant Imperial Star Destroyer roars into view from the top of the screen, and seems like it's going to keep coming on forever. It was a magical piece of film-making, if perhaps cheapened by a thousand small screen showings. That's a fate that will never befall an IMAX film, not so much the cinema of the future as a cinema of the ideal. If George Lucas had used the revolutionary giant-sized Canadian system — or, heaven help us, it's even more spectacular domed screen cousin OMNIMAX — there wouldn't have been a few gasps in every audience, there would have been heart attacks. Yes, it really is that good.

As it is, everyone walking out of the auditorium is walking on air. Hardly surprising as they've just come out from under a screen at least ten times bigger.

A Bradford's IMAX projector.

A "The Dream is Alive" — shot by shutt...
than life!

It's the nearest thing to being there. Matt Bielby reports on IMAX and Super X, simulations that really stimulate.

minutes in length and pack them in at the museums, planetariums and cultural centres that house most of the fifty odd screens, in the main telling you far less about any particular subject than your average Horizon programme, but letting you feel much more. Brighter, crisper, larger than anything you have seen before, a film like the space shuttle film "The Dream is Alive" affects the audience like a cross between a roller coaster and a religious experience. Experiences like using the earth suspended blue and massive above you, forcing the eye to roam across the screen trying to take it all in cannot fail to move you. If someone hasn't already called IMAX the seventh wonder of the modern world, well, they should have.

Super X is a very different system. Unlike IMAX, it doesn't use a massive, awe inspiring

Continued on page 112

system leaves everyone with the impression of being actually inside the action. If it seems like I'm raving, it's because I am.

The system is the brain child of three Canadian film-making friends who built their first "rolling loop" projector in time to be the sensation of the 1970 Japan Exposition in Osaka with their first film, Tiger Child.

Since then 55 or so films have been made, each one vying to be more spectacular than those before. Most have been pseudo-documentaries devoted to subjects like flight, space exploration, natural history the Grand Canyon. All are around 40

Twist your head to take the world in.  

The Dream is Alive.
screen for its effect — indeed, the films it uses are shot on normal video tape and played on a screen not too much larger than one you could buy for your home — but adds the sensation of movement to the experience. Dubbed the Prokon, Super X’s capsule is like a very simplified version of an aircraft flight simulator. Fourteen passengers sit in the dark watching the screen at the front — like IMAX, the films are interchangeable and are normally of the “exciting ride” variety — and cling on as their environment swoops and judders in time with image.

The visual images on video tape are linked to the hydraulic motion system the capsule stands upon. Each pitching, rolling or falling movement seeming far more spectacular in conjunction with the film than they would on their own. There are aircraft, rally car, helicopter and white water rafting sim available now — it only takes a few moments to reprogram it for another ride — with many more being produced all the time.

Where to see them
IMAX screens aren’t exactly thick on the ground. The only one in the United Kingdom is at The National Museum of Photography, Film and Television which, due to the current policy of locating such things around the nation, is located in Bradford, West Yorkshire. The 52'4" x 63'8" screen has showings on the hour throughout the afternoon every day except Monday, with evening showings Thursday and Friday at 7:30 pm.

You can go and see the giant helicopter round the back, and visit the rest of the museum’s excellent exhibits while you’re at it. Apparently most people go back again and again after they have seen a film. For more information phone the museum on 0274 727488 for programme details.

Super X simulators are located at the Needles Pleasure Park, Alum Bay on the Isle of Wight, the Fleet Air Arm Museum at Yeovil in Somerset and other temporary locations around the country. One will appear in the British pavilion at Expo '88 in Brisbane, and another will be on
Move over BROTHERS!!! Make way for...

The Great Giana Sisters

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

Zzap Gold Medal.

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

A TERRIBLE TWIN WHO'LL STOP AT NOTHING TO SEND YOU OUT OF YOUR MIND

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

CBM 64/128 - £9.99t, £11.99d
Amstrad - £9.99t, £14.99d
Spectrum - £8.99t, £11.99d
Atari ST - £19.99d
Amiga - £24.99d

Rainbow Arts

GO! Media Holdings Ltd., a division of U.S. Gold Ltd.
Units 2/5 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388
WITH YOUR SECRET WEAPONS

CBM 64/128
£9.99t - £14.99d

Spectrum 48K
£8.99t

Spectrum +3
£12.99d

Amstrad
£9.99t - £14.99d

Atari ST
£19.99d

Amiga
£24.99d
It was over 40 years ago, at the height of World War II, that the Japanese main squadron tasted defeat off the west coast of the Midway Islands. Some say that this battle greatly changed the outcome of the war, some say under different direction we may now all be living our lives under the shadow of the Rising Sun. This is your opportunity at the controls of your magnificent P38, armed with six secret weapons, to relive the titanic struggle for supremacy against the battleship Yamato and its legions of defences.

“Supreme arcade conflict at its thrilling best”
The Olympics are here again and the arcade manufacturers haven't been slow to get their new sports games into the arcades. Clare Edgeley takes a look at Record Breakers as well as reviewing the cutest game we've seen in ages — The New Zealand Story.

