

Computer GAMESWEEK

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5-11 January 1989 Volume 1 No. 19

A FOCUS MAGAZINES PUBLICATION

JUG

**Fantastic
Voyage
into the
heart of a
living planet**

EXCLUSIVES

**Crazy Cars 2
Puspector
Custodian
Steel**

Plus . . .

**Sega games special,
Scrooged reviewed,
HQ, Arcade Ace,
Adventure Bridge,
and all the latest news.**

**THIS WEEK'S
TOP**

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CUSTODIAN



CRAZY CARS 2

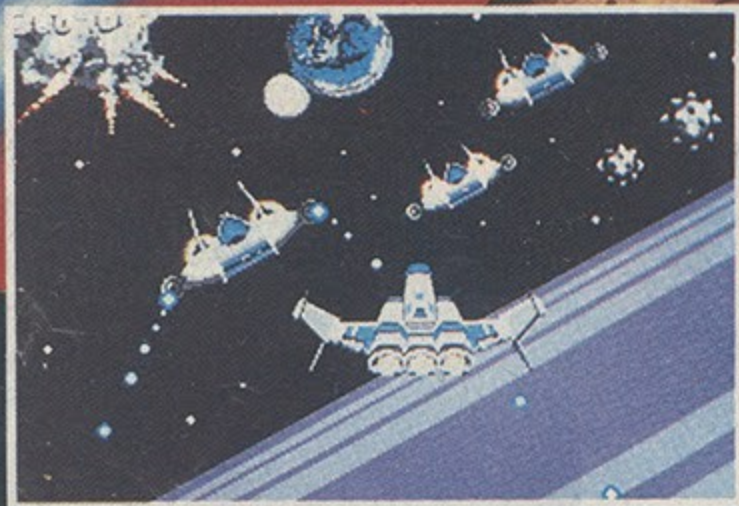


CHUCKIE EGG

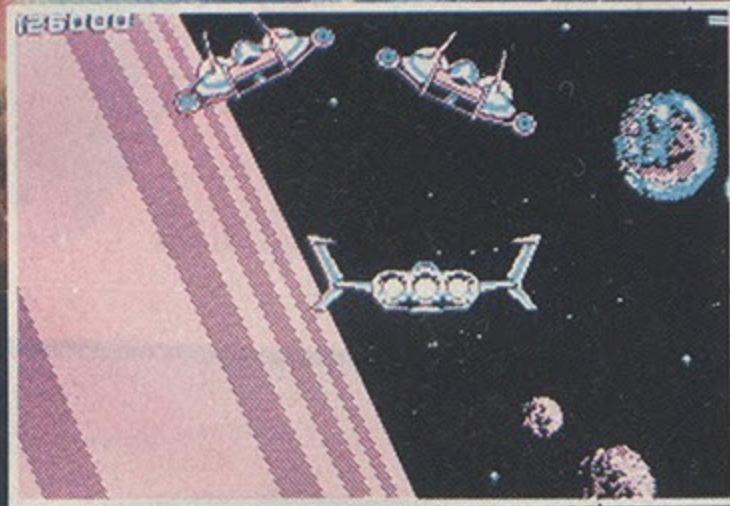


GALACTIC

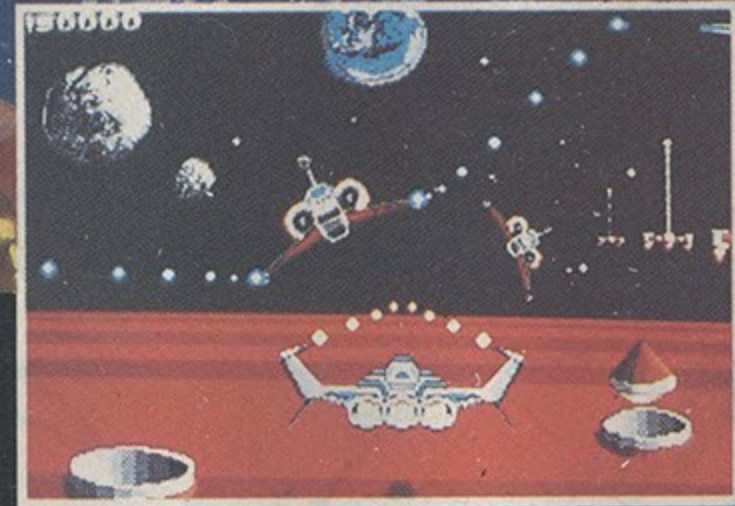
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The Kristal

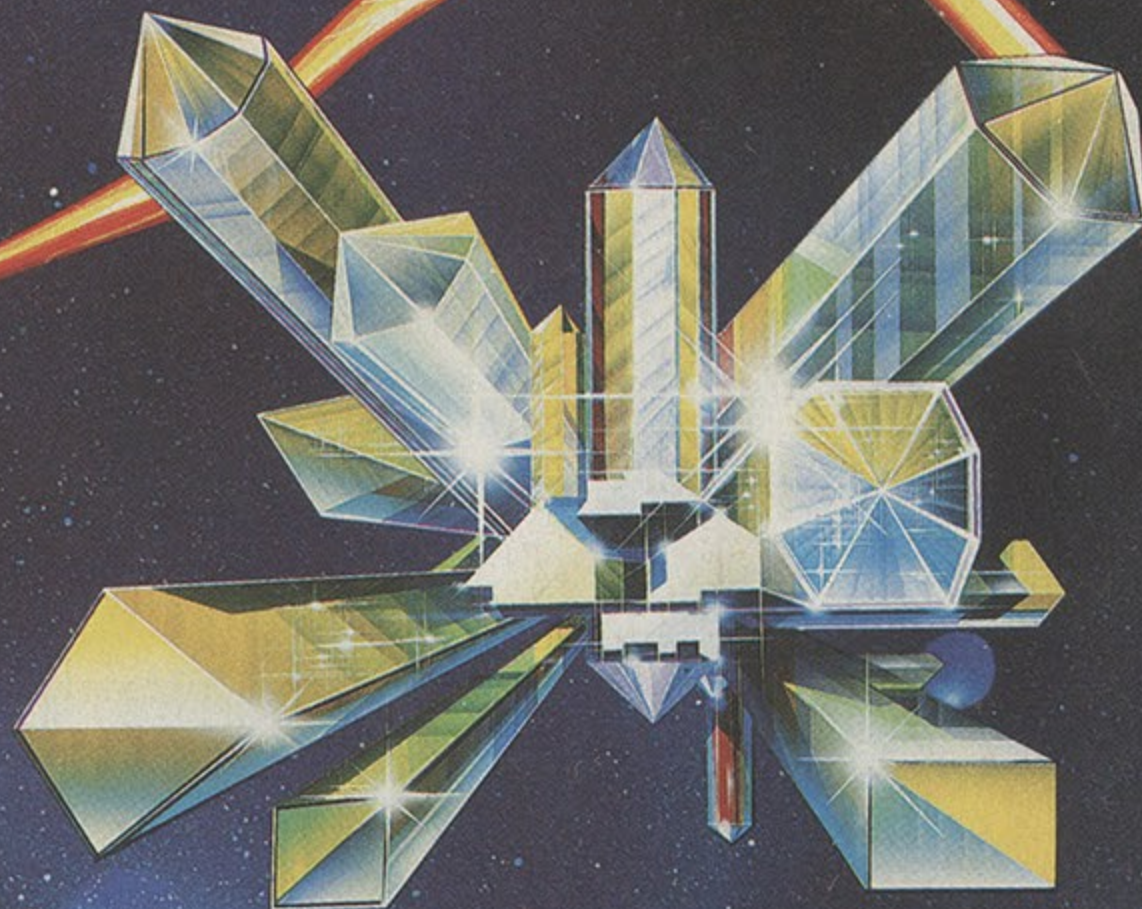


"The most impressive looking backgrounds, action areas and character sprites that have been created for home screens."

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ST User.



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PREVIEW C & VG

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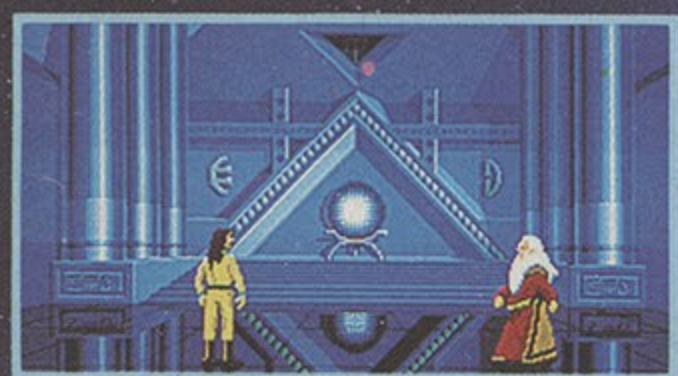
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IBM PC coming soon



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10 Gamescan

Op Wolf still hanging in there, but what's this, a late challenge from Robocop.

12 Up Periscope

Tired of waiting for Blasteroids. Check out Palace Software's Cosmic Pirate which bears a very slight resemblance. Honest. Plus, news of Gemini Wing from the Sales Curve.

14 Arcade Ace

John Cook trundles out another report from video land. Power Drift and Op Wolf are Johnnies fondest memories of 1988.

17 Sega Special

Our man Andrew Marshall plugs in and boogies on down with a Sega Console and the latest games that you can get for it.

Amid an orgy of coin-ops, a plethora of press releases and an avalanche of software, Christmas 1988 finally shuddered to a close. You couldn't see the word processors for the empties, and you couldn't see the carpet for the staff.

I hope you had a good time, went to loads of parties, and didn't feel too bad afterwards. Happy New Year anyway, from everyone at **Gamesweek**.

In the coming year we'll continue to deliver the same mix of news, reviews, humour and libellous comment, competitions, plus some pretty snappy exclusives (of course). If there's anything you particularly want to see in the mag, drop us a line, not forgetting to enclose a suitable donation in used notes.

1989, here we come.

Duncan Evans

20 Ground Zero

Back to the front troops. Man the trenches.

20 Custodian

A Hewson multi-directional arcade adventure in the style of Raffaele Cecco. It's all about guarding a tomb from mutating pods and features a massive range of weapons, and a small 3-D game.

23 Steel

Floating droids in space in a Joe Blade style arcade adventure. Whatever that means.

24 Jug

Pour me another barman. No, hang on, that was the pub last night. This is Microdeal's parallax scrolling multi-weaponed and multi-shaped arcade adventure set inside a brain the size of a planet (my head in other words).

26 Blackbeard

Pugwash was never like this. Billy dons an eye patch and demands pieces of eight. Or was it After Eights?

26 Chuckie Egg

Hot enough to be curry, and a lot more tasty than salmonella.

28 Mission Elevator

Life is full of ups and downs, especially when you start ripping off other peoples games. Impossible Time again chaps.

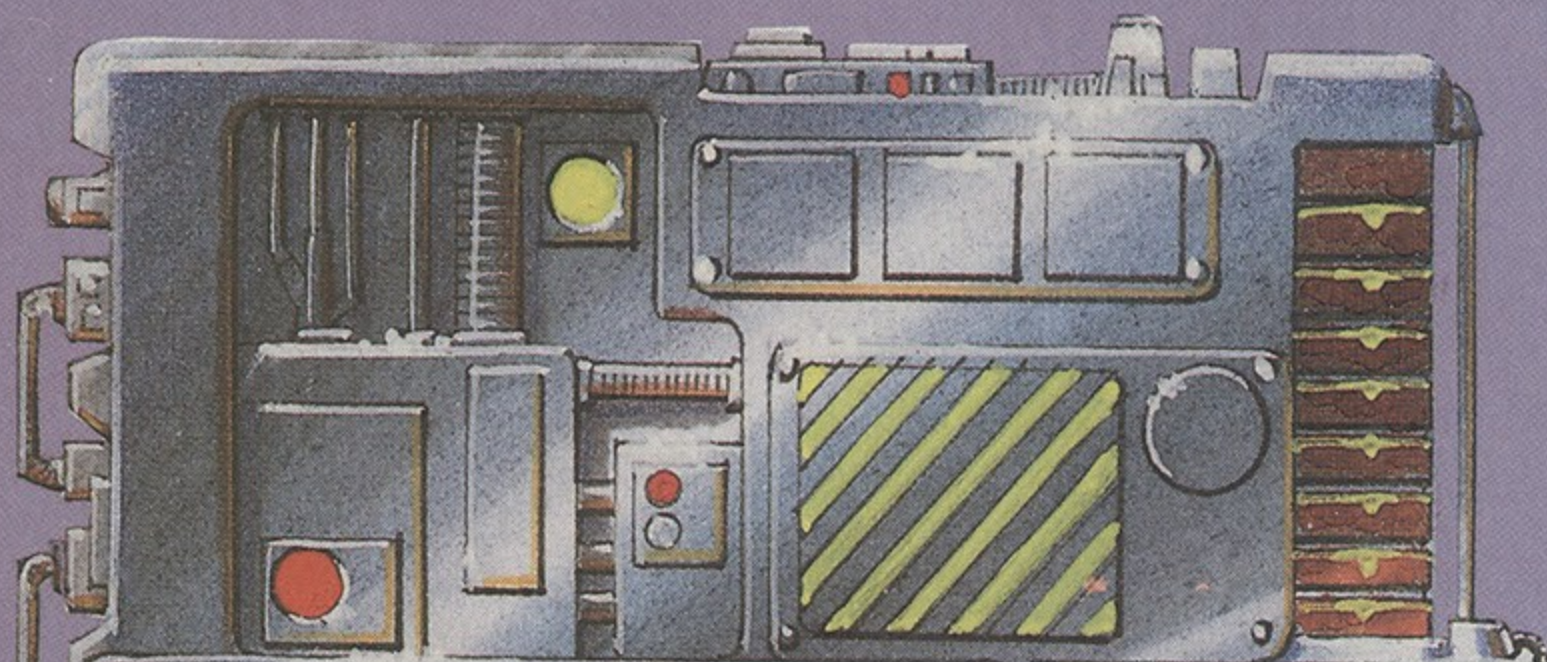
28 Repton Infinity

No, no, noooo, I can't take it any more. Not more bloody Repton. What next? Repton and the Sex Vixens?

32 Prospector

Or Xor on the Amiga to you matey. If you like scrolly mazy time thingies with shooty bits and other stuff you'll be happy.

● **Custodian, a really nifty game, see page 20**



EDITORIAL

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● Mission Elevator

34 Adventure Bridge

Pixie in alcoholic poisoning shocker! Only joking Tony. For the last word in adventuring, and on a weekly basis, check out the man with the most, Tony Bridge.

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Henderson is back down to two pages again after the Christmas excess. Total Eclipse and Rocket Ranger are the games unveiled, revealed, taken apart, and otherwise exposed to public scrutiny.

42 On Screen

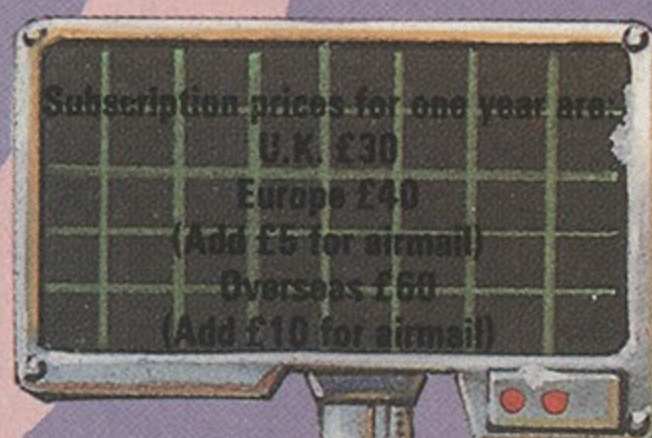
Bah, humbug! No, not a film about the Ed, but Bill Murray in Scrooged, as our Emma returns to her regular spot.

44 Eating Arizona

1988 – The year that was. The Ed reminisces about the year just gone and the all the news, scandals, writs and muck raking that went on. We're all friends really you know.

46 Letters

Blah, blah, waffle. Who thought what of who, and why. Keep it quiet please, I've got a headache.