A miserable summer never stops the athletics, especially with the Olympics looming on the horizon. And what better way to get into training than a quick trip down to your local arcade to play one of the several new sports simulations.

Taito's Recordbreakers is the latest sports sim in the arcades and features ten finger numbing events ranging from running through to pole vaulting and gymnastics.

Recordbreakers is a one/two player game with a vertically split screen. As you race against your partner in the 100 metres, you can see him tearing ahead of you on your side of the screen, while down the middle is a bird's eye view of the track for a spot check on position and how much further you've got to go. There are two qualifying rounds for each event and you must get through one of them. This at least gives both competitors a sporting chance to enter the big race.

The first event — 100 metres — is a dodgle. As soon as the start pistol goes, thump the start button and start wiggling the joystick backwards and forwards to build up speed. Whoever designed the joysticks needs his head seeing to. They are thin and spindly and about two inches long.

With no advance warning of the humiliation to come I entered the weightlifting contest. Two hefty body builders stand on the screen waiting for the start signal. Punch the button and attack the weight.

$270 Kg looks too much for challenger 1.

Win

A perfect landing

It's difficult to get to the finish in the time limit.

270 Kg looks too much for challenger 1.

A perfect landing

It's difficult to get to the finish in the time limit.

hurdles. Unfortunately it's not that easy. Crouched over that wretched joystick I skinned my knuckles trying to build up speed and concentrated so hard that I couldn't time the jumps. My character just ploughed through the lot.

Freestyle swimming sounds simple, and it is if you remember to let your player breathe! Alternatively you can try to drown him. There's an oxygen meter in this event and you must keep an eye on this to tell you when to hit the breath button. And all the time you're accumulating joystick blisters.

The shot putt is mostly a matter of timing the build up of strength and knowing when to release the putt. It's less of a strain than some of the other events, and at least the angle meter is some help.

The same goes for the long horse — all pretty straight forward. But wait for it — the hop, skip and jump should keep you on your toes. Use the start button for the run up, beat the hell out of the joystick for speed and then use the button again for hop, skip and while you're jumping attack the joystick even harder to keep your character in the air.

The last flagging event is the 400m relay and takes real stamina. It's fairly simple, just punch the button at the right moment to pass the baton and keep that joystick moving to qualify in 40 seconds.

Recordbreakers could have been an enjoyable contest, and should be. Unfortunately, it was spoilt by the minuscule and unwieldy joystick.
THE NEW ZEALAND STORY

"A daring kidnap. Young kiwis snatched by aging Walrus," scream the tabloids. National outrage. People wring their hands and then do nothing. Unless that is you are a kiwi. A bird of brain, but a helpless, flightless youngster who's ready to brave the baddies to free his mates. And so the cute and addictive New Zealand Story starts at the entrance to the zoo. Armed with a bow and unlimited supply of arrows you flutter into action, zapping a number of hungry foxes who have just picked up your scent. Immediately obstacles become apparent as you look at the map and find you're at the furthest point from your goal. Arrows point upwards and to the right. Building blocks tower in your path and these you must hop over using the jump button. Zap a few more foxes, pick up the fruit they leave behind in their wake and move on. You soon reach the edge of the screen and realise that the only way out is upwards. Suddenly you're under an airborne attack. Baddies drift down from above, each riding what looks to be half a potato. Jump up and without hitting the potato, knock the baddie off his perch with a well placed arrow and take flight in his makeshift perch. Another living hazard is a deadly teddies chase you everywhere. Bombs, laser guns, fireballs and even a stop watch which freezes the enemy for a short time. Collect these and dropped fruit whenever you can.

As you climb higher the going gets tougher. Bats appear from nowhere to drop cones shaped missiles on your head - difficult to dodge, especially if you are trapped in a narrow tunnel between building blocks. Other hazards come in the shape of spikes attached to the ceilings of each level. Hit one of these and your balloon will burst. Just as deadly are the ground spikes positioned between blocks when jumping from tower to tower. Eventually you'll find your kiwi friend and will be able to release him by touching his cage. An exit opens up taking you to the next level and another trapped kiwi.

Don't fall into the trap of thinking this is a straight up and down platform game. There's a bit more to it. Handling the different weights of transport is one problem. Cradles, rubber ducks, potatoes and the like all drift at different rates. So check how quickly you can manoeuvre them before engaging battle with flying foxes and killer hedgehogs. Another living hazard is a small devil complete with obligatory horns and tail. This nasty little character comes roaring over for a quick conversion job and takes a lot of killing. One arrow is not enough. So beware, make sure you've got a quick balloon and a hefty weapon. Lasers are ideal in this case as they can be fired from a safe distance. One helpful hint is to shoot the baddies so that their transport falls to the nearest block. Then nudge the balloon or cradle to an accessible position so that if you get shot down, you've got a backup in reserve.

Later levels take you away from the brick wall scenario of the zoo to different backgrounds including a brilliant underwater scene where your intrepid kiwi dons goggles and snorkel. You'll have to come up for air every so often and to kill the baddies, take off your snorkel and spit jets of water at them. Great fun. There's a bit more to this fabulously playable little game, the further you get into it, the more you'll like it. It can be frustrating but it's never boring. So save the kiwis and bag a nasty today.
THE DOMI

...Fall for one of our games

Once you have experienced the superior graphics, superb you’ll be falling over yourself

ROAD BLASTERS™
Super charged destruction ... the ultimate race against death, Road Blasters delivers all the gripping action and high speed thrills of this arcade spectacular.

- Spectrum Cassette £8.99 Disk £12.99

SHACKLED™
Your friends are prisoners within the mysterious castle. Release the fetters that bind them and chain them to yourself; only then can you make your escape. Release as many as you can for their predicament is dire, though the more you have on your chain the slower your progress will be. Defend yourself with a choice of 8 different weapons! Battle your way through 112 stages of gripping continuous action. Defeat your foes, rescue your friends, escape from every stage; only then is freedom yours!

- Atari ST £19.99

BIONIC COMMANDO™
The only hope we have of regaining our home world lies in the hands of our elite force of Bionic Commandos. With their telescopic limbs, sophisticated weaponry and bionic power they must infiltrate the enemy bases, destroy the deadly foe and neutralise their doomsday weapons.

- CBM 64/128 Cassette £9.99 Disk £11.99
- Spectrum Cassette £8.99 Disk £12.99
- Atari ST £19.99
- Amiga £24.99
- IBM PC £19.99

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388
NO EFFECT...

the rest will be irresistible

sound and unmatched playability of our games in an effort to get the rest...

DREAM WARRIOR™
A Kaleidoscope of Psychological Warfare - The life forms of three prestigious government officials have been captured by the dreaded Dream Demon. He now has the vital information to formulate his evil plans. Overcome the two headed monster, the Demi Demons and the final confrontation with the Dream Demon himself and then only you, the DREAM WARRIOR, can save the world.

CBM 64/128
Cassette £9.99
Disk £11.99
Spectrum
Cassette £8.99
Disk £12.99
Amstrad
Cassette £9.99
Disk £14.99
Atari ST £19.99
Amiga £24.99

DESLATOR™
Smashing its way towards you - out of the arcade into the computer, a fury of havoc and destruction straight from the Halls of Kairois. Fight your way through to the castle owned by KAIROS — the Great Satan — and free the captive infants held behind mysterious mirrors. Smash the mirrors to break KAIROS' evil spell and upon completing your quest, transform into the invincible Machoman and desolate all in your path.

CBM 64/128
Cassette £9.99
Disk £14.99
Spectrum
Cassette £8.99
Disk £12.99
Amstrad
Cassette £9.99
Disk £14.99
Atari ST £19.99
Amiga £24.99

ROLLING THUNDER™
Rolling Thunder introduces intrigue and heroism in an intense action game. A secret society is plotting to conquer the world. The 'Rolling Thunder' undercover police organisation is assigned to expose this conspiracy. Top agent, code name 'Albatross' is sent to the enemy headquarters to complete the mission and free the allies held hostage. Have you got what it takes to be a ROLLING THUNDER undercover cop?

CBM 64/128
Cassette £9.99
Disk £11.99
Spectrum
Cassette £8.99
Disk £12.99
Amstrad
Cassette £9.99
Disk £14.99
Atari ST £19.99
Amiga £24.99

GAUNTLET II™
The mind blowing sequel to the No. 1 smash hit. Addictive, frantic with so many new features it's a totally new game. Over 100 levels of pulsating action as you take on the powers of your favourite character even if they're already in play. Gauntlet II is not just a further episode in this enthralling crusade - it's a whole new experience in action packed adventure.

CBM 64/128
Cassette £9.99
Disk £11.99
Spectrum
Cassette £8.99
Disk £12.99
Amstrad
Cassette £9.99
Disk £14.99
Atari ST £19.99
Amiga £24.99

OUT RUN™
You're cool, the engine's hot, the gilt's gorgeous, a tonk full of gas and an open road - the rest is up to you! The ultimate experience in motor sports simulation, the absolute challenge to nerves and reflexes. Experience the exhilaration and excitement of driving a high performance sports car in this testing time trial where your co-ordination and nerve will be tested to unbelievable limits.

CBM 64/128
Cassette £9.99
Disk £11.99
Spectrum
Cassette £8.99
Disk £12.99
Amstrad
Cassette £9.99
Disk £14.99
Atari ST £19.99
Amiga £24.99

BAD CAT™
In 1984 and Los Angeles prepares for the Olympic summer games. The dignitaries and celebrities prepare their speeches, ready for the huge crowds, who are expected to attend. But there are still the straying city dwellers — despised by all the infamous cats are well known, for they are planning their own competitive games. Will Bad Cat live up to his name?

CBM 64/128
Cassette £9.99
Disk £11.99
Spectrum
Cassette £8.99
Disk £12.99
Amstrad
Cassette £9.99
Disk £14.99
Atari ST £19.99
Amiga £24.99

Experience all the thrills and spills of real skateboarding in this unique challenge to become champion of the skating world. Starting out from 'Skate City' test your abilities amongst the numerous skateparks, improving your techniques both in freestyle and competitive action as you attempt to complete the ultimate manoeuvre - the 720 degree twist whilst soaring through the air.