EXECUTIVES

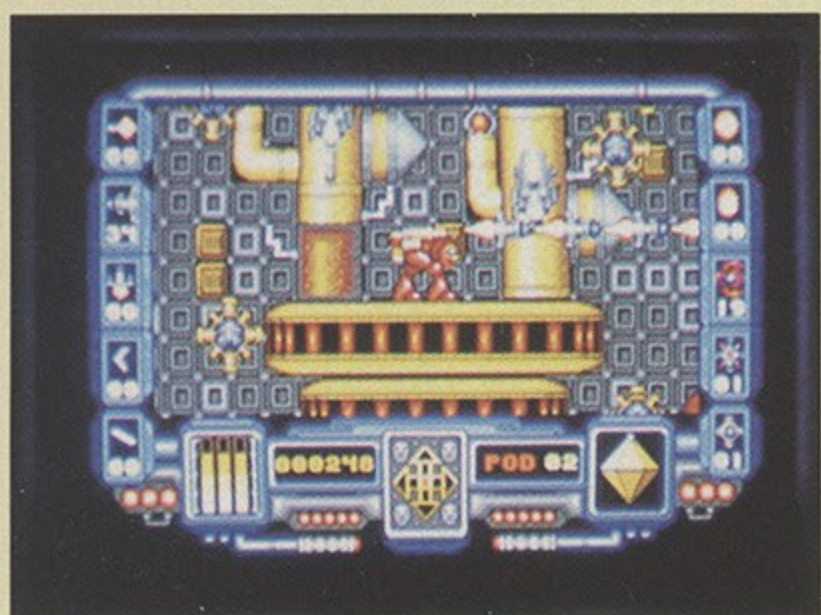
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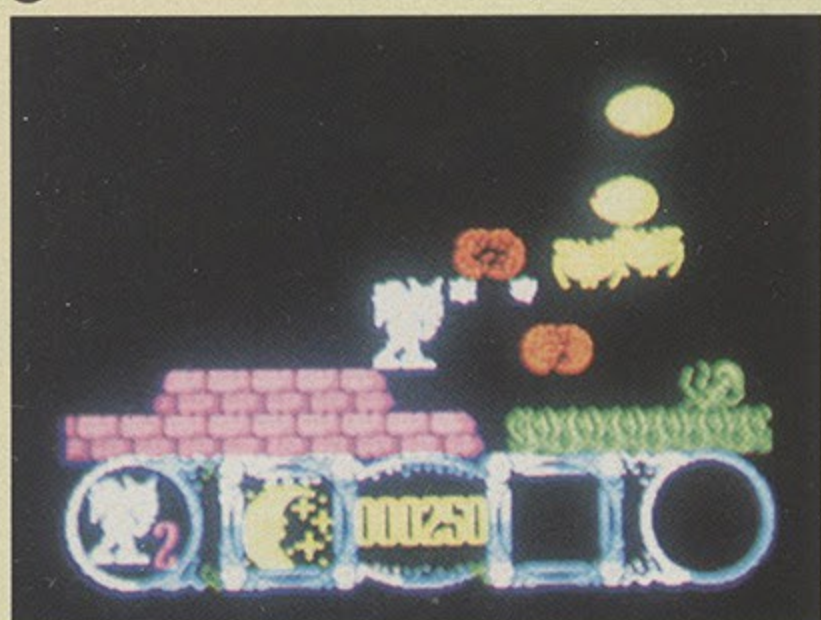
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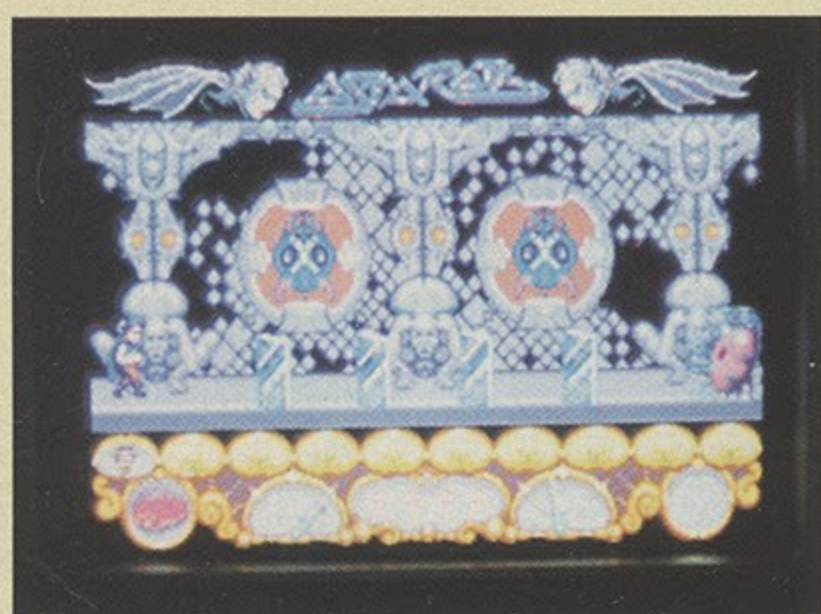
● Custodian on the Amiga



● Stormlord on the Spectrum



● Astaroth on the Amiga



Hewson's Arresting Combination

At a recent press bash, Andrew Hewson gave details of his company's forthcoming releases.

Games due out on the Hewson label include **Custodian** (reviewed this issue), **Astaroth** and **Stormlord**. **Astaroth** is a room-based arcade adventure where terrible traps and ferocious monsters await to slay the unwary, **Stormlord** has been written by Raffaele Cecco, who was also responsible for **Cybernoid** and **Cybernoid II**. The 8 bit versions are due for release in February. **Eliminator** will also be released on the 8 bit formats in the near future.

Among the releases for the Rack-It budget label are **Steel** (15/1/89), **Orion** (23/1/89), and **Zamzara** (20/3/89) for the C64, and **Gunrunner** (30/1/89) and **Into Africa** (13/2/89) for the Spectrum. All games will cost £2.99.

How to release a game onto the market: part 175

There are many different ploys which can be used to increase interest in a product which is to be released in the near future. You could advertise, for example, or have beautiful looking demos previewed in magazines. Or you could do something devious and cunning...

A devious and cunning person might think of getting three-quarter complete copies of the new games onto the

pirate market, because then the people who buy the bootleg copies might get their appetites whetted sufficiently to go out and buy the proper version when it hits the streets. A devious and cunning person might think of THAT.

If such a person existed and had thought of such a tactic, he/she would then have to think of a good way to get the product onto the pirate market, without arousing suspicion. Of course, a good place to lose a three-quarters complete game would be at a show, where there are lots of people milling about. Someone could forget to take the discs out of the machine, or they could deliberately not keep too close a guard on the discs and someone else (wearing a skull and crossbones hat, no doubt) could come along and walk off with the discs. Perhaps.

Of course, none of this could have happened at the PC Show, could it? No, never! No one is denying that programs do get stolen. A 75% complete version of **Federation of Free Traders**, for example, was stolen from the PC Show and found its way onto the pirate market. Gremlin has no comment to make about devious and cunning tactics, however, so it can't have been anything like THAT at all. Could it?



● Federation of Free Traders above

Atari Games runs Gauntlet

Continuing in the glorious tradition of lawsuits which seem to be part and parcel of the computer games world, Atari Games has brought a \$100m suit against Nintendo in the US.

The Nintendo Entertainment System accounts for 86 percent of the US market. The distinctive Nintendo hardware, however, has led to a virtual lock out of competitors games cartridges. Nintendo licences other parties to de-

sign games for its machines, but insists on manufacturing all game cartridges itself in Japan. A severe shortage of the latest games for the Nintendo system, caused by a dearth of memory chips, has meant that game designers (such as Atari Games) have seen their sales restricted.

Atari Games charges that Nintendo's practices have limited competition and driven up prices. The company has also introduced versions of **Pac-Man**, **Gauntlet** and **RBI Baseball**, to run on the Nintendo System, and will start independently distributing the games, as well as others which are currently under development. Whether Nintendo will take this lying down remains to be seen.

NEWS

Gamesweek on the street

INDIN Awards 88

At the lavish INDIN (which stands for Industry Dinner, surprisingly enough) Awards held at the Portman Hotel in London on December 15, 1988, featuring a star-turn by Hale and Pace, the winners were:

Best Sellers of 1988

- 8 bit Out Run (US Gold)
- 8 bit budget Ghostbusters (Virgin Mastertronic)
- 16 bit Amiga Interceptor (Electronic Arts)



Best graphics was Starglider and Savage



- 16 bit ST Dungeon Master (Mirrorsoft)
- Programming System of the year - Freescape from Incentive (featured in Driller, Total Eclipse and Dark Side)
- Programmers of the year - The Bitmap Brothers
- Best Sound 8 bit - Where Time Stood Still (Ocean)
- Best Sound 16 bit - Xenon (Virgin Mastertronic)
- Best Graphics 8 bit - Savage (Telecomsoft)
- Best Graphics 16 bit - Starglider 2 (Telecomsoft)
- Budget 8 bit software of the year - Draconus (Zeppelin)



Dungeon Master was the best 16-bit adventure

- Budget 16 bit software of the year - Sidewinder (Virgin Mastertronic)
- Best 8 bit adventure - Ultima V (Microprose)
- Best 16 bit adventure - Dungeon Master (Mirrorsoft)
- Best 8 bit Simulation - Matchday II (Ocean)
- Best 16 bit Simulation - Falcon (Mirrorsoft)
- Best 8 bit Conversion - R-Type (Activision)
- Best 16 bit Conversion - Pac-Mania (Grandslam)
- Overseas Award - Captain Blood (Infogrames)
- Best 8 bit game of the year - Operation Wolf (Ocean)
- Best 16 bit game of the year - Virus (Telecomsoft)
- Best Software House of the year - Ocean

This year's dinner was held in aid of the National Autism Society and raised approximately £16,000



Top 8-bit game was Operation Wolf, best 16-bit game was Virus



Konix Double Joys

Konix has launched two joysticks for the PC, the Kraft Premium II (£24.99) and III (£29.99), both of which were created in the US. This follows on from the company's recent launch of the homegrown Speed King PC joystick. In order to run joysticks on a PC, a user must possess a games card. Konix supplies such a card (with two ports) for £19.99. If you buy the card with a Konix joystick, then it will only cost you £9.99.

Psygnosis has released the C64 version of **Menace** on the Psyclapse label. Menace was the cover game of Gamesweek issue 5 and it received a mark of 95%. The game will retail at £14.99 disc/£9.99 cass.

In the Dungeon

Readers may have been confused by the fact that a company known as Gainstar - which also distributes the **Roger Rabbit** computer game - has been selling the imported U.S. Amiga version of **Dungeon Master**, especially in view of the fact that Mirrorsoft has exclusive rights to market **Dungeon Master** in Europe and the U.K.

Tom Watson, marketing manager at Mirrorsoft, says that the situation has now been cleared up. "Gainstar, which has been selling the U.S. Amiga version of **Dungeon Master**, has now agreed to buy the product direct from Mirrorsoft and cease marketing imported versions. This is in accordance with the terms of our company's exclusive licence to market the product in Europe and the U.K."

New Year Cheer from Electronic Arts

Electronic Arts is to release the Amiga, ST and C64 versions of the classic PC space exploration game, **Starflight**, in March.

Among the other releases intended for this year are several games from UBI Soft, including **Iron Lord** in January, **B.A.T.** and **Final Command** in February. In addition, Electronic Arts is releasing several new products of its own including **Modem Wars** and **Project Firestart** in February (both for the C64). **Abrams Tank** (PC) and **Populous** (Amiga) in March. **Navy Moves** from Dinamic will be released across all formats in the same month.

Dungeon Master



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GAMESCAN

TOP TWENTY

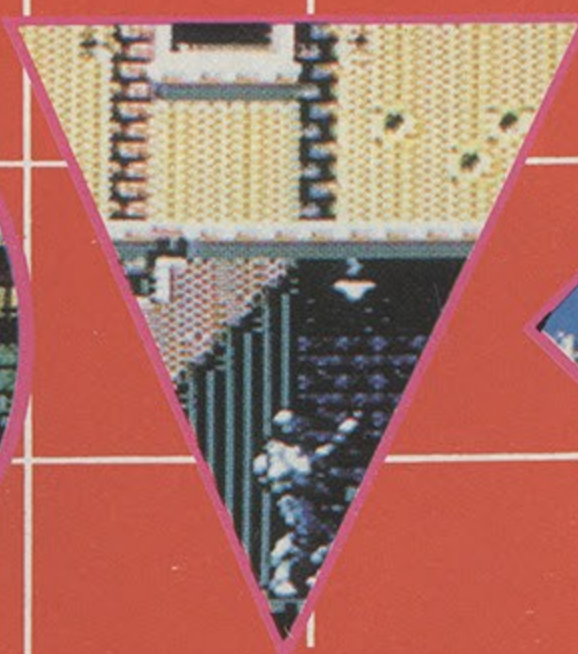
What's half man, half machine, and all cop? Yes, Robocop has brutally broken into the charts at No. 2, with Operation Wolf in its gunsights. It's going to be one heck of a fire-fight, especially with Afterburner still buzzing around, and Thunderblade muscling in too. The big new entry of the week has be be Falcon, the flight sim that makes men of boys, and has a brick for an instruction manual.

Full price chart compiled by Gallup

No.	LAST WEEK	TITLE	PUBLISHER
1	1	OPERATION WOLF	OCEAN
2	NE	ROBOCOP	OCEAN
3	2	AFTERBURNER	ACTIVISION
4	3	DOUBLE DRAGON	MELBOURNE HOUSE
5	8	THUNDER BLADE	US GOLD
6	6	GIANTS	US GOLD
7	24	BATMAN	OCEAN
8	11	R-TYPE	ELECTRIC DREAMS
9	9	FOOTBALL MANAGER 2	ADDICTIVE
10	NE	FALCON	MIRRORSOFT
11	4	LAST NINJA 2	SYSTEM 3
12	5	PACMANIA	GRANDSLAM
13	RE	ELITE	FIREBIRD
14	7	RETURN OF THE JEDI	DOMARK
15	18	GAME SET AND MATCH 2	OCEAN
16	12	MICROPROSE SOCCER	MICROPROSE
17	15	TAITO COIN-OPS	OCEAN
18	14	SUPREME CHALLENGE	BEAU JOLLY
19	16	DALEY THOMPSON'S OLYMPIC CHALLENGE	OCEAN
20	10	OUT RUN	SEGA - US GOLD



No. 1 is still that overture for UZI's Operation Wolf



No. 2 the future of Law Enforcement - Robocop



No. 3 Ace of aces Afterburner still flying high



NEW ENTRY at 10 is Falcon, a total aerial TKO!

The CRUCIAL COMPILATION



GRYZOR Featuring all the game-play of the arcade original, Gryzor takes you into a thrilling alien world of force fields, fanatical guerillas and strange enemy defence systems – but you have the fire-power and maybe, with a 'little' skill, grit and split second timing, you can infiltrate the aliens' headquarters. Play Gryzor once and you'll be hooked!
© 1987 Konami



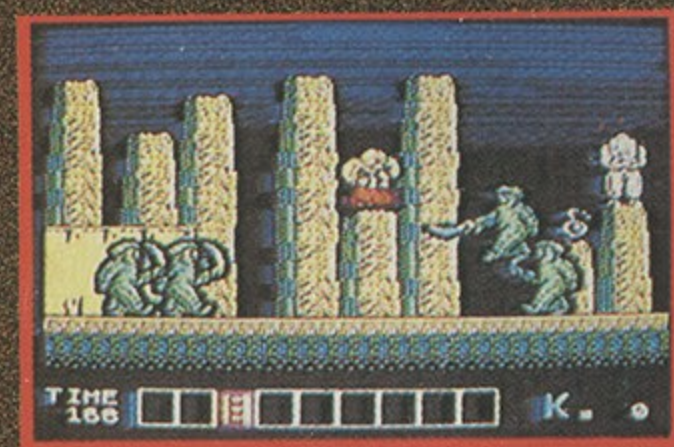
BARBARIAN THE STORY SO FAR... The evil sorcerer Drax has agreed that if a champion can be found who is able to defeat his demonic guardians, the Princess Mariana will be released. From the wastelands comes an unknown barbarian, a mighty warrior, wielding his broadsword with deadly skill. Can he vanquish the forces of Darkness? ONLY YOU CAN SAY...
© Palace Software Ltd.



CRAZY CARS You are racing in the world's craziest race: "The American Cross Country Prestige Cars Race". If you are able to complete the race before the time runs out, you will get a faster car. You start with a Mercedes 560 SEC, and only the world's best drivers may drive a Ferrari GTO.
PREPARE TO START, READY? GO!!!
© Titus Software Ltd.
LAST NINJA replacing C CARS on C64.



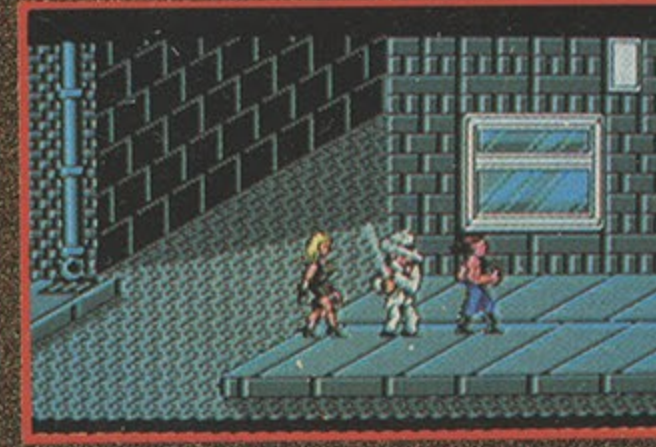
PREDATOR You've heard about Predator, the Schwarzenegger movie – now you can play the leading role. Take a crack commando unit into the South American jungle to rescue a bunch of trapped diplomats. Should be easy enough...and so it would be, if it weren't for the mysterious alien who keeps on taking out your men.
© 1987 Twentieth Century Fox Film Corp. All rights reserved.



KARNOV Join Karnov, the fire-breathing Russian stoneman, on his hazardous quest to defeat the evil dragon Ryu and find the Lost Treasure of Babylon. Karnov is a vast 4-way scrolling game that combines both strategy and fast action in nine challenging levels of gameplay. It is recognised by arcade addicts everywhere as one of the best games of its kind. Karnov also has something special in the way of characters – have you ever been killed by a skeleton on an ostrich?
© Electric Dreams Software Ltd.



COMBAT SCHOOL Konami's arcade hit now for your home micro and already a No. 1 hit. Seven gruelling events featuring the Assault Course, Firing Range, Arm Wrestling and Combat with the instructor himself! Combat school throws down the challenge to the toughest of thoroughbred gamers.
© 1987 Konami



TARGET RENEGADE Every move you make, every step you take, they're watching you. Fight your way through the precinct – the back alleys, the car parks, fight your way through the villainous community, the skin-heads, the Beastie Boys, the bouncers. This is just the tip of the iceberg on your chilling quest to confront "MR. BIG".



PLATOON Lead your Platoon deep into enemy territory, you can almost feel the humidity, sense the threatening dangers as you encounter the enemy and his many booby traps. Having found the underground maze of tunnels, enter at your peril! Enemy soldiers lunge at you from the murky waters within, but this is the only way you can find vital information: If you come out of this alive, you'll be just one of the few!
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Up

PER

New Games surfacing on the horizon are previewed by the C.G.W crew.

Shoot-'em-ups, in both the arcade and in the home, seem to be the order of the day, and with the market, at the moment, buying games of this genre in their droves, what better than to release yet another arcade license. **Gemini Wing**, though, is no **R-Type**, nor is it a **Thunderblade** or **Afterburner**, in fact it is totally unique in presentation, theme and gameplay. It generally resided in the corner of most arcades (or so I seem to remember) and it was one of the many unsung heroes of last year.

ing beetles, and even giant salmon, all make an appearance.