CBM 64/128
Cassette £9.99
Disk £14.99
Spectrum
Cassette £8.99
Disk £14.99
Amstrad
Cassette £9.99
Disk £14.99
Atari ST £19.99
Amiga £24.99

Advanced Dungeons & Dragons® Coming Soon
THE MAJOR CLASSICS OF GOLF SIMULATION IN ONE INTERNATIONAL TOUR CHALLENGE

LEADERBOARD Collection

Full colour reference chart assists with quick club selection and wind calculations.

An easy to follow, easy to use, colour guide helps you tackle these fantastic courses.

Record those memorable rounds forever in this pocket scorebook.

The greatest series of golf simulations ever produced, now available in one memorable collection, every bit as compulsive as the major tour classics that have the real pro's battling it out year after year.

PAR 4 CBM 64/128
ACCESS
£19.99 disk
£14.99 tape

PAR 3
ACCESS
SPECTRUM & AMSTRAD
£14.99 tape £19.99 disk

BIRDIE
ACCESS
ATARI ST £19.99 disk
AMIGA & PC £24.99 disk

The major classics of golf simulation in one international tour challenge.

Full colour reference chart assists with quick club selection and wind calculations.

An easy to follow, easy to use, colour guide helps you tackle these fantastic courses.

Record those memorable rounds forever in this pocket scorebook.

The greatest series of golf simulations ever produced, now available in one memorable collection, every bit as compulsive as the major tour classics that have the real pro's battling it out year after year.

PAR 4 CBM 64/128
ACCESS
£19.99 disk
£14.99 tape

PAR 3
ACCESS
SPECTRUM & AMSTRAD
£14.99 tape £19.99 disk

BIRDIE
ACCESS
ATARI ST £19.99 disk
AMIGA & PC £24.99 disk
FAR AWAY IN A LAND
WHERE TIME STOOD STILL...

... A SUDDEN ROCK-FALL
THREATENS TO KILL OUR HERO

GOOD LORD!

OH NO!!

CANNIBALS

DANGER LOOMS EVERYWHERE!!
The Legend of Zelda is a massive arcade adventure packed full of dragons, imprisoned princesses, traps and pitfalls.

Princess Zelda has been kidnapped and is being held captive by an evil Gannon. Guess what? It's down to you as the dashing hero to rescue the fair lady by finding the eight lost pieces of the 'Wisdom Triforce' — hidden by lady Zelda before she was captured.

There is an enormous country to examine, with nine secret labyrinths to be located and examined, not to mention the Overworld where you start your travels.

There are dozens of things to collect like a sword, boomerang, bow and arrow, candle, wand, whistle, rings, letters, ladders, shields, keys and bombs to name just a few of them.

You play by running around by slashing and avoiding the nasties, as you reach the side of the screen it scrolls, there is a map to help you keep track of where you are and if you press the B button an inventory screen scrolls down allowing you to choose your weapons. You can amass coins to buy weapons and collect bombs and other items left when certain nasties are killed. There are power-ups and bonuses hidden in the walls as well as a fair smattering of puzzles to be solved before you can gain entry to parts of the game.

Graphics and sound are excellent and again playability is supreme. It needs to be, as the price tag is a bit hefty at £39.

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

Nintendo are pretty chuffed with their boxing game. Not surprising really as it carries a Mike Tyson endorsement. It is in the shops now for your Nintendo so yours truly decided to invite it into my console for a sparring match. There are ten opponents to overcome before you can indulge in your dream bout of trying to give Mike Tyson a good thumping (I must admit the idea does appeal to me). It is very well presented with good linking screens of characters and messages. The ten opponents are Glass Joe, Von Kaiser, King HHH, Hoppo, Bald Bull, Piston Honda, Don Flamenco, Great Tiger, Mr Sandman, Soda Popinski and Super Maco Mon. There are three circuits to be completed Minor, Major and World, each circuit having a number of opponents which have to be beaten before promotion comes your way.

One nice feature is the use of password codes so that if you complete any of the circuits you are promoted and given a password. This password can be entered if your game finishes allowing you entry to the circuit you bowed out on.

To win a bout you need a KO or a technical KO which is when you knock your opponent over three times or by a points decision if the referee, Mario, gives you the nod. Of course, if you are unlucky enough you can knock yourself out or be disqualified (through a points decision) if the referee states you are not fit enough to continue. The playing screen has a stamina meter, a stars count (number of uppercut punches available), heart which shows your ability to throw punches, if you are too tired you turn purple and can only avoid the opponent punches, points scored, elapsed time and round. At the end of each round your trainer gives you advice on how to beat your opponent while the opponent babbles very stupid but funny dances and expressions. I actually sat in front of the monitor and roared with laughter at their antics. You can punch to either side of the head, or give body blows as well as ducking and weaving to give some pretty complex combinations. Again this Nintendo game is very playable. You have to analyse your opponent's movements whilst using some nifty footwork.

Punchout will not disappoint you, it is a truly enjoyable piece of software...

Pro-Wrestling

Pro Wrestling is the weakest of this month's new Nintendo games. Not for content. It features a one or two player facility and a choice of opponents (Fighter Hayabusa, star man, Kin Corn Karn, Giant Panther, The Amazon, King Slender and Great Puma).

In one player mode a game consists of a five minute single match against the computer, your ranking is five and this goes up with every opponent beaten. When you reach first position you wrestle with The Champ. Beat him and you have to defend your crown. There are over 20 throws and techniques to learn, each involving the joystick and combinations of firebuttons and position to the other wrestler. The graphics are plain, sound OK'ish and play is pretty mediocre. This is not a ad game it just fails to grab your attention or enthusiasm. Now that Wrestling is to be taken off TV it could be the kind of game to play on a rainy afternoon.

Wrestling is a Nintendo no no.

A Yawn time — not brown time. goes up with every opponent beaten.

When you reach first position you wrestle with The Champ. Beat him and you have to defend your crown. There are over 20 throws and techniques to learn, each involving the joystick and combinations of firebuttons and position to the other wrestler.

The graphics are plain, sound OK'ish and play is pretty mediocre. This is not a bad game it just fails to grab your attention or enthusiasm. Now that Wrestling is to be taken off TV it could be the kind of game to play on a rainy afternoon.

GRAPhICS 8
SOUND 7
PLAYABILITY 8
OVERALL 8
Choose the best 3 players from a cast of 9 neighbourhood characters and participate in this unique action packed soccer game. Execute all of the hottest soccer moves like passing on the run, heading the ball and shooting at the goal with a variety of shots. That is not all, avoid obstacles such as oil slicks, manhole covers and pot holes. Real life, fast action fun from the masters of Street Sports... Epyx.

Select from 16 of the neighbourhood's hot hitters and hacks. Each with his own level of skill in hitting, fielding and throwing. With the right combination your team could be the champions. With the wrong combination, the chumps...

Street Sports
Basketball
CRB 64/128 & Amstrad
£9.99 tape
£14.99 disk
Spectrum 48/128K
£8.99 tape
Street Sports Soccer
CRB 64/128
£9.99 tape £14.99 disk

Epyx
It's Tough on the Streets!
U.S. Gold Ltd., Units 23 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3398
EXPANDING THE WORLD OF PLAY

PRESENTS THE VIDEO SYSTEM
WITH SO MANY FIRSTS
IT'S SECOND TO NONE.

No one has come out with more innovations at one time in one place, than the Nintendo Entertainment System.

First of all, there's R.O.B., your Robotic Operating Buddy. R.O.B. becomes your off the screen partner, putting the action between you, him and the screen.

And first of all, Nintendo introduces the Zapper. It's the one and only light sensing video gun that's going to trigger a whole new kind of fun.

And first but not last, Nintendo offers superior graphics on all 17 game paks. Fifty-two colour/dot capability allows for brilliant tone refinements, realistic 3D images, convincing depth of field and actual shadows.

Discover the Nintendo Entertainment System. With all these firsts, you'll love it in a second.

ORDERS & ENQUIRIES TO:
DE GALE MARKETING LIMITED
81 TOTTENHAM COURT ROAD,
LONDON W1A 1EY
TEL: 01-637 5735

PRICE LIST
CONTROL DECK ............................................. £99.00
ACCESSORIES
ROBOT ........................................... £49.95
ZAPPER GUN ........................................... £24.95
GAME PAKS FROM ................................. £19.95
DELUX SET ONLY ................................. £149.00
(Features Robot, Zapper, Deck + Free Software)
(All prices include p&p)

Signature ..................................................
Mr/Mrs/Miss .............................................
Address ..................................................

I enclose cheque/PO for £..........................
made payable to: De Gale Marketing
Please deduct £........................... from
my Access Account No. ..........................
(Signed) .............................................

PLEASE SEND ME GAME PAK DETAILS AND:

<table>
<thead>
<tr>
<th>DESCRIPTION</th>
<th>QUANTITY</th>
<th>PRICE</th>
</tr>
</thead>
<tbody>
<tr>
<td>DG3</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

TOTAL
The President of the U.S. and other members of a top-secret summit have been taken hostage. As the world watches and waits, your job is to secure the safety of the captives and resolve the crisis. This exciting simulation is a challenging test of your skills. A cassette containing the terrorists demands and loaded with vital clues is your starting point. Utilizing the main computer of the CIA's Counter Terrorist branch you must correctly identify suspects, working under mounting pressure and tension. Make the right decisions and the trail of espionage, secrecy and deception eventually takes you to the Middle East. Here, you discover that an even more sinister—but undeniably intriguing—plot lies behind the kidnapping.

Have you got ability to successfully investigate international terrorism? The President Is Missing—available for C64/128 computers, plus IBM PC's & compatibles.