Like many other games currently occupying the arcades, **Gemini Wing** has its fair share of regular features too, although many of them are presented in different ways. A major example of this is the extra weapon feature, it appears as a string of 'gumballs' that are attached to the back of your craft. Aliens also have these gumballs and if you are sharp enough, you can steal them and use them yourself. A warning though, the aliens can also

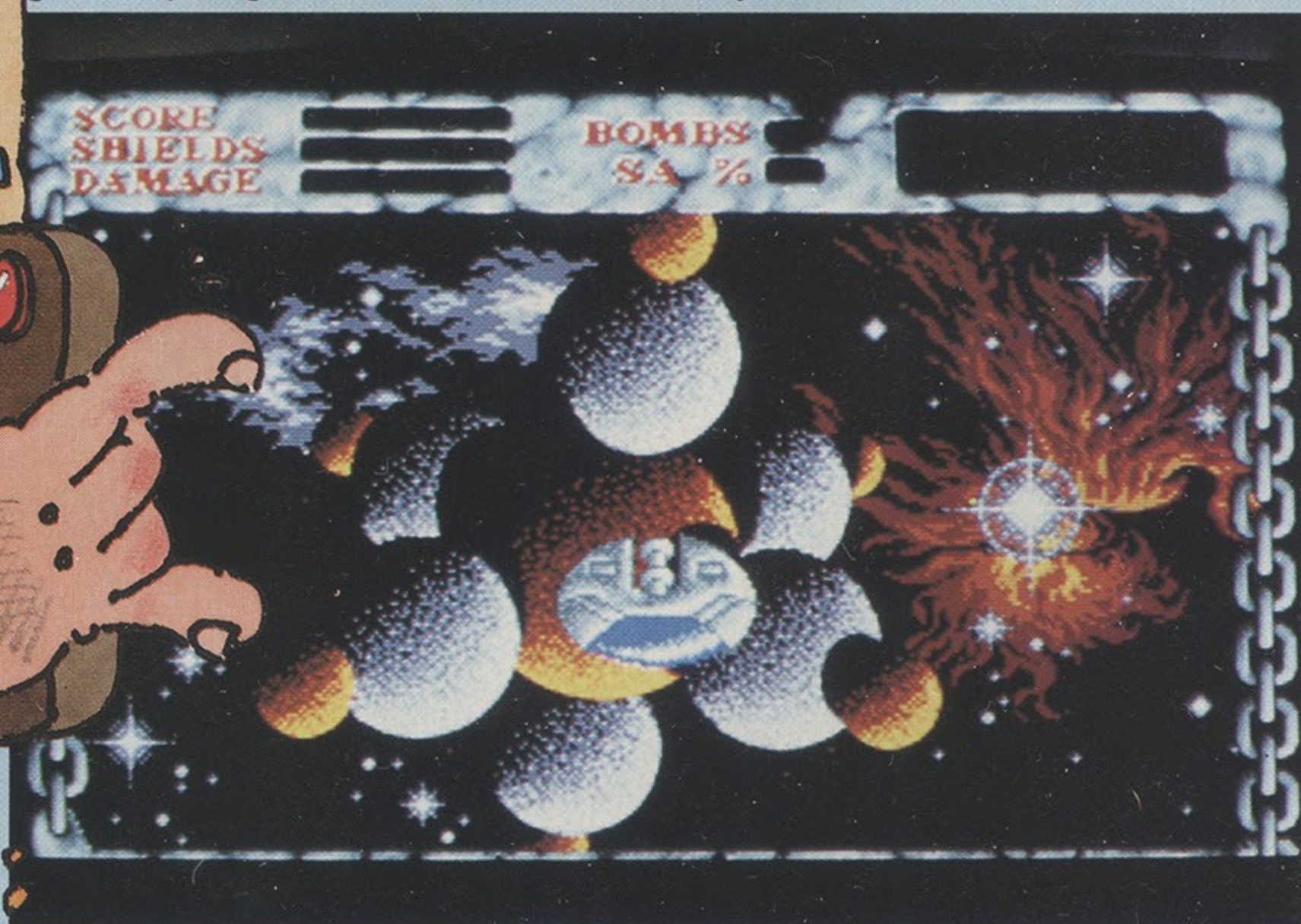
GEMINI WING

You would often see just two people constantly on it, slotting in their money, as it was a very specialist machine.

It is also different from many other shoot-'em-ups in the respect that there are no aliens present, whatsoever (mighty strange indeed). All enemies are 'organic', although I doubt that even the Body Shop would recommend them. They come in all shapes and sizes, though most of them look like flowers with teeth, and the end-of-level nasties can only be described as awesome. They are all 'mutated' creatures, generally bugs, and butterflies, fly-

steal yours, as can the other player who is on screen at the same time.

The graphics are very colourful indeed, and move alarmingly fast (on the ST anyhow). The backgrounds are what makes the game for me, they are superbly detailed and of an exquisite quality not normally reached on vertical scrollers. The scrolling is smooth as it is not horizontal, and as shoot-'em-ups go (on the ST) there are none to surpass it. We could see an appearance in March for the ST and Amiga versions, but seeing how much they've achieved this time, it may even be sooner.

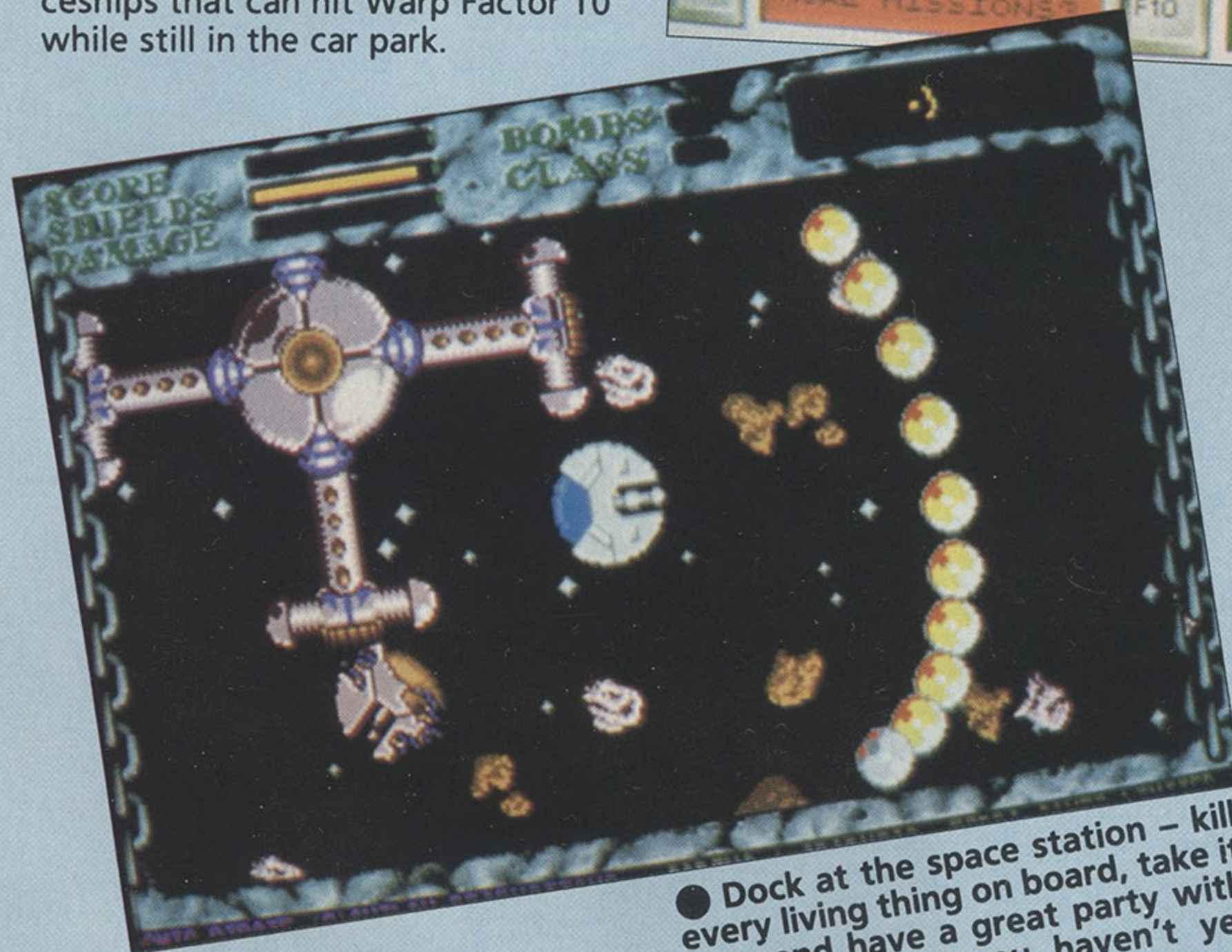
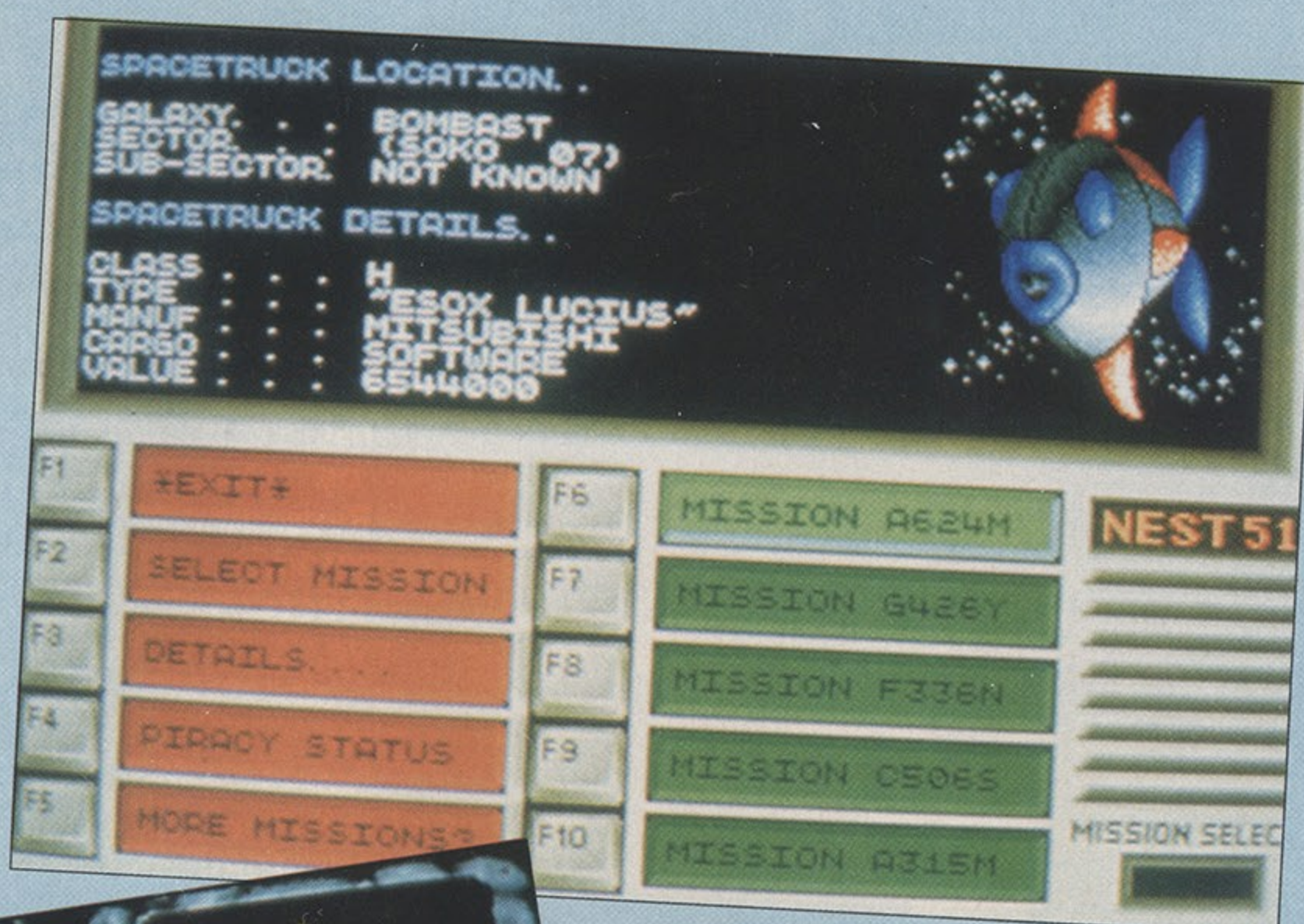


ISCOPE

Ahar, Jim laddie, there be gold in them thar stars. Yo, ho, ho, and a bottle of disc cleaning fluid, piracy be the name of the game.

Cosmic Pirate isn't a galactic version of that well-known game played in schools and universities up and down the country, but something infinitely more fun and decidedly more legal.

In Palace Software's latest up and coming release, you take the role of Guy Manly (even if you're of the female gender), a bad sort of guy from the wrong side of the Horse-head Nebula, with a penchant for fast living, faster women, and spaceships that can hit Warp Factor 10 while still in the car park.



● Dock at the space station – kill every living thing on board, take it over and have a great party with all your mates you haven't yet killed. Totally solid!

● Select a mission, board a defenceless vessel, kill every living thing on board, and then – don't even take anything! Ha!

a simulator, which is very much like the main game action itself except that it is represented by a scrolling grid and line drawings of the ships involved.

Think **Asteroids** but with scrolling and you'll know what I mean. There are a number of the simulators, some for free, others are quite expensive, which if you can prove yourself on, you will be given the opportunity to go after a spacetruck for real.

On the real missions all the graphics are filled in, so that rocks are real rocks, very large spaceships are very large real spaceships, and enemy missiles are bloody dangerous.

The graphics are quite wonderful, and yet there's even more! You can nip down to a planet for a dangerous, but profitable, exercise in freeing oppressed minorities from the clutches of an evil empire with a very big spaceship.

There's all sorts of bonuses and repair and tart up your ship options, as well as a simulator called **Dasteroids** (which gave the people at Mirrorsoft a lot to worry about for a while), and the music and sound effects are brilliant. It's all coming to an Amiga near you towards the end of January.

COSMIC PIRATE

Okay, to the game then. You're a would-be space pirate trying to break into the big time. The local pirates' Mafia goes by the name of the Council, who operate out of a space station called Nest51. They

offer nice little contracts to anyone who has proved themselves, which involve hunting down spacetrucks and bringing them back.

To prove yourself you must first rack up a high hits to shots ratio on

1 989? Already? What the hell happened to 1988 then? It only seems, what, a matter of weeks ago since I was at the January Consumer Electronics Show in Las Vegas, arguing with a marketing executive from Taito about the brain damage he was inflicting on the world with **Operation Wolf**. And gosh, what a lot has happened in the arcades since then ... and what a lot of 10p's have gone through the coin slots.

Take what has become one of my favourite games this year – **Power Drift**. How much per game? One Earth Pound,

London and not be confronted by that Uzi machine-gun and the slow scroll of **Wolf**. Not to mention the moustachioed loony lefters brandishing assorted weaponry and holding nuns to ransom. Because, don't forget, the whole rationale behind the game is that you are trying to rescue American hostages held to ransom and kidnapped

by these nasty Reds. And that, according to this bespectacled executive, is what America is all about. Good grief.

Expect more games of the **Operation Wolf** type in 1989, and I can assure you all, as the technology gets cleverer, the action will get more 'realistic', and while the surreal idea of running around with a chain-saw chopping up Grannies might seem quite funny when the characters are in

matey – and even using my consummate game-playing powers to the full, that's still ten pounds per hour. Eeeek. Still, what a game!

Power Drift, in case you haven't seen it yet, is simply described as **Outrun** on a roller-coaster ... and it's a proper race game as well, with you driving a dune buggy against twelve other Californian weirdos. Breathtaking technical bits – as the screen almost turns itself inside out there's so much going on – yet challenging and fun gameplay, as you swing the wheel to the left and right. Trouble is, the cabinet goes left and right too, but sometimes your breakfast doesn't. Still, it's the state of the art video experience, so go out and find one immediately – and watch someone very rich play it ...

If **Power Drift** was the most spectacular game visually, then it was, of course, **Operation Wolf** that was the most spectacular and controversial game in a commercial sense. You still can't go into an arcade in