Please send copy(ies) of The President is Missing Format Price:
(C64/128 £12.95 IBM PC/compatible £24.95.)
Name:
Address:
Post code
I enclose £…………… including £1.00 P&P UK only. (Overseas £2.00)
Cheques payable to MicroProse Software Ltd.
Or debit my Access/Visa card.
Expiry date
No. ____________________________
For more information on the Cosmi range please tick box □

Tomorrows Reality...Today

Cosmi, MicroProse Ltd., 2 Market Place, Tetbury, Glos GL8 8DA, UK. Tel: (0666) 54326 Tlx: 43422 MPS/UKG
LETTER OF THE MONTH

I often wonder about the mentality of people who feel obliged to be abusive about people they have probably never met. What do they get out of it? The cachet of having slagged off a famous name in the national press? The dubious pleasure of pointing out their abusive letters to friends and sniggering over their words in newsgagents?

Take David Giffog's letter about Wayne in the July issue of C + VG. This man has come to the conclusion that Wayne is a pervert purely on the impression he has of him from a picture in a magazine. And why not? Surely everyone knows that people who have long bleached hair are always perverts? Thank God the police are not so biased or there would be a lot of innocent people in our prisons. I imagine that David has short brown hair and wears smart, neat clothes (rather like Dr Cripin did.)

I accept that looks are a matter of personal taste and David may not find Wayne attractive (perhaps he also prefers men with short brown hair?) but most people who reach a reasonable level of maturity are willing to accept that not all people's tastes are going to be exactly the same. David doesn't seem to have reached this level yet which leads me to suspect that he is either very young, or at least 'young at heart'.

Most people have no difficulties telling men from women, but if David is confused by people who have long hair, then perhaps he is looking at the wrong signs. There are a number of very good books for children on the differences between the male and female of the species and if he cares to read them, I'm sure he will be able to work out why the two genders are different. (Something a little more basic than the length of their hair, David!)

As for intelligence, I hardly need to go into this do I? Wayne writes for a national magazine about a hobby that he enjoys and plays well. David writes a childish and abusive letter about people he has never met in order to gain attention. Which is the most intelligent?

Most of the people who have met Wayne have found him friendly and easy-going, quite willing to put himself out for others, whether it is by talking to new PBMers on the phone and explaining why they are having problems with a certain game, or putting people up for the night at his place when they come down to London and then miss the last train home, but these are things you only learn about someone from knowing them. You cannot deduce what a person is like by looking at a picture of him in a magazine.

Linda Little
Redhill
Editor's reply: Actually Linda, we at C + VG tend to suspect that nice bloke though he is, Wayne is a bit of a pervert and congratulations for being our first T-shirt winner, for having the funniest letter on the page.

I've been a Computer and Video Games reader for some time. Way back in October 1982 when I first bought it, it had detailed, trustworthy reviews, interesting articles and the shining glory was the Adventure Helpline, which was the best column in any mag anywhere and generally made me feel good about having a computer. Alas, today's C + VG is only a shadow of the magazine it once was. Recently you introduced more general interest items into the magazine like the film and video review, the comic strip and review page, PBM etc. I applauded these at first, but I think now you should admit these 'experimental' articles haven't worked and get rid of them. The adventure Helpline has now all but disappeared, and there are less actual words per page of C + VG than any other mag.

At least this month things seem to be improving. The new charts, Winner stays on, better pokes and the letters page is getting more serious, but there's still virtually no Helpline. However, there is still a long way to go, and that is why I now read the excellent ACE instead of C + VG.

Gareth Williams
Swansea
Editor's reply: Keep watching C + VG, Gareth. The only thing you can be sure of is that like it or loath it, it never stays the same for long.

Whilst looking through your July issue I came across the review of Last Ninja 2. Observing the cool pictures which I think are the best I've seen on the 64 and Speccy, I came across the captions. The picture of the Ninja poking his staff at the boat said 'mad bikers are out to get you'. Then thinking how odd that was I saw a second caption with the picture of a biker after the Ninja which said 'Why is that Ninja poking his staff at the boat?'. Does this earn me a game?

John Fowler
Broxbourne, Herts
Editor's reply: If you thought that was good, you should have seen the Dungeon Master/Winner Stays On mix up! And no, you can't have a game.

I think you've got a great mag going, but I've decided to warn you. Of what, I hear you cry? Well, let me get straight to the point. I have a fianzage that if put on the market would reduce your sales to pulp. It's called the Digitised Directory and it's been a great hit with my mates. As it won't be available in most newsgagents for a couple of years (I'm only twelve!) you'd better start to work around the clock to improve you're mag. Let me give you a few tips that will go down well with the drags of society:

1) Although you're ratings are quite inventive, you should use percentages as for some reason they are more popular.
2) Expand you're Mean Machines section, because nowadays the serious gamers don't find veo meage pages enough to make them interested.
3) Bring in a new section every few months or so to keep people buying. I hope these points help you bring a little spice to the magazine.

Alexander Debenham-Burton
Essex
Editor's reply: We thought we did bring in new sections every few months! What about Fax, Playmasters, Out To Lunch...
YOUR SEARCH FOR THE ULTIMATE IN ENTERTAINMENT ....... ENDS HERE

A bead of sweat gently strokes your brow. Fingers tortured with anticipation. Eyes riveted to the screen. Nothing can stop you now. The record score is one carefully aimed F16 missile away. Ready. Aim. Fire!