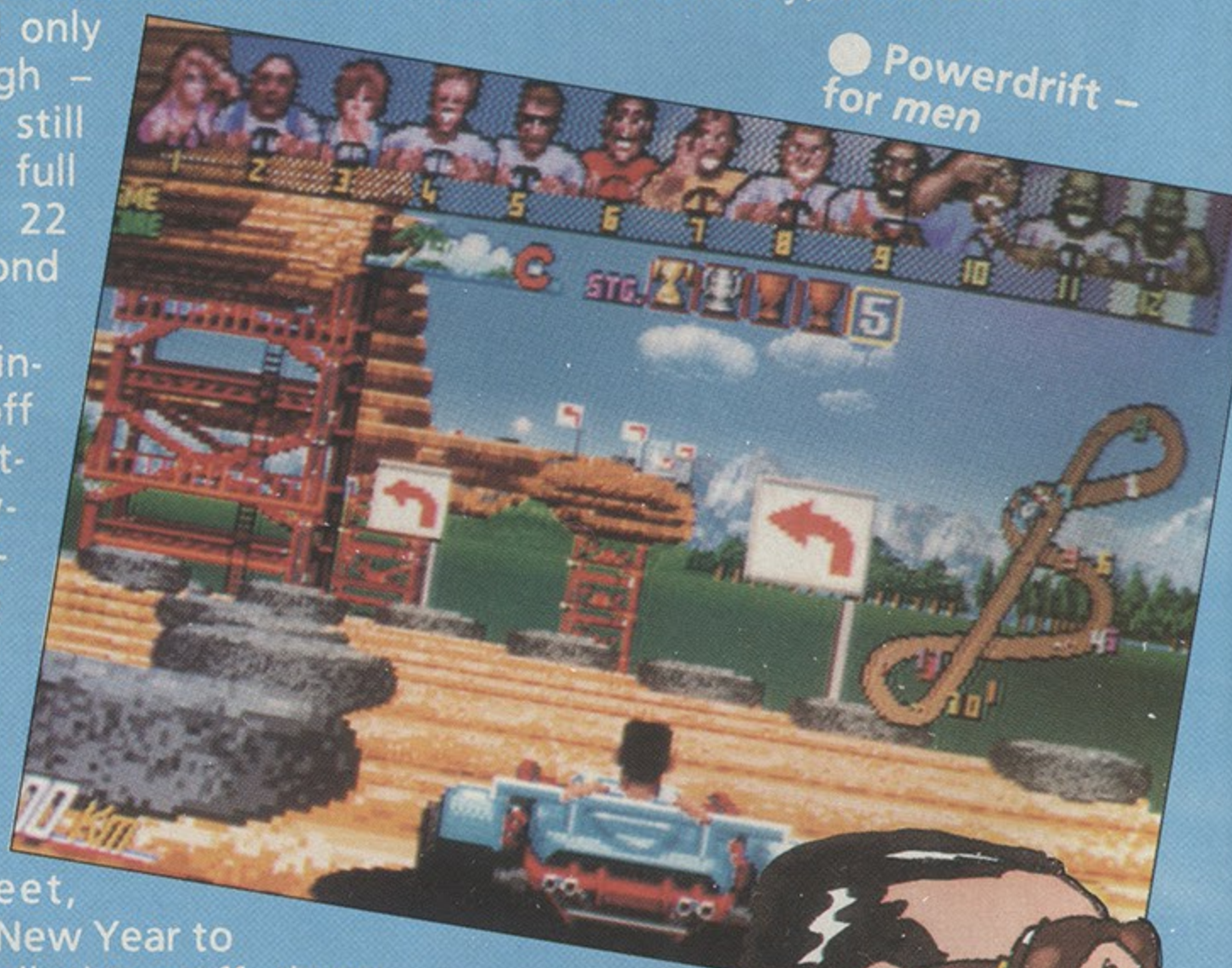
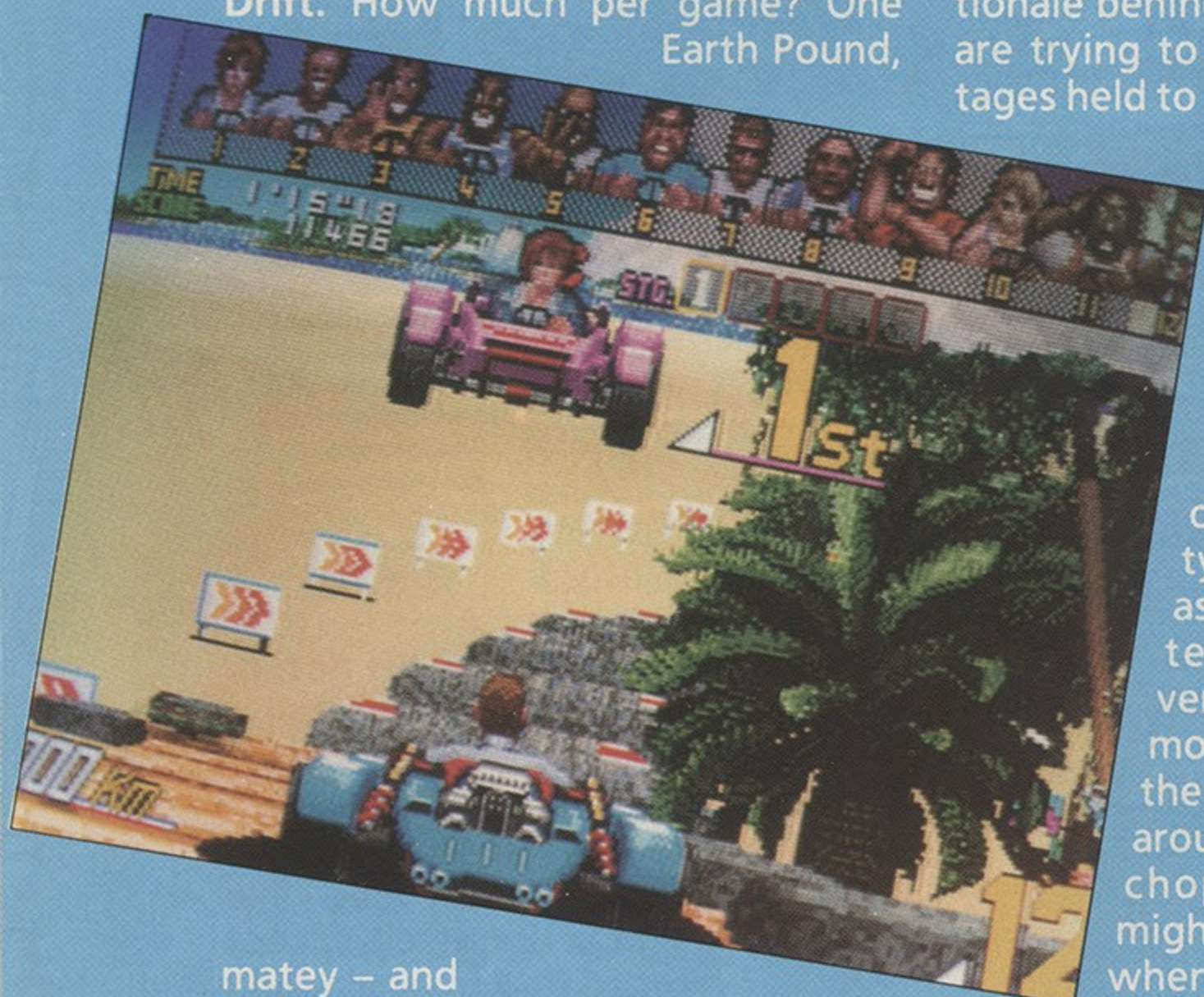
four colour and only eight pixels high – would the joke still be the same in full video quality, 22 frames per second animation?

What has finished the year off highly to my satisfaction, however, is the arrival of two upright **Final Lap** units in my favourite arcade – **Family Leisure** in Old Compton Street, London. Happy New Year to Mr Alan, and all the staff there, incidentally. Two double units means – yes – four player **Final Lap** ... something that you just *have* to try. The perfect after-Christmas party cathartic experience – and hopefully the only driving we'll be doing after the weak lager shandies

this Yuletide.

What has next year in store for us down the arcades? Well – customise game of the year **Dynamite Dux** is going to be a popular one – that's from Sega ... they've got a great tennis game on the cards too, **Passing Shot**. But Capcom have got their secret weapon with this mega board that has produced such a mind-bogglingly frantic game as **Forgotten World**. The next from that stable is **Ghosts and Goblins II** – and initial playing tests on that suggested it might go really big.

Who knows – but you can be sure that we'll be covering it first, so thanks for all your letters and encouragement this year, keep 'em coming. And see you in '89. Peace, Love and Harmony, Brothers ...



● Powerdrift – for men



Arcade ACE

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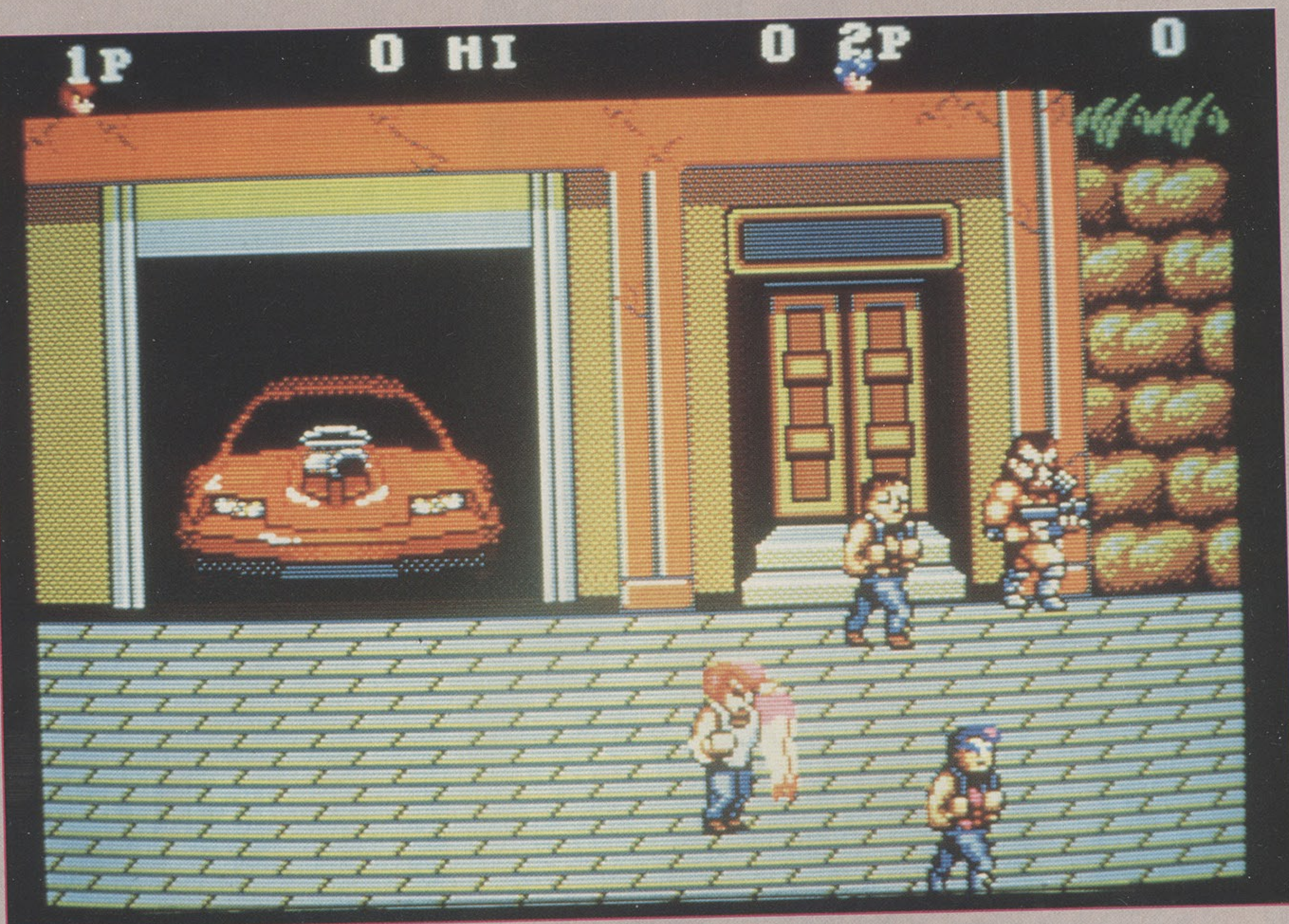
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● Last of the bare-knuckle breed in Double Dragon

console. If you switch on with no cartridges or cards inserted, then push the joystick up with both buttons pressed, the secret game is revealed.

DOUBLE DRAGON: While you are busy tinkering with your 4 x 4 Turbo Mean Machine, your girlfriend is

kidnapped by a bunch of armed thugs. Being of a valiant nature, you decide to pursue these ruffians in order to save your true love (sniff, sniff . . .) You must kick and punch a path through big guys, little guys, green, black or white guys, girls with whips, and chaps with clubs.

● Boot in the opposition, grab the girl and run. Sounds like Friday night!

SEGA SPECIAL

About ten years ago, Atari introduced us to the Atari VCS, a console with plug-in cartridges. Sega, the Japanese arcade machine giant, recently re-introduced this format with the **Sega Master System**. It also accepts cartridges, but it takes software on datacards too (the free game 'Hang On' is on a card).

There is a secret game in the



Yes, you've got problems.

There are four stages: you start on the street, fighting urban guerillas. On a later stage, you are in the jungle, presumably fighting urban gorillas (ha ha). The last stage is the gang's hideout. You must defeat two large guards before you come to meet the leader and his henchmen. The ladder carries a machine gun, so be careful or you'll end up looking like a string vest - full of holes.

There are a couple of niggles with this game. Each player is limited to a few moves. This is very awkward when fighting two or three thugs at once. The weapons you can pick up can only be used by player one, and these disappear shortly after use. Apart from that, this is a very close

SEGA SPECIAL

and you may find another stage, or else the chance of buying something. Firstly, you need gold to buy anything. To carry more gold, you must buy bibles. The more gold you carry, the more you can buy, the more bibles you'll need. You can also buy lives, which you will need to do if you want to progress further in the game.

This game is an attempt to turn an

to whatever comes near him. Skeletons may tease him, snakes may bite him, but good old Ken just swings his sword and everything comes tumbling down. There are houses to explore, with nasties inside as well as out. At the top of the house, you will find the boss. On the first level, the boss is like a cart-wheel with a face, spitting fiery death downwards. On the second level, the boss has a rather large club, which he uses to enrol you right on the cranium.

This game is similar to **Ghosts 'n' Goblins** in some respects. There are plenty of monsters to slash and a few human assailants too. Not a lot of brainpower is required for this game; I would have preferred some puzzles to solve, though there may be some on later levels that I haven't seen. I did see the practice level though, and this is a very good idea. This game involves a lot of chop, chop, but not much suey between the ears.



● Ken Seiden - out with the flashing blade and off with their heads

conversion of the arcade hit.

GOLVELLIUS: You are Kelesis, in search of the Princess Rena. She went off on her own one day to find the mea herb for her ailing father, King Aleid Jones (they do live near a valley, don't they!) Kelesis must find this luckless lady before she comes to any harm or else the king will kick the bucket with no heir apparent (try using hair restorer, sire).

During your quest, you must obtain seven crystals in order to reach **Golvellius**, where you hope to find Rena, aptly named as she is a right pain in the butt to get to. You must traverse deserts and graveyards, fighting off snakes, bees, bats and other nasties. In some places you can find a hole. Climb down the hole

adventure in to an arcade game, and it succeeds to a point. Although initially I found this game frustrating to play, it grew on me, until it was a game I almost couldn't stop playing, trying to get more bibles in order to get better weapons. The only niggle is that if you start again when playing, it puts you right at the start of the level, rather than nearer the point that you met your early demise.

KEN SEIDEN: A Japanese warrior, Kenneth Seiden, known to his friends as Ken, is walking along, minding his own business, when he suddenly is attacked by fiery demon heads, dancing monkeys and vicious armadillos. He's been smoking those funny fags again. Just say no, kids.

Ken doesn't take this lying down, no-siree he doesn't. He whips out his samurai sword and lays waste



● Captain Silver - all aboard the skylark!

CAPTAIN SILVER: Shiver me timbers! Yo-ho-ho and barrel of rum! Davy Jones' locker and Cap-

tain Kidd's treasure! Right, got that out of my system, new here's Captain Silver, the gold digger pirate, who's a dab hand with the cutlass. He uses his cutlass to kill belligerent bears, who roam around looking dangerous. But look out above your head, because the cats sitting on the wall are ready to pounce on old Silver's head. Despatch them to the great cat tray in the sky with a swift swipe of your trusty blade. Whenever you kill something, it leaves behind a letter. Collect the letters to form the words 'CAPTAIN SILVER' at the top of the screen. This will give you an extra man.

Later stages will find you on the deck and in the holds of a ship, fighting treacherous sailors and seagulls who want to do more than leave you with an unpleasant reminder. At the end of this level you get the chance to fight it out with the Captain. When you see a fairy dur-



● Lord of the sword – yet another chinky take away blood bath. Tora! Tora! Tora! as we like to say



ing the game then try to run into it, as it will give you more shooting power. Some stages have shops that you can enter, to buy things like shooting power, jumping power,

more time, or a flashing waistcoat – I never did work that one out.

I've played this game in the arcades previously, so I can say that this is a near perfect copy of the arcade game. That is also probably

the worst thing I could say about the game – it was incredibly dull in the arcades, now it's incredibly dull right in your living room.

LORD OF THE SWORD: The land of Balinja has been overrun by hordes of demonic nasties. You can probably guess the rest of the plot, but I'll continue anyway. The followers of the Ra Goan killed the king and took over the land. You are Landau, (formerly called Koenig in Space: 1999 – one for your trivia books) and as usual the rest of the town are a bunch of spineless jellyfish, leaving you to do all the dirty work. Your tasks are to find the Tree of Marill, subdue the Goblin of Balala Valley, destroy the Statue of Evil, and be home before your supper gets cold, or you'll get a thick ear from your mum.

Armed with a sword (seems familiar) and a bow and arrow, Landau must make his way through creepy forests and inhospitable terrain as he tries to complete these insurmountable tasks. A variety of bats, bugs and things that go bump in the night try to kill poor Landau, and they usually succeed. Your temper may be severely tried as will your patience, after playing this game.

I never got very far in this game, in fact I think they should have called it Lord of the Dead, or even Lord of the Umpteenth Reset. It is just like the arcade games **Rastan** and **Rygar** in gameplay, so fans of these please take note. A lot of exploring is required to complete this game, plus a fair amount of swordwork.

People may remember this game by another name, but Hewson has proven that it has responsibility, and has changed the rather risqué title of *Kalishnikov* to *Custodian*. I feel that this deserves a mention as it is a very sensible move, for the sake of a subject that many hold dear to their hearts. Now

F A X B O X

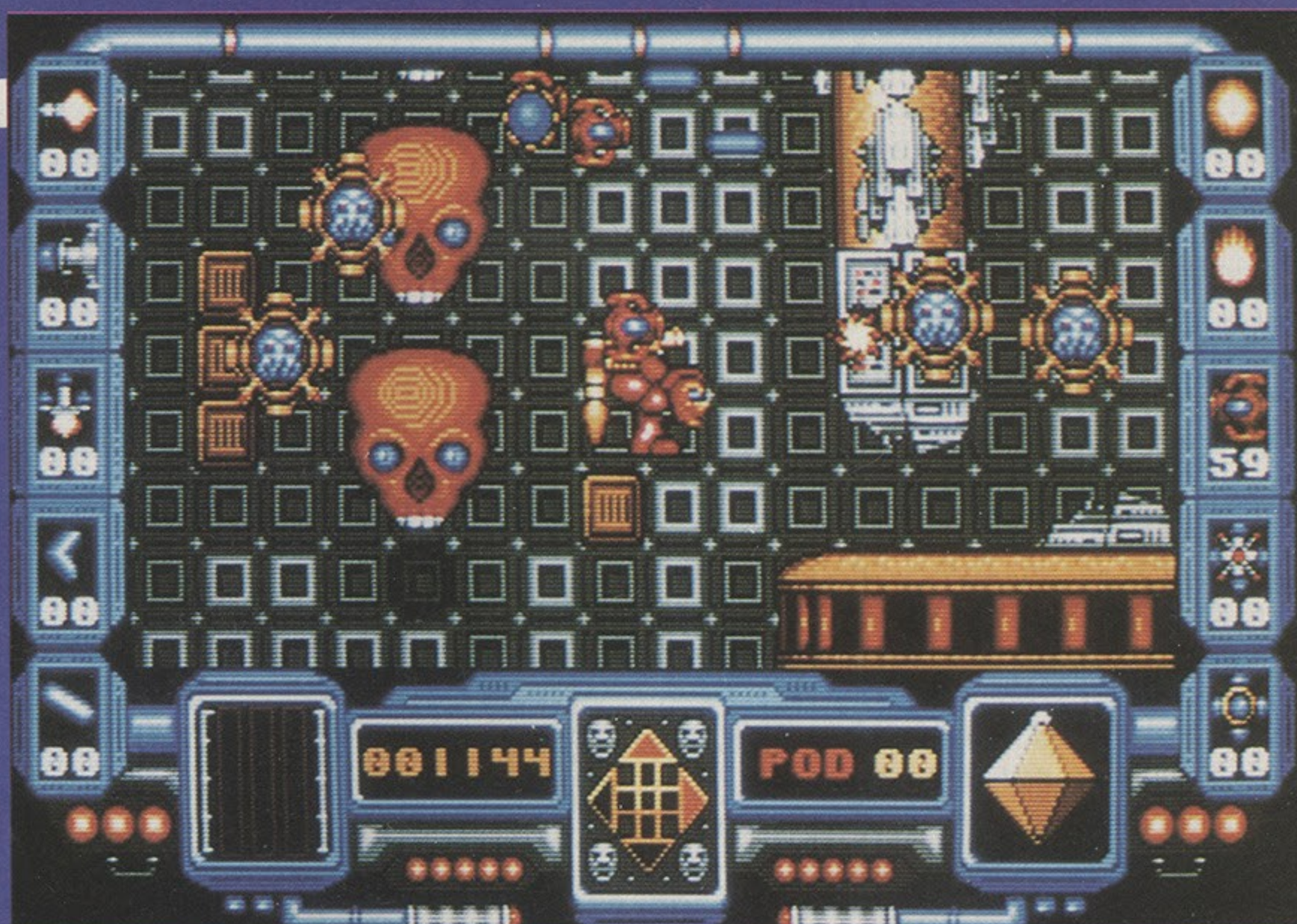
Program: Custodian
Version: Atari ST
Price: £19.95
Supplier: Hewson
Reviewer: Richard Henderson

RELEASE DATES

ST: Late January
Amiga: Late January

down to the nitty gritty, cut throat business of games reviewing...