Oh no! ....... missed.

If you live and breathe Personal Computers there's one event that shouldn't be missed. Personal Computer World has always been the target for people wanting to see the very best in leisure computing. But this year we've set our sights on making it even bigger and even better, to reflect this new direction, we've also retitled the event The Personal Computer Show' and moved it to Earls Court, London's premier exhibition centre.

Inside the specially allocated Leisure Hall will be assembled all the leading companies from the U.K. and overseas. Showcasing the most dynamic and exciting games software on the market. There's simply no better way of getting your hands on the very latest technology, feel free to try the games yourself or to see how the experts perform live on the gigantic Pepsi video wall at the National Computer Games Championship.

To obtain more information about the conferences please call 01-948 5166. So if you think you've given the current batch of games your best shots, come to the Personal Computer Show and discover a new world of excitement.

To attend on the public days (either 16th, 17th or 18th September) just complete and return the coupon with a cheque/postal order for £3.00.

To make a credit card booking, telephone the Keith Prowse Personal Computer Show ticket office on 01-741 9999.

The Personal Computer Show is presented by Personal Computer World a KN.U. publication. Organisers: Montbuild Ltd., 11 Manchester Square, London W1M 5AB.

POST TO: The Keith Prowse Personal Computer Show, Ticket Office, PO Box 2, London W6 U.K. Tel. 01-741 9999

Please send me my ticket(s) for the Personal Computer Show
No of Tickets
Name
Address
I enclose a cheque/postal order for £ (3.00 per ticket)

Under 16's will not be admitted on the 16th and 18th September as these days are exclusively for Trade and Business visitors.

Under 16's will not be allowed in the business hall. CVG
NEW LOW PRICE ST!

ST PRICE INCREASE
Due to a worldwide shortage of memory chips, prices of many computers have gone up. From April 1986, the Atari ST range is also likely to be affected. For details of any price increase, please return the coupon below for our latest literature.

£260
+VAT=£299

SO MUCH FOR SO LITTLE!
There is nothing that can compare with the incredible value for money offered by Atari's 520ST-FM. For only £260 (+VAT=£299), you can purchase a powerful 512K RAM computer, with a 95 key keyboard (including numeric keypad), MIDI interface, OEM, a palette of 512 colours, mouse controller, and a 512K built-in disk drive. The 520ST-FM has a TV modulator built-in, and includes a lead to allow you to plug it straight into any domestic colour television set. The mains transformer is also built-in to the keyboard, so there are no messy external boxes. You wouldn't wish for a more compact, powerful and stylish unit. Atari ST computers are now firmly established in the UK, and are available for a wide variety of applications. For the user who requires more RAM than the 520ST-FM offers, the FREE SILICA STARTER KIT is worth over £100. Read the ONLY FROM SILICA page on the left, to see why you should buy your new high power, low price 520ST-FM from SILICA. See the UK's No.1 Atari Specialists. For further details of the range of Atari ST computers and the FREE SILICA ST Starter Kit, please return the reply coupon below.

MEGA ST's NOW IN STOCK
For the user who requires even more RAM than the 530 or 1040 ST's offer, the new MEGA ST computers are available. The 1040 is a powerful computer with 1MB of RAM and also includes a built-in double disk drive. These computers are designed for use on business and professional applications, and are supplied with a domestic TV modulator. MEGA'S are in stock now.

ONLY FROM SILICA
Finally, there's a personal computer that not only does jobs better than others, but also saves you money. SILICA Shop is pleased to present the Atari ST: a personal computer that costs less than some of the less capable models available. The reason is simple. The ST was designed to be built as economically as possible, using lower cost, off-the-shelf components where possible. This means that costs had to be cut. And so we have the ST, the lowest priced computer in the range. The ST is not a compromise. It is a high quality computer, designed to provide all the functionality you need. And because it is built economically, it is able to offer a low price.

FREE STARTER KIT - ONLY FROM SILICA
For a limited time only, we are offering a FREE SILICA ST Starter Kit worth over £100. Read the ONLY FROM SILICA page on the left, to see why you should buy your new high power, low price 520ST-FM from SILICA. See the UK's No.1 Atari Specialists. For further details of the range of Atari ST computers and the FREE SILICA ST Starter Kit, please return the reply coupon below.

FREE OVERNIGHT DELIVERY - FROM SILICA
Computer orders are processed through our dedicated delivery system within 24 hours of receipting them. Most hardware is shipped by Monday morning, as it is customised within the order.

ST PRICE INCREASE
Due to a worldwide shortage of memory chips, prices of many computers have gone up. From April 1986, the Atari ST range is also likely to be affected. For details of any price increase, please return the coupon below for our latest literature.
Right! This is the big one! I have personally discovered a subversive, communist plot based within the software industry. Its sole aim is to poison young and impressionable minds (my own is safe, being old and phthonomously already). These acts call themselves image-makers, but that's just a feathery disguise for their real objective: the international subversive organisation, Mirrorsoft, WHICH USES OFFICES NOT MILLION MILES AWAY FROM THOSE OF THAT LEFT-WING PAPER, THE DAILY MIRROR! (Hey, this Sun speak is fun - or should that be FUN III?)