Custodian is a strange little number. As soon as it had loaded I was forced by my common-sense to shout out "Rafaele Cecco", but alas, and other woeful words beginning with 'a', I was wrong. The



● There's so much on screen, I just don't know what's happening.

Cybernoid programmer had absolutely nothing to do with this latest game, but it is so similar to its counterpart in graphics, and style.

It can be described as "a fast action shoot-'em-up", or so the Hewson Public Relations peeps tell me, but I feel that it deserves a lot better label than this. There is more than a hint of mapping to be done before any real progress can be

made, and a fair amount of strategy also exists in the gameplay. In these respects it sounds just like *Cybernoid*, but *Custodian* is far, far faster, more dangerous, and with smooth four-way scrolling instead of the flip-screen effect.

The background is supposedly a tomb (one rather like Focus towers, I hasten to add), and as you have grown rather fond of it, you have

Driving can be a hazardous business, take it from me, particularly if you're a pedestrian or a passenger. We all know that the world is full of mild-mannered, totally unobtrusive, gentle, timid, meek people, who are suddenly transformed into maniacal speed kings when they strap themselves behind the wheel of their Skoda. Imagine the consequences if you let



said maniacs have control of a Ferrari F40. You have? Now you know what it's like to let me play *Crazy Cars 2*.

Crazy Cars 2 puts you in control of a super-doooper Ferrari F40, speeding across the heartlands of America in a race against time (aren't they always?) with a difference. You are out to smash a stolen

car racket, which is being run by a bunch of bent coppers.

In order to do this, you have to reach your destination in a certain time, without being stopped by the bad guys, who are out to force you off the road and into the cemetery. Unfortunately, as they are all dressed in police uniform, it is difficult to know just who is a good copper and who isn't. Meanwhile, the proper rozzers, being keen to uphold the law and protect the public, are out to make sure that no one breaks the speeding limit.

Anyway, back to the game. At the beginning, your starting position and your eventual location are displayed on the map. You have to plan the best route, taking into account the fact that the shortest routes can quite often be the most police-

infested ones. As you speed along, a display of the car's dashboard keeps you informed of your speed, the gear that you're in (high or low) and your score. A display in the right-hand corner of the screen has an indicator which tells you which direction to take when the road starts

F A X B O X

Program: Crazy Cars 2
Version: ST
Price: £19.95
Supplier: Titus
Reviewer: Billy MacInnes

RELEASE DATES

ST: Out now
Amiga: Out now

to fork. It also tells you the road number, so that you can consult the map and see just where you are. The radar, which comes with all Ferrari F40's in much the same way as engine problems come with Skodas, tells you if there is a police car nearby.

Graphically, *Crazy Cars 2* is very nice indeed. You have a lovely red Ferrari, the police cars are big and mean, and the telegraph wires actually have wires running between them. The opening music is very pleasant and the sound effects, including the obligatory screeching tyres (one would think that Ferraris would be too expensive to screech), are fine. The gameplay is really quite difficult, because you need to have



decided that you will risk life, limb and other parts of your body to save it when the time arises. Now that time has come, and instead of hopping off to the pub like many a sensible fellow, you have stayed to complete your task. It's these pods see, but they're not just normal pods, they are actually alien pods and they are slowly sucking the energy from the tomb and causing it to collapse.

To get rid of these energy suckers, you must collect them and take them to a pod annihilation chamber where you can blow them to kingdom come, and stop them from returning to haunt you and your tomb. Apart from the annihilation chambers, there are also tele-

ports and silos scattered around. The silos allow you to buy weapons (10 different types are available) with credits, which you must accumulate throughout the game by destroying pods, etc. Luckily, you start with 1000 credits, so you do have a small chance of survival.

The graphics are very pretty indeed, and are extremely colourful. Unfortunately, the title screen music is annoying, but thankfully it makes way for some impressive sound effects during the game.

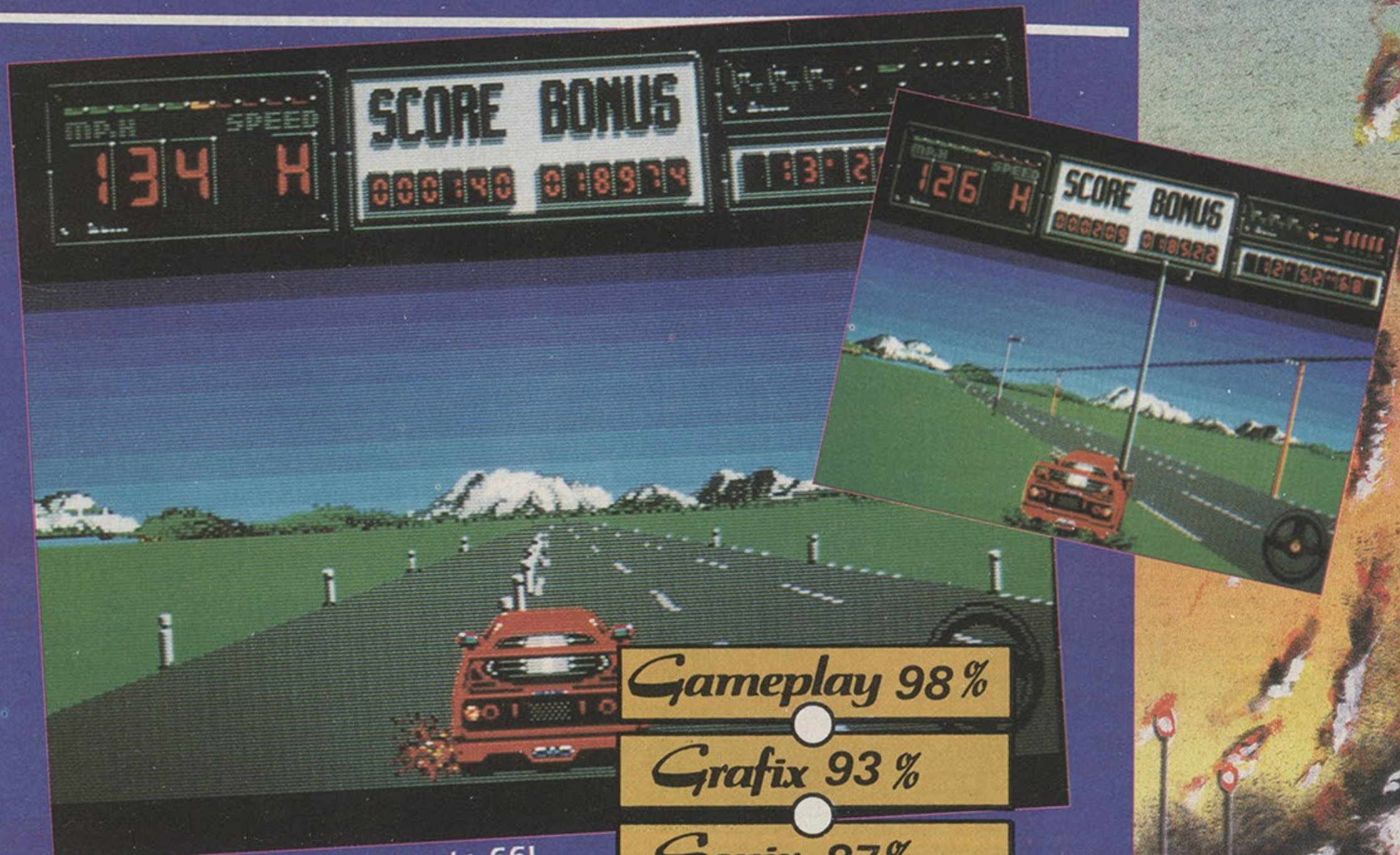
Gameplay 92%

Grafix 89%

Sonix 87%

Overall

91%



● Get your kicks on route 66!

a delicate touch and sharp reflexes (neither of which I have in vast quantities). It is one of those games, however, that you will enjoy more, as you become more and more proficient. In other words, it's a learning experience, and a rewarding one at that. It definitely beats pushing a Skoda.

Gameplay 98%

Grafix 93%

Sonix 87%

Overall

91%



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Steel could be the title for a metal composite containing iron and carbon. **Steel** could be the title for the way that a macho character would act. **Steel** could be the title for a computer game, but surely that would be preposterous.

Oooh, what's this, a game called '**Steel**', well not everybody is perfect. **Steel**, I presume, is the name of the cute little robot, whom you control (he looks rather like the

F A X B O X

Program: Steel
Version: C64
Price: £2.99
Supplier: Hewson
Reviewer: Richard Henderson

RELEASE DATES

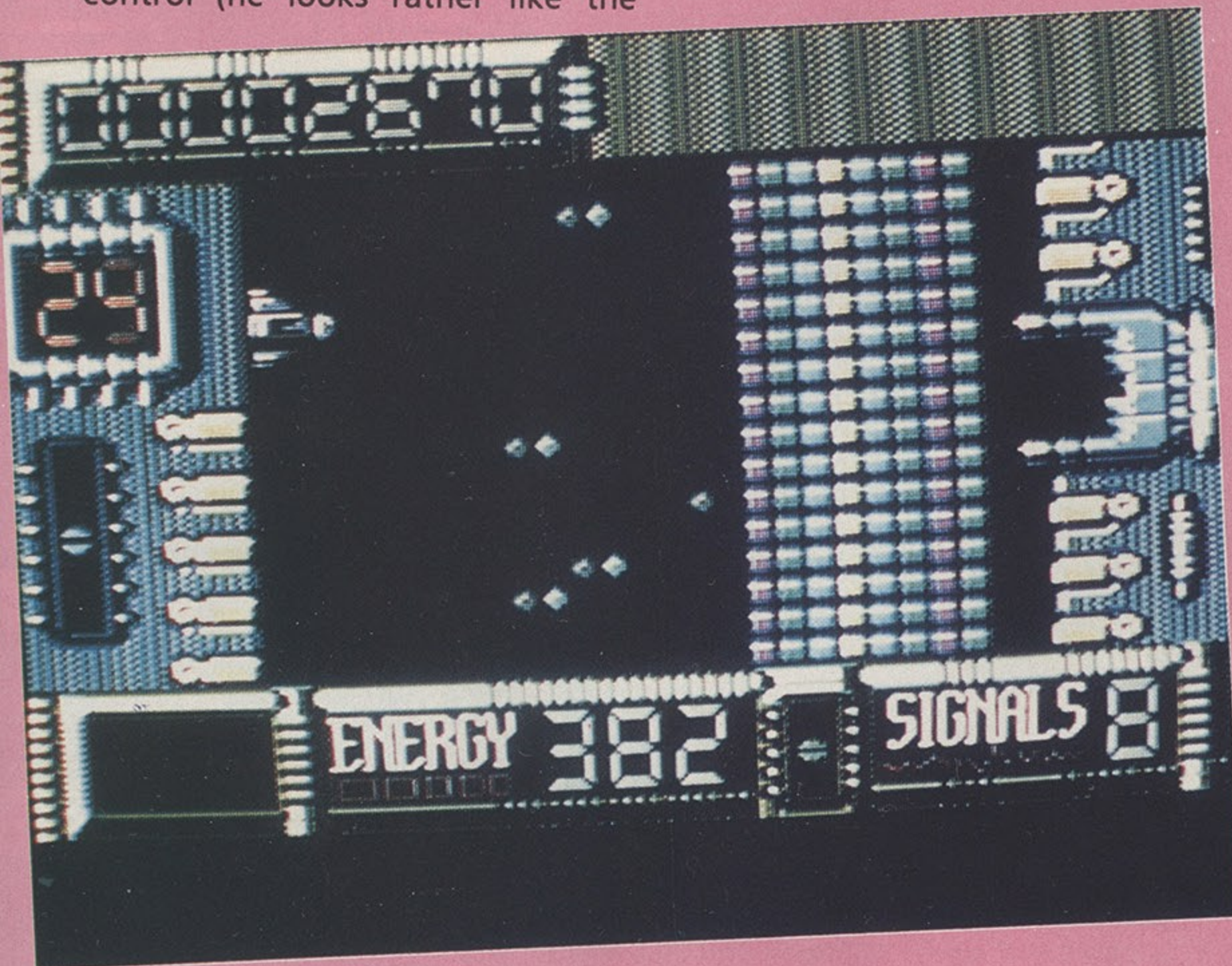
C64: Out now

to shoot lasers through a wall. Once all of these computers have been deactivated, you must collect cartridges, which are also to be found in obscure places, and then place them into slots which are to be found in blah, blah, blah...

To prevent you doing this in a record time, you have a fuel rating that decreases rather rapidly. You can replenish it at fuel depots but this saps away your score. Other droids are also present in the complex, and they too take rather large bites out of your fuel when you come in contact. The whole caboodle reminds me of **Joe Blade**, except set in the future, but thankfully it is far better than the **Players** game.

Steel was programmed by the same team who are responsible for **Slayer**, and although they are both totally different in style and play, there is a certain quality present in

● Robot for sale, low mileage, recent new battery, body work needs some attention

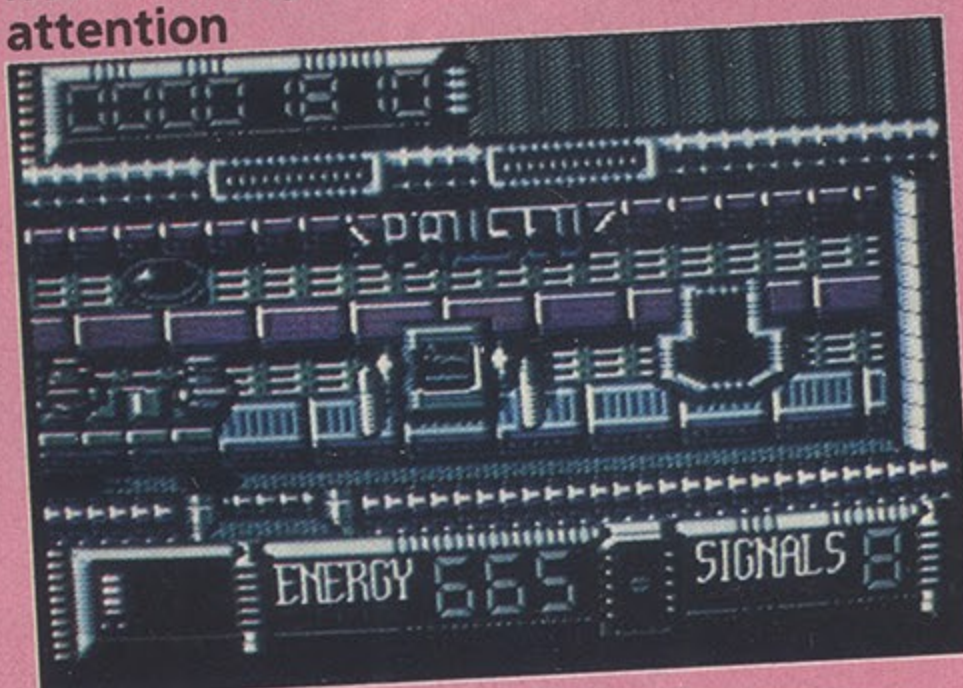


hovering robot in Disney's 'Black Hole'). He is a small bundle of metallic fun with the weight of survival placed directly on top of his shoulders, they'd need to be made of steel to support the problem that is mounting.