Anyway, I illustrate their EVIL gathering for a three course luxury lunch at that well known haunt of Trots and Anarchists, London's Savoy Hotel (after all, even revolutionaries need to eat). On the surface, everything seemed innocent enough until Tom Watson, A MAN WHO SHARES RED DEREK HATTON'S LOVE OF EXPENSIVE SUITS, stood up to tell us about their newly disguised propaganda in the form of so-called games.

First there's 'F Zap's Fighters Rock', in which Mr Zap picks up a machine gun and blasts away at chickens, squirrels and (get this) huntsmen! (Please excuse the innuendo...) This seems too good to pass up, until Tom Watson, A MAN WHO SHARES RED DEREK HATTON'S LOVE OF EXPENSIVE SUITS, stood up to tell us about their newly disguised propaganda in the form of so-called games.

By the way, what would you make of 'Fernandez Must Die'? An incitement to terrorism or what? Just for the record, the American country of El Diablo has been given a taste of tough medicine by our own GB forein office. Fernandez, who's supposed to sympathise with the standing, work-shy peasants who complain about being chopped off to death camps and... Enough of the irony. What I really want to talk about is politics and computing - or rather politics and computing, because this is not primarily a party affair. I'm more of an economist that party animal). But I can guarantee that already somebody is reaching for the Bulletin Board to scream to Uncle Eugene, 'KEEP POLITICS OUT OF THE MAGAZINE! Well, sorry, but I've got bad news for you. You can't.'

Politics is part of our everyday life, whether you like it or not. The problem is that most of the time it lurks silently below the surface, so that we never even notice it. It's only when something makes the effort to produce a political

John Minson is out to lunch in the posh Savoy Hotel... where he unearths a communist plot and poses the question - ARE YOUR GAMES BRAINWASHING YOU?

by the mission to kill terrorists, really saying? That's right! And let's all talk together at the UN. And what about Platoon, with it's kill the gooks gameplay? That's hardly the humanist message of the film, but then again, there's not much money in pacifism.

I'm not suggesting for one moment that games like these will turn you into a Full Metal Jacket marine corps psyche. I'm not even suggesting that you should disagree with their philosophy or join the Army to Meet People... That will not be the case. I am just suggesting that they contain a view of life, and that counts as propaganda in my book.

Now this may sound fairly trivial but I suspect that one way we learn about the world is through all the hidden signals that we receive, from television, magazines, computer programs even. If you play games which tell you that the way to win is by killing your enemies will you challenge the very sort of thinking which Maggie sends a task force to the Falklands or Ronnie bonus Godaf! or the Russians in afe Afghanistan. You get the point?

If I was an Ringstein, or whatever cartlainous could get somebody to produce a computer game which embodied my beliefs, I'd call it full tax - The Game. In which you have to round up people who don't pay the community charge to score the points. Or better, you don't get so many for turning in the down and out who live in cardboard boxes, but it's a way to start because they don't put up as much of a fight.

It'll be nice to see a program like Lbc's Race Against Time. Apart from the fact that it's raising money for a worthy cause and the message is for a united world battle against starvation, it features a black runner as its cover. A small point, maybe, but it could serve as a reminder that in South Africa black's are citizens. It's very well to talk about keeping politics out of sport, out of music, out of... but in certain countries it's impossible to avoid politics because they make a large number of people suffer. Okay, now you can post those letters complaining that I'm advising on the pay of the KGB (isn't it odd that nobody ever writes to complain that somebody is too Conservative in their views) and that this is a load of paranoid piffle. After all, there's nothing political about developing your reflexes, shooting down missiles. Complete all you like, but I'm reminded of a cartoon in The Guardian in which Ronnie Reagan discovers that the person in charge of USA's nuclear defences is a teenager, chosen because he was a good games-whizz. Silly, huh? There's no way you're training to fire missiles, drop bombs, initiate Armageddon.

Is there...?
"A prime recipe for excellently addictive play."

"The greatest pig-related game this decade."

THE CONVERSION OF THE GAME IS FANTASTIC

CRASH

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388
Enter the 1988 Olympic Challenge with Daley Thompson as you work out in the gym with Bicep Curls, Leg Extensions, and Sit Ups, where your efforts will directly affect your performance in the competition itself — another first from Ocean.

Ten Olympic events include Long Jump, Shot Put, High Jump, 100m Sprint, 400m, 110m Hurdles, Discuss, Pole Vault, Javelin, and 1500m. You will need all your skills to build on what you hope was an impressive work-out, and as is necessary for all top-flight athletes your

judgement to select the most effective equipment for each event is now vital — a decision which can win or lose you a place on the podium. But this isn’t just another sports simulation, this is a Daley Thompson event where all his talent and humour burst through to make thrilling and entertaining game play for all the family.

Go for the Olympic Challenge!

AMSTRAD COMMODORE SPECTRUM

£12.95 DISK

AMSTRAD COMMODORE SPECTRUM

£9.95 CASSETTE