To rectify this problem, and therefore prevent your enormous space ship from becoming very small pieces of space ship, you have a task that involves computers, cartridges, and rechargeable batteries (the

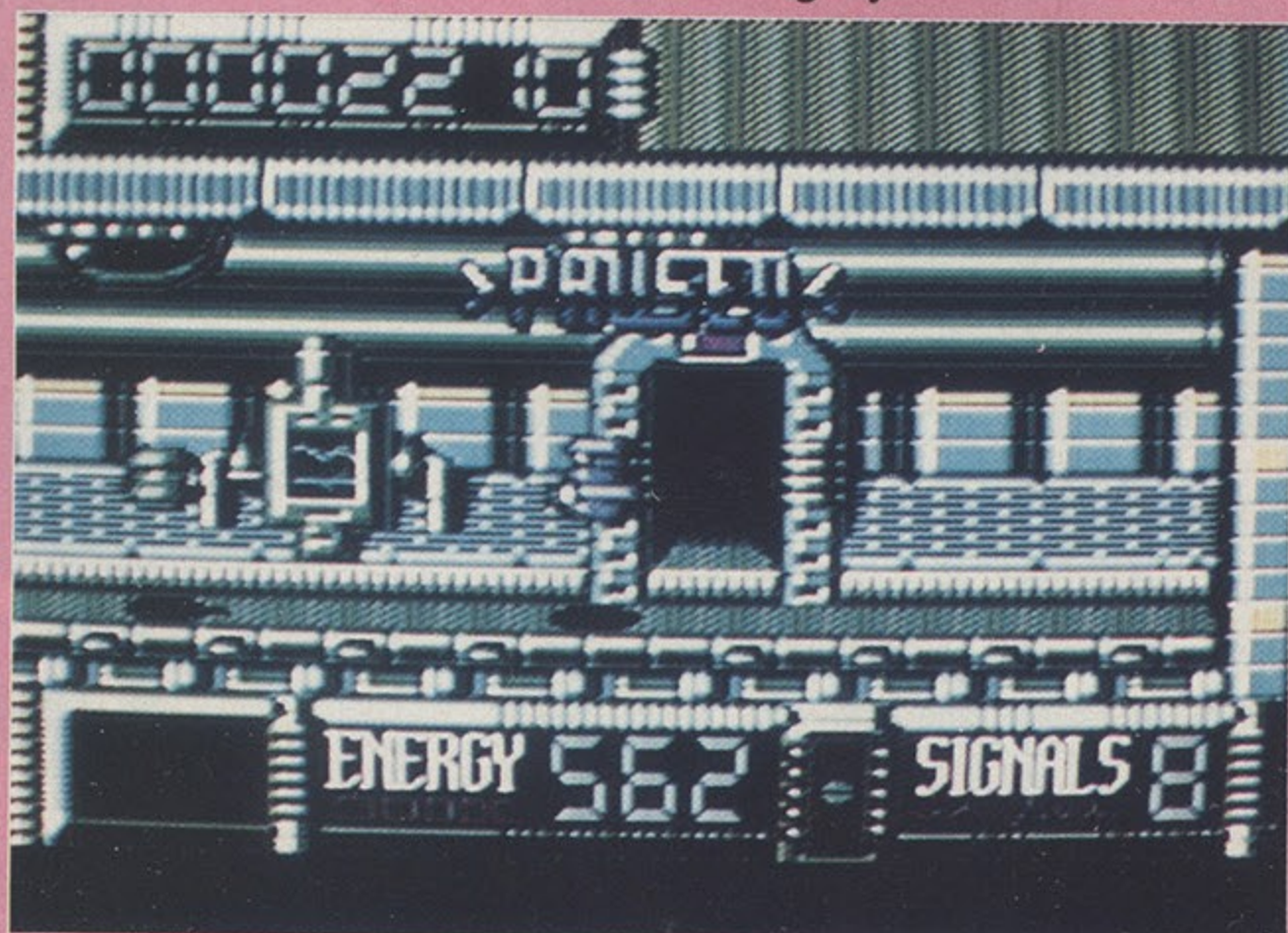
curse of the Sega machine, no doubt). To complete it you must first visit the 'active' terminals (upon finding one you soon realise why they are called terminals) that are liberally, ie. they're difficult to find, scattered around.

Once one of these has been found, you and your cute counterpart are launched into the wild, wacky and sometimes weird world of software subgames. This one is reminiscent of a sideways **Arkanoid**, although you have a time limit



both. The graphics are a far cry from most other budget games on the C64, as they are both detailed and colourful. As arcade adventures go, **Steel** is quite brilliant for a quite brilliant price, full stop.

● Zoom along those corridors like an overheated kettle on the run



Gameplay 87%

Grafix 88%

Sonix 76%

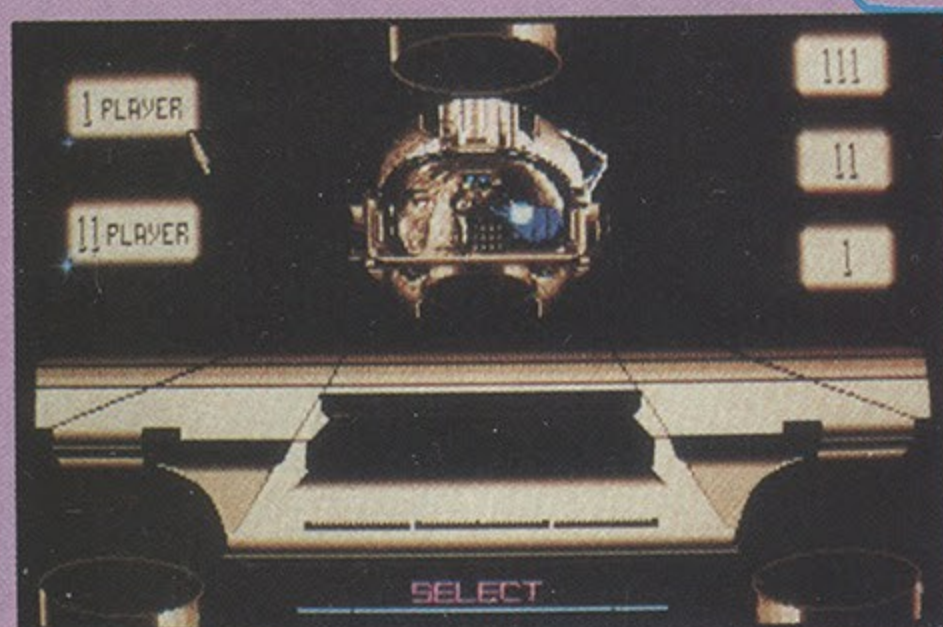
Overall

85%

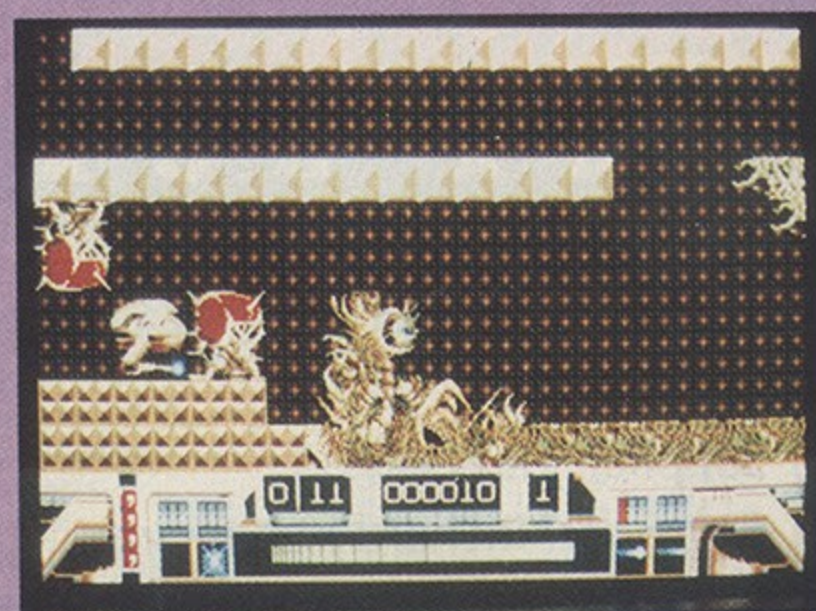
Now then, when I were a lad, scrolling shoot-'em-ups were scrolling shoot-'em-ups, and puzzley-type games were all like **Cybernoid**.

Now, thanks to those wonderful people at Microdeal, you can play both sorts of game at once. Yes, it's **Cybernoid** with scrolling, with bigger sprites, faster action, better music and well tasty graphics.

And it's called **Jug**, which by one of those strange coincidences in life happens to be the handle I used when you only got three letters on an arcade high-score table. Besides that, it's called **Jug** because you're jug-shaped (which reminds me of our Simon - we call him jug ears). You also happen to be an interactive (it'd be a dull game if you weren't) humanoid composed of titanium fleximetal (coming to a water supply near you) and other organic materials.



The object, the mighty task, the overwhelmingly difficult mission impossible is to enter the core of the living planet, Spiraesus, which is behaving rather oddly. There's this tumour that's causing the planet's brain to malfunction and shut down, and you've got to destroy it.

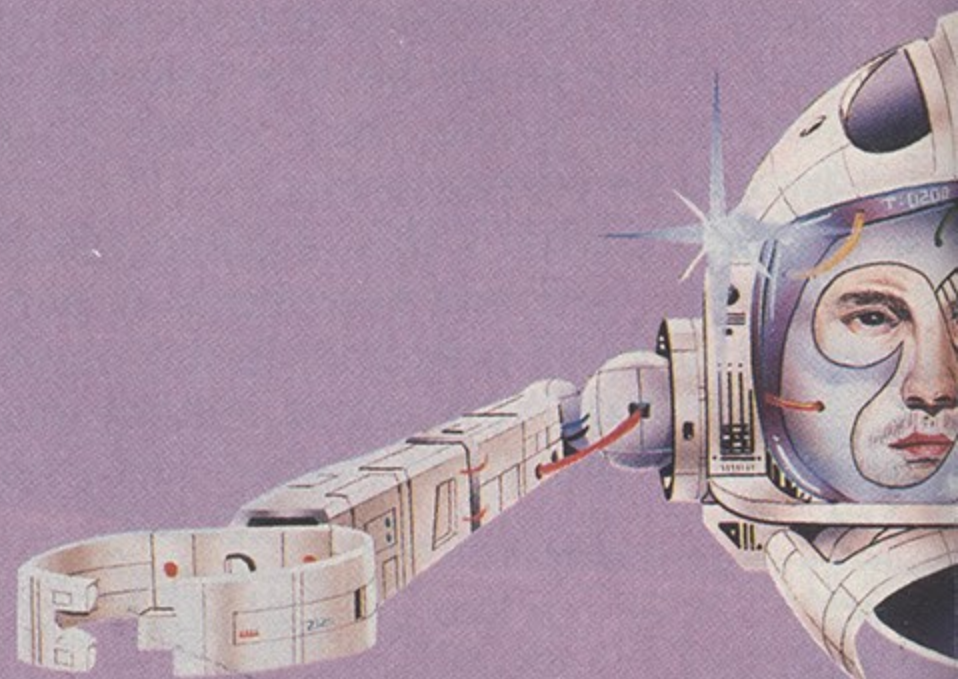


● Get those little scuttlers

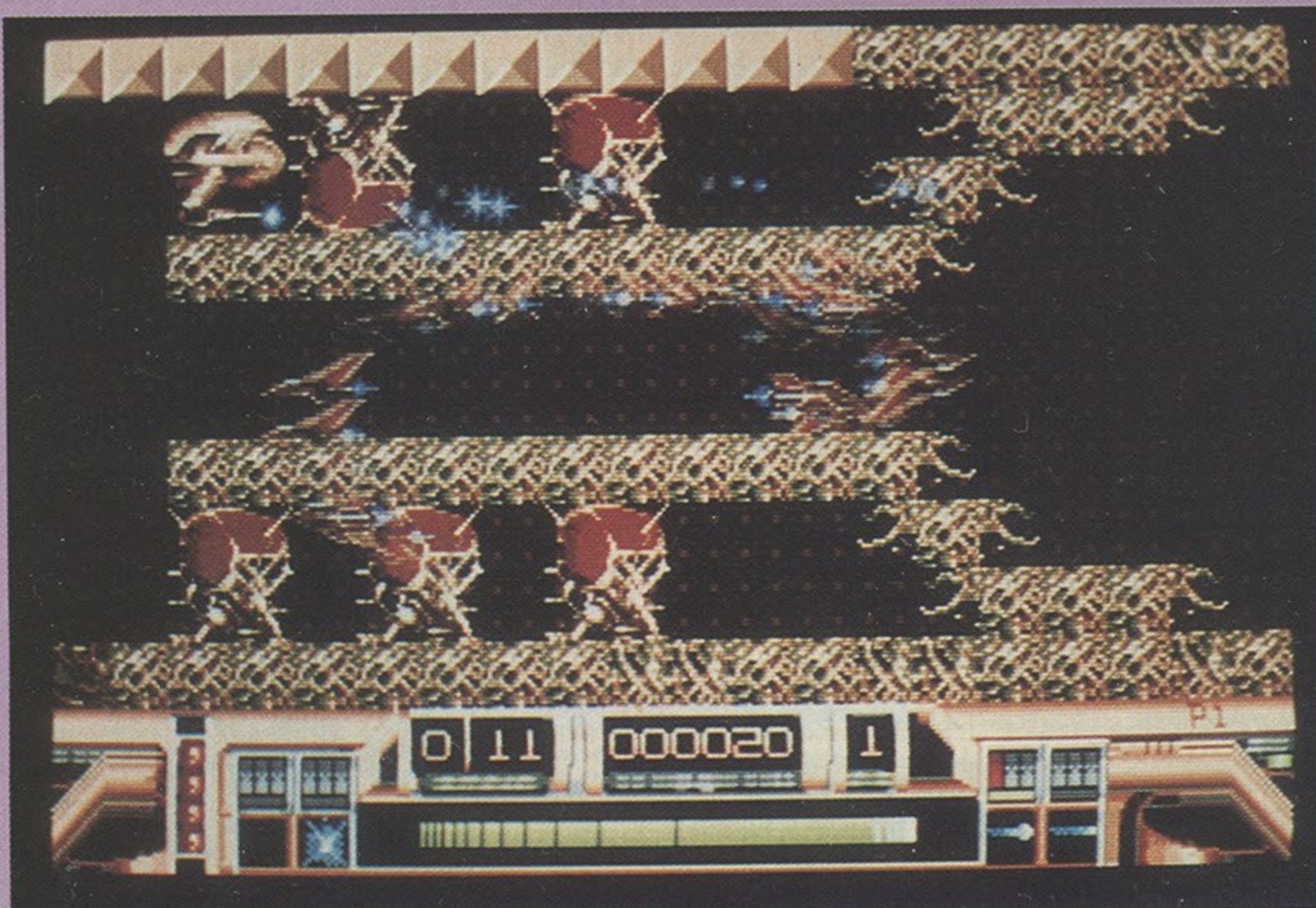
Shades of *Fantastic Voyage* here, because the planet has an immunity system which takes an instant dislike to you. This means that it starts firing as soon as they see you.

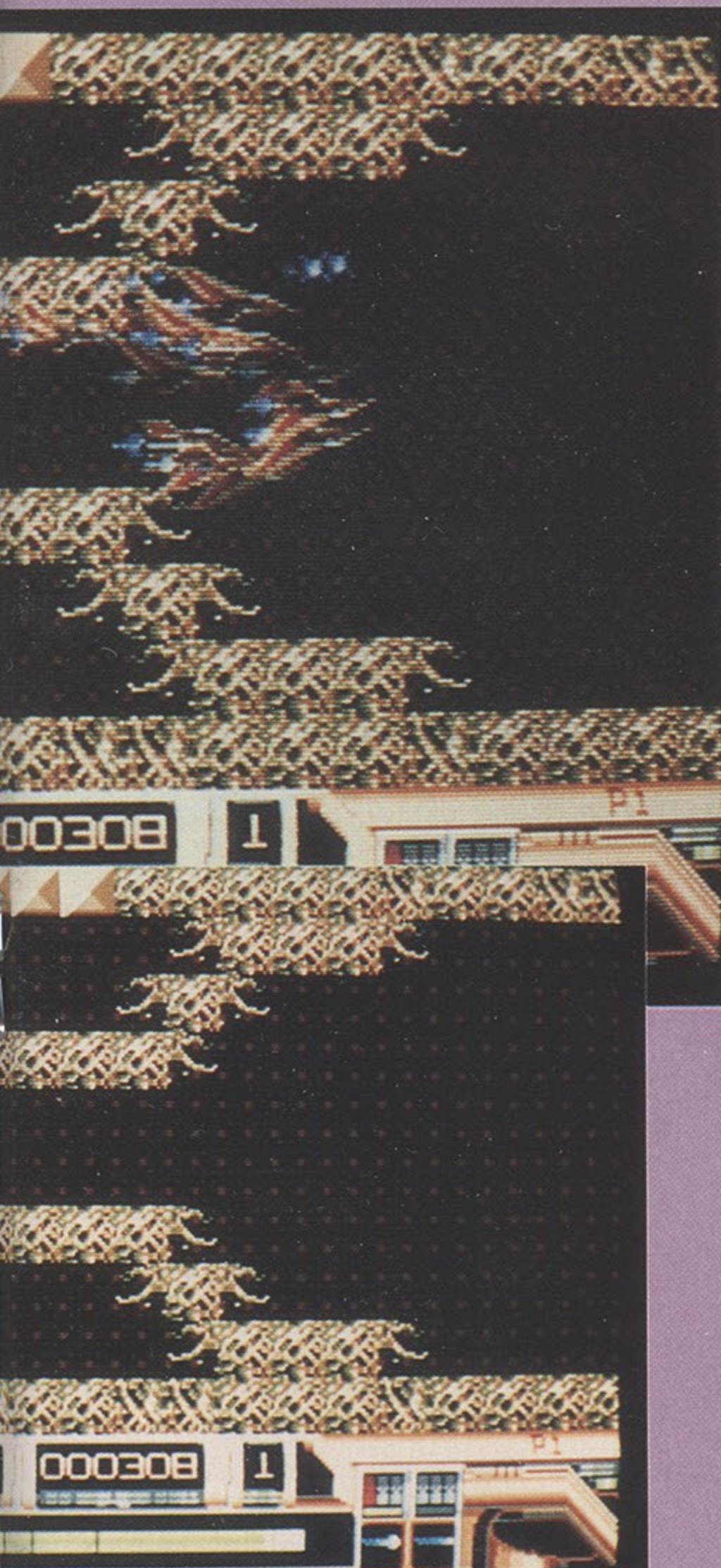
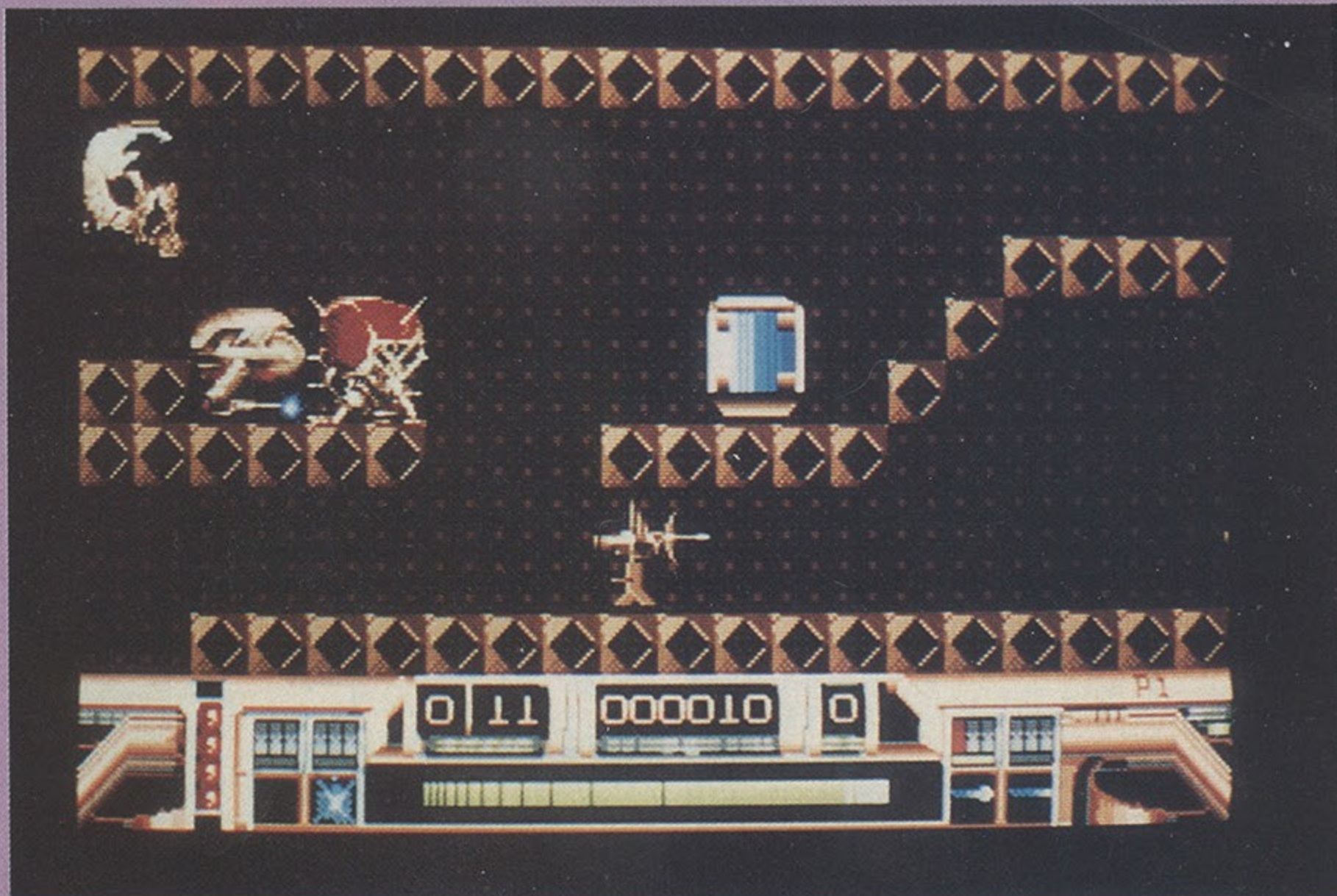
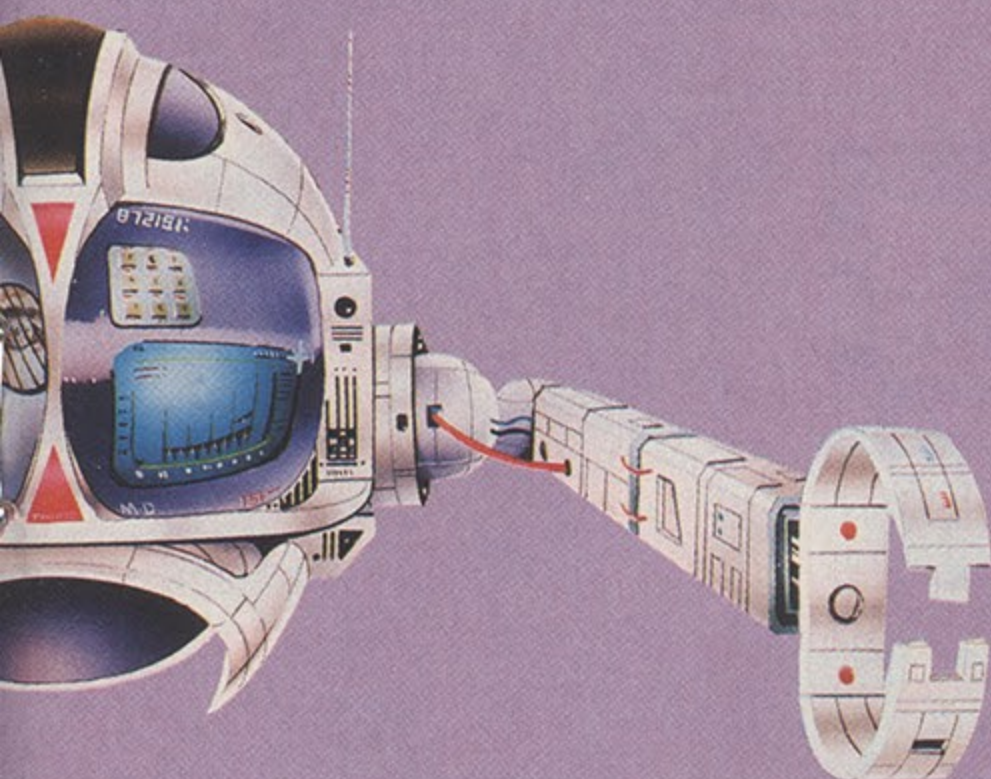
Play is basically on a horizontal plane, though you can move up or down to other levels at will. The scrolling has a parallax effect, and considering that it is reasonably smooth, even if it isn't too quick.

Now then, old **Jug** may look like an ordinary **Jug** like dealer of death, but he can change into two other shapes! Just pick up the relevant icons off the floor, and you too can become something marginally different. **Jug** comes equipped with an ordinary fire-fire-fire laser to start with, but can mutate into a being that fires sticks of candy. Well, that's what it looks like. The candy sticks do seem to be more effective, though. Not quite as effective as weapon/shape number three. Ka-boooooom! Smart bomb time, chaps. You can carry up to three of them. The other thing to worry about as you jug along is your energy. Every time you fly up into the air, it decreases, while jugging along the ground lets it restore very slowly. If you run out of energy it isn't the end of a life as we know it, it just means



● Time to operate! Yes, cut out that tumour to save the planet, all on the NHS





that you can't get off the ground until you've restored yourself. If this happens you are usually up a certain creek without a paddle.

There are energy dumps lying around, handily enough, and these will completely restore your vitality. There are also transporters to fling you around the brain, or from the frying pan to the fire as it usually transpires.

The graphics have a strange ethereal quality, due to effective use of shades of the same colour. There's a different basic colour on each level. If you wanna map you can map. It's not too hard because there is a pause key provided.

Jug isn't the definitive scrolling shoot 'em up, nor the best maze game you are ever likely to see, but rather it is a jolly effective hybrid of both styles and isn't insanely hard so you can actually get somewhere in the first half an hour.

Jug – it's better than soap and water mate. It's a pretty good game to boot (no pun intended I assure you).

Gameplay 85%

Grafix 54%

Sonix 80%

Overall

87%

25

F A X B O X

Program: Jug

Version: ST

Price: £19.95

Supplier: Microdeal

Reviewer: Duncan Evans

RELEASE DATES

ST: Out now

Amiga: Soon

Spectrum: Never

COMPETITION

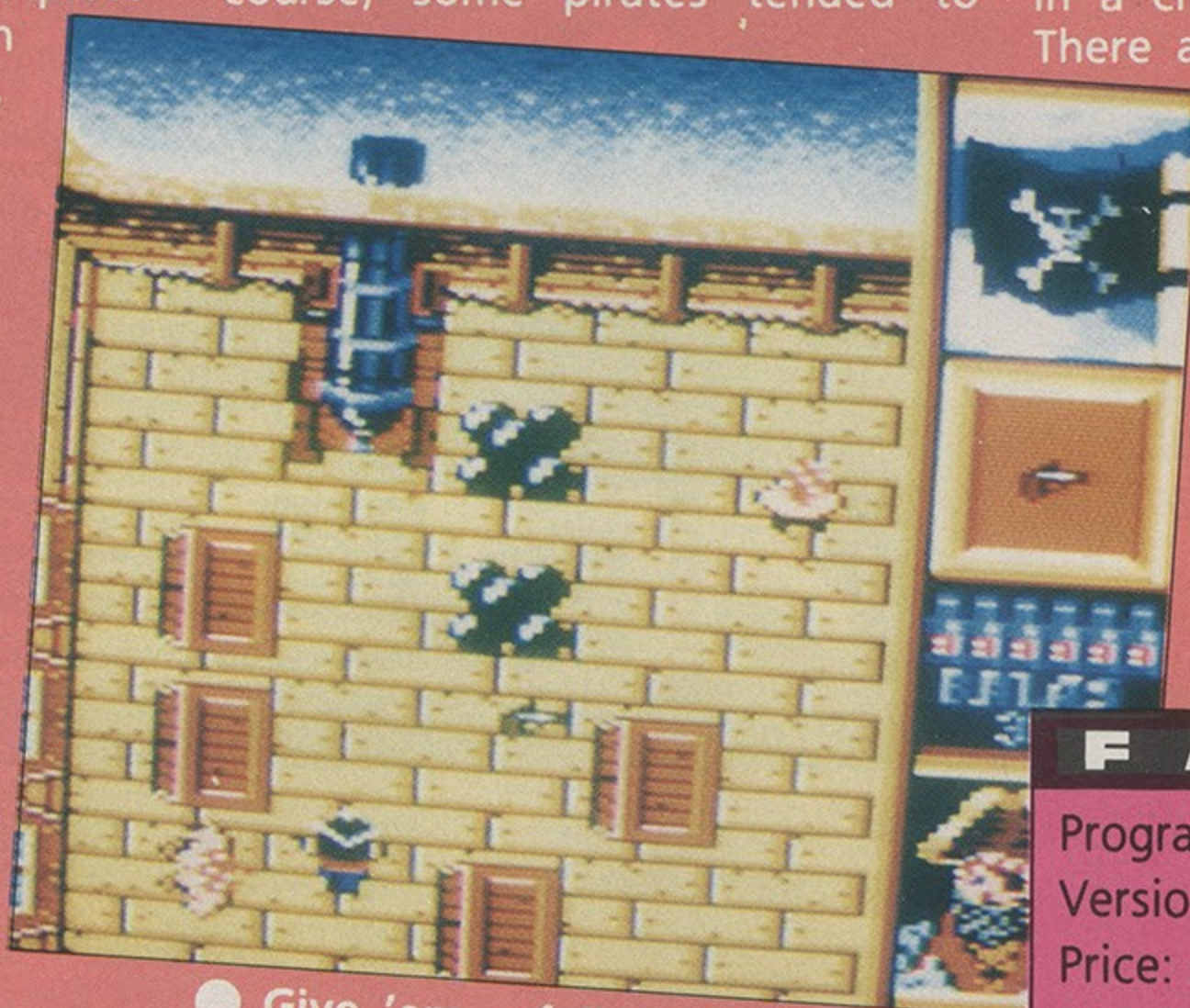
Well, you've read the review, now's your chance to win something. Those happy, smiling, generous people at Microdeal have put up some very nice prizes for you to win. The first postcard pulled out of the hat which has the correct answers will win a radio-controlled JUGernaut (ha! ha!), while twenty-five runners up will all receive copies of the game. All you have to do to win is answer the following questions correctly and send your answers to: **Jug Competition, Gamesweek, 3rd Floor, Francis Street, London SW1P 1DG.** The closing date for the competition is January 31, 1989.

1. What do you do with a Jug?
 - a) carry liquid in it
 - b) wear it over your head
 - c) juggle
2. Which of the following is a Microdeal game?
 - a) Highway 61 Revisited
 - b) Bugs Bunny International Football
 - c) Fright Night

Pirates come in many shapes and sizes, but they are normally dirty, smelly, sweaty, rum-sodden thugs, who come complete with the obligatory eye-patch and earring. As for headgear, your pirate tends to go for the skull and crossbones hat or the red scarf wrapped around his head. Occasionally, a pirate comes along who breaks with tradition entirely – the infamous No-beard (a.k.a. Duncan Evans), for example – but most pirates prefer to adhere to the established fashion. Kixx Software has decided that pirates are where it's at, as far as its first original release is concerned. **Blackbeard** is the result.

In the game you play Blackbeard, the notorious buccaneer of old. All respectable pirates around in the golden age of piracy tended to be named after the colour of their beards, but as there weren't a massive amount of hair-colours to choose from, it

was quite commonplace to have more than one Captain Blackbeard or Redbeard. Needless to say, you are THE Captain Blackbeard. Of course, some pirates tended to



● Give 'em a full broadside, me hearties!

cheat and use a dye, Captain Bluebeard, for example. Surprisingly enough, there was never a Captain Dirtybeard, Captain Filthybeard or even a Captain Dandruffbeard.

Your mission is to infiltrate the H.M.S. Victory – currently under the control of Cap'n Redbeard – and steal back the treasure map hidden in a chest somewhere on board. There are knives and pistols scattered throughout the ship, which you can pick up and use to kill the baddie pirates (are there any pirates, apart from Captain Pugwash, who aren't?). They have a rather unpleasant habit of throwing knives at you, but it is probably infinitely preferable to smelling their breath.

F A X B O X

Program: Blackbeard
Version: Amstrad CPC
Price: £2.99
Supplier: Kixx
Reviewer: Billy MacInnes

RELEASE DATES

Amstrad: 11/1/89
Spectrum: 11/1/89

Fancy swapping human skin for an egg shell? If so, then 'chuckle' to your heart's content with **Chuckie Egg**.

Can you guide Hen House Harry around a hen house picking up a dozen eggs and as much corn as you can without getting pecked to death by ducklings or their fiery yellow mother?

You must collect all twelve eggs in order to get to the next level and some of them are not easy to



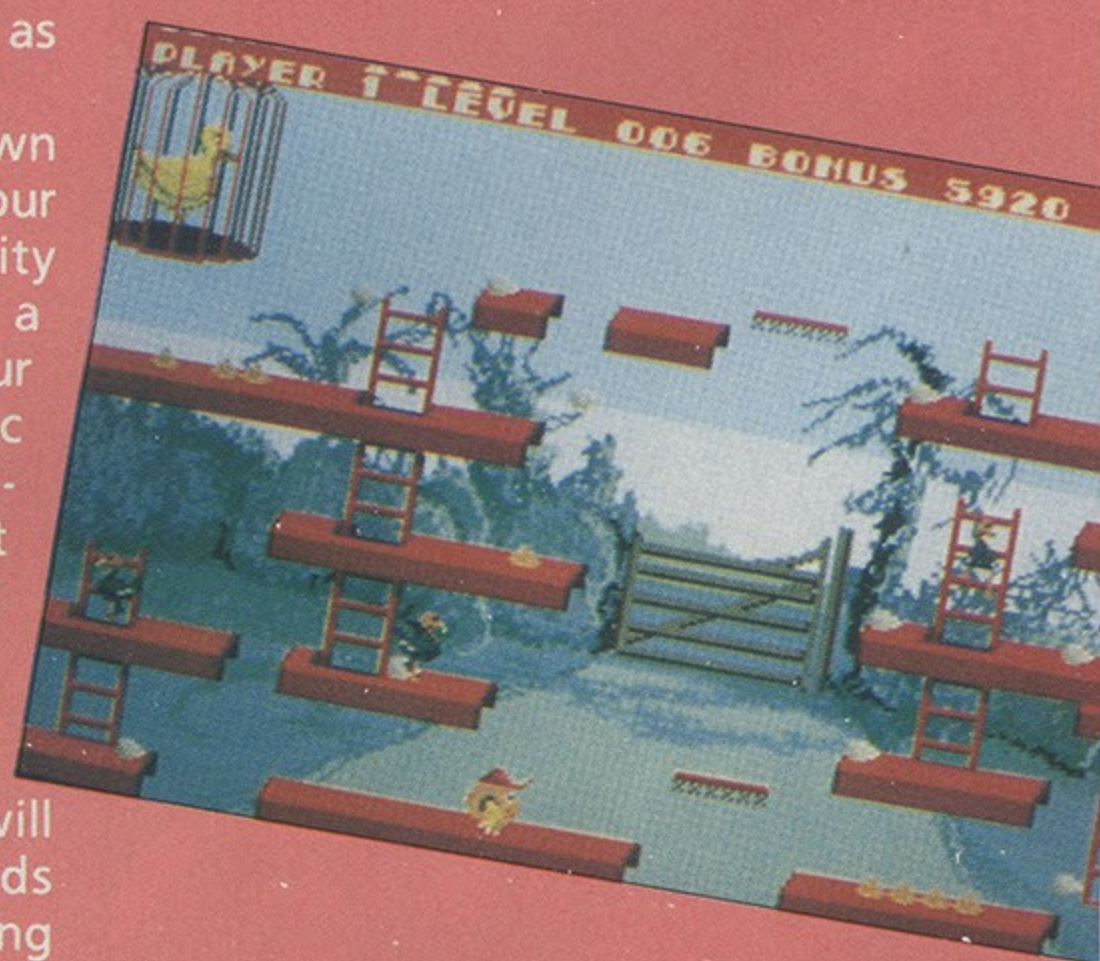
● Edwina's favourite game – but who ended up with egg on their face, eh?

discover. You – Mr Egg Shell – emerge in a splattered egg yolk form and are then transformed into a fully rounded egg once gameplay begins. Your facial features partly resemble Humpty Dumpty's, but

thankfully your head is not as brittle.

Synthesised music whistles down your ear-drum, maddening your brain waves and sending your sanity spinning out of the window into a void of confusion. Unless your music taste encompasses Balearic beats, techno pop and synthesised drumbeats, I'd suggest that you turn the sound off without hesitation. Otherwise, you'll find at the end of a playing session, your ears will have popped in horse chestnut style and your IQ will have been zapped earthwards under the pull of gravity's weighing arm.

Rampaging up and down ladders, hopping like a kangaroo and hitch-



F A X B O X

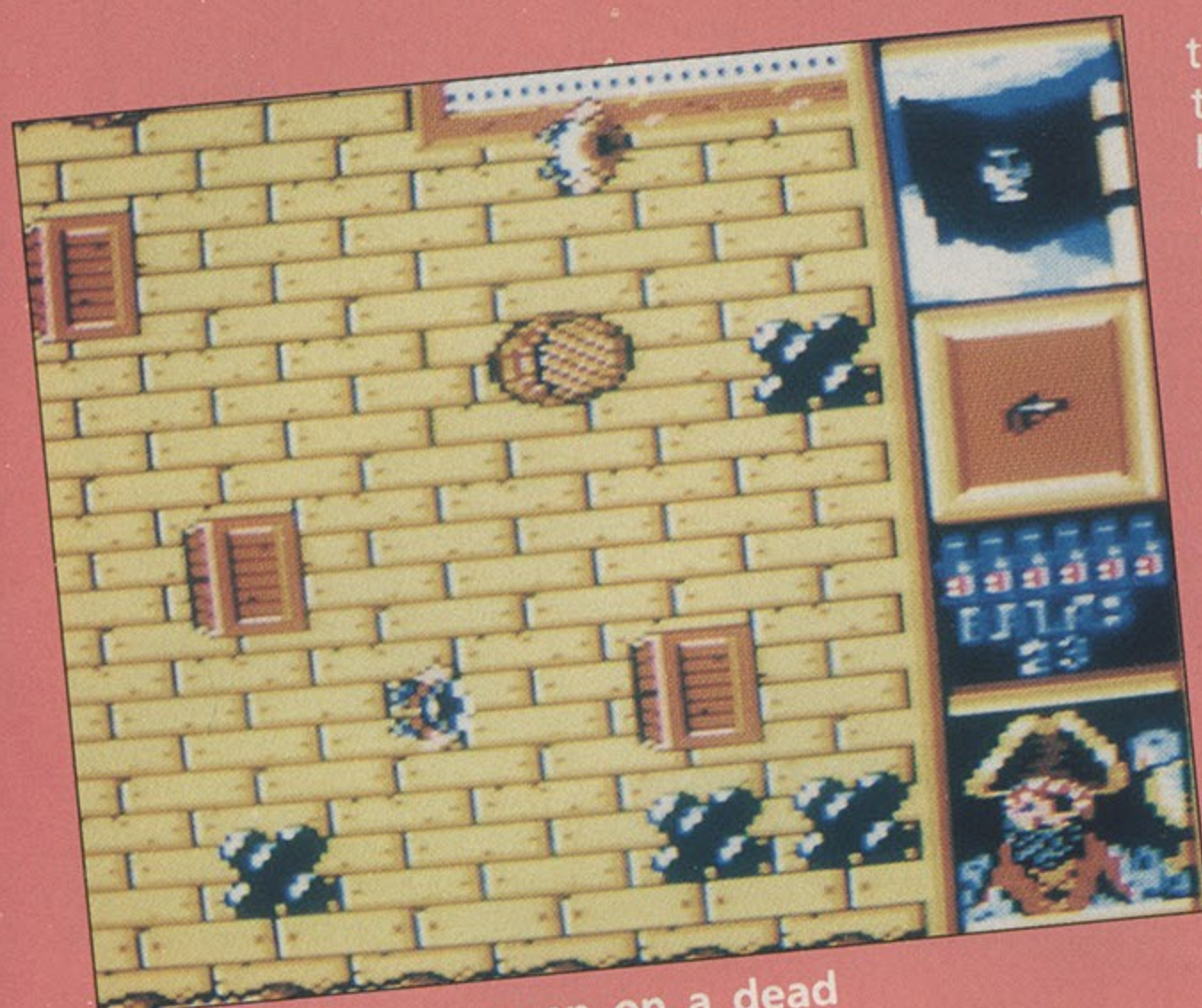
Program: Chuckie Egg
Version: Amiga
Price: £19.95
Supplier: Pick & Choose
Reviewer: Andrew C. Ritson

RELEASE DATES

Amiga: Out now

ing the occasional lift on ascending escalators will have you reeling in delight and fright. Falling from cosmic heights will have your heart leaping into your mouth and your legs being subjected to a torrent of adrenalin. The movement of characters is slippery smooth as your stubby legs rotate with the speed of rotating planet Earth.

Screen layout is colourful and enlightening. At the top, level mode is displayed together with lives remaining. In addition, there's a time-clock and a bonus feature; all pur-



● Q: How many men on a dead man's chest?
A: 172

You can use the pistol to break open the chests, which tend to contain life-giving potions and

guiding lights. Guiding lights help you to fire the cannon and destroy

the passage-way through whence the baddies come. There are also bottles of rum which you have to consume (oh, how awful!) in order to keep your energy up (doesn't sound medically correct to me). There are some bottles, however, which have been laced with Cap'n Redbeard's special brew (alcohol, perhaps?) and leave you drunk and incapable for a few seconds.

The ship has four levels, the deck, the cabins and two storage levels. You need to search each level to find the chest that holds the map, which won't open until you kill all of Redbeard's me-hearties. Each level is accessed by using the staircases.

Blackbeard didn't really grip me,

probably because the gameplay is very slow – close to slow motion – and the sound is basic. The graphics are very colourful, but the sprites, although they have nice stripy shirts and such, are blocky and unimpressive. A reasonable effort at a original budget game, which gets five extra marks because it doesn't have Ninja or Massacre in the title.

Gameplay 54%

Grafix 57%

Sonix 42%

Overall

52%

posely laid out in a neat, orderly and eyeable fashion. Once you've hurdled your way past the first few screens, things start to 'peck' (sorry, 'pick') up. Mother bird decides to flee her cagey confines to avenge your successful display of arrogance. Her wings (reminiscent of pteradactyls) flap elegantly up and down as she closes in for the final kill. The problem for you is if you opt for a leftward turn, she follows suit. Opt for a rightward move and she does the same. You somehow get the feeling she doesn't take too kindly to your gluttonous appetite which has a habit of snowballing on and on to eternity. Playing with a joystick has a distinct advantage over slaving over the cursor keys, unless you happen to possess nimble fingers.

Graphics quality is okay. The pure addictiveness makes this game riveting. Appealing animatory qualities of the game include being trodden on by an adversary. Once you're underfoot, your whole head implodes and geysers of egg fluid stream out. If your breakfast constitutes a hard boiled egg, then I would suggest you leave this 'splat-

tery' game in the cupboard. Once you've played the role of Mr Egg Shell, you'll know just what it feels like to have your insides swished around in buckets of egg yolk. Just



because an egg doesn't scream at you once you perform open brain surgery on it, doesn't necessarily mean that it hasn't any feelings. Chuckie Egg is a fine game for keeping you awake throughout the night. If you're feeling a little lonesome, then invite your friends in to play it. Up to four can play at the same time.

Although I'd categorise this game as flying high in the games reign, strategy and thought does surprisingly come into it. You need patience when waiting for a passing escalator. Still, I suppose it beats waiting for a London Underground

tube train which tests the patience of a saint. Overall, this game will please the average human being who wants to escape from the pangs and boredom of reality. If you feel like eating bird seed without spitting feathers and wish to be trodden on by an ugly duck, then I'd advise you to squelch to your heart's content by playing the game; on no account should this type of behaviour be displayed within the borders of reality. Unless you're a duck, of course!

Gameplay 90%

Grafix 85%

Sonix 45%

Overall

89%

Have you ever noticed that once people are plunged into the world of lifts, eye contact is a sin and everybody stares at the floor? Kids automatically get out their permanent markers and scribble rude words on the walls. Smaller children press all the buttons no matter what floor they wish to land at, and old people start to reminisce about when there were no elevators. And although I spent many years going up and down in lifts in my younger days, not once, never ever, as far as I recall, did anybody shoot bullets at me.

In *Mission Elevator* this seems to happen all the time, aggressive lot



● Upstairs, Downstairs was never like this, the further up you go the worse it gets

F A X B O X

Program: Mission Elevator
Version: Atari ST
Price: £14.99
Supplier: Microprose
Reviewer: Richard Henderson

RELEASE DATES

ST: Out now
Amiga: Out now

are spies. Men in long dirty raincoats wander round trying to halt you from completing your task (men in raincoats can be pretty frightening, I tell you, but men in raincoats that carry guns are far worse). Your task, I suppose I'd better tell you, is strange to say the least. The Central Intelligence unit of the FBI is based in a hotel, and the enemy have found out that if they blow it up,

then they could make the powers that be highly miffed. Your name is Trevor and you work for the FBI, so you don't really want your HQ to become rubble. Because of this you have been assigned to make your way to the 62nd floor of the hotel in question and defuse the bomb with codes hidden about the place. Scattered around in liberal helpings, so that you can actually succeed, are

F A X B O X

Program: Repton Infinity
Version: BBC
Price: £14.95
Supplier: Superior Software
Reviewer: Richard Henderson

RELEASE DATES

BBC: Out now
Electron: Out now

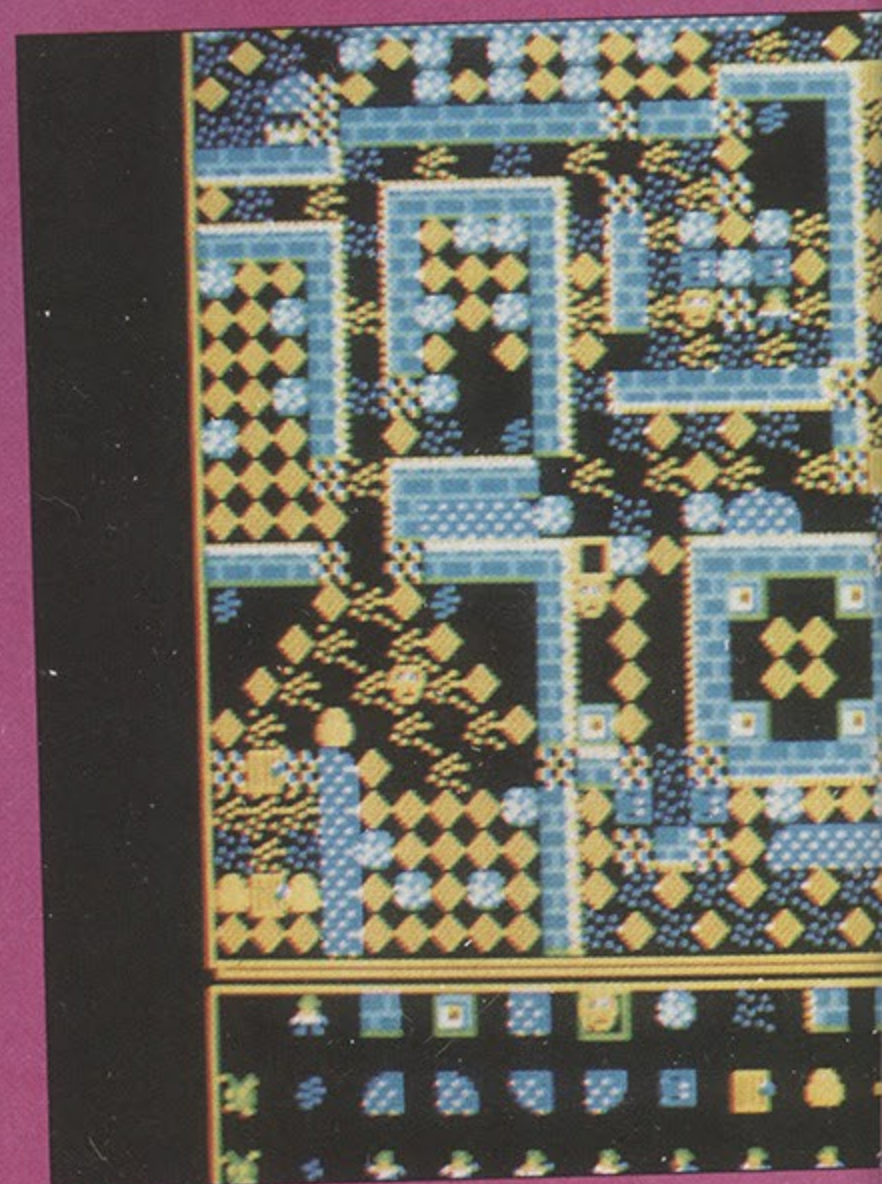
Repton, is the BBC computer equivalent of a horrendous joke (gone wrong). Worse still is the fact that people expect me to review it, have you seen the size of the manual? Over 70 pages! I mean that's more pages than War and Peace; well, actually that's not a very good example. Not only that, but the pages are not filled with a gentle novella storyline which rolls calmly off of each page, but they're all instructions, I can't take it, I can't stand it, I'll scREAM and scREAM and scREAM until I'm sick! (Various

noises of contempt along with several shouts of "You're fired" are heard in the background!)

Right, down to the game. **Repton** is very famous in BBC circles, and for those who have no inclination to sample it, I'll explain why I think that that is a good decision...

Repton is something akin to **Boulderdash**, a superbly addictive game that appeared many many moons ago, and since then many sequels have appeared for both. This new pack, **Repton Infinity**, resembles a final flailing attempt to grasp the market with its curse, although as a

● All these symbols remind me of the Highway Code



● If nothing else it makes a lovely rug

set it could be interesting for some. It brings together four of the classic games that have previously been released, and each is substantially different so as to prevent the buyer

elevators (I bet that surprises you).

The action is similar to a cross between **Elevator Action** (the arcade machine) and **Impossible Mission** (the very famous Epyx game of a few years back). Gameplay revolves around dodging the opposition's bullets, and searching the objects that are placed around on each level. Many small features

have also been added, such as a dice game that allows you to increase your score when you search the tables, and on the later floors, a bar that allows you to become slightly inebriated.

You learn, as the game goes by, that once a master key is found, then you can open doors, and thus get to seemingly impossible floors.

After every 8 levels the gameplay gets progressively harder. The graphics maintain a certain quality throughout, and small graphical detail always makes the game that much more entertaining. Sound is not of the same quality as the gameplay and graphics, but it could be described as adequate. **Mission Elevator** is a pleasant change from the current flood of shoot-'em-ups and makes a decent buy at an affordable price.

● Whiskey with a dash of gunfire, please



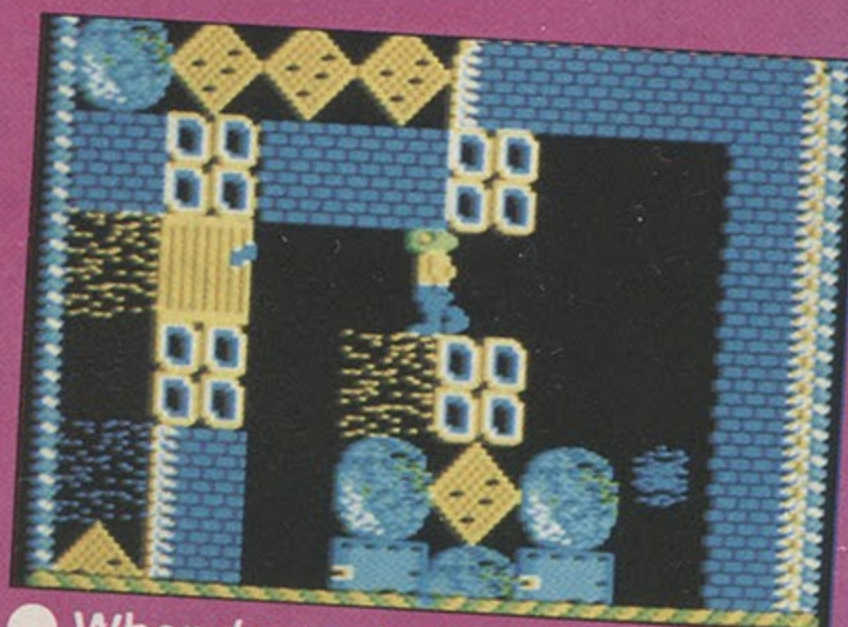
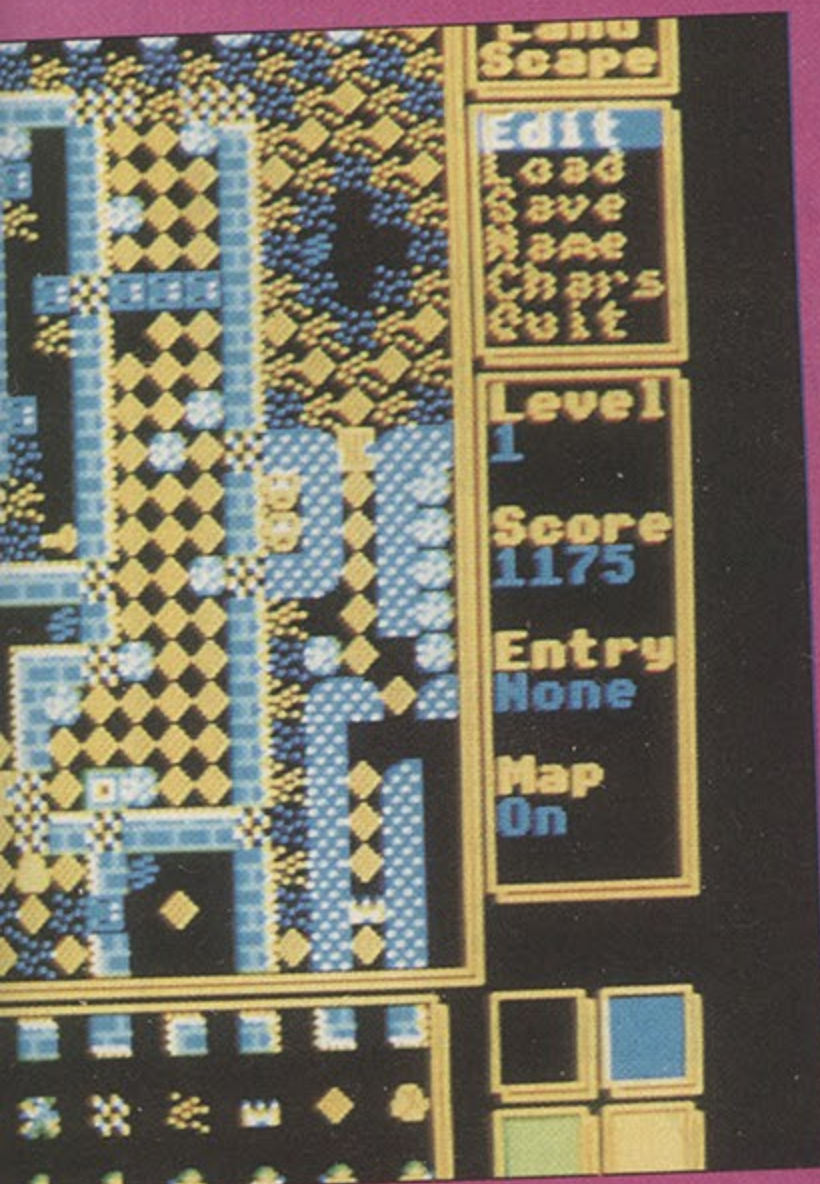
Gameplay 85%

Grafix 82%

Sonix 75%

Overall

81%



● Where's me baubles?
(fnar! fnar!)

playing, this cuts down on the amount of hassle that it takes to play. You have to wander around a pre-designed map collecting pretty baubles, which allow you to progress to further screens.

The four separate games that are included are **Repton 3**, **Repton 4**, **Robbo** and **Trakker**, and amongst them everything is present. A total games designer is also on disc, so hours of fun could be shared by all whilst designing your own maps (I don't think). I'm afraid that my enthusiasm waned after I had seen the manual and the colossal quanti-

ty of disc sides, but when the game loaded and the graphics were presented to me I must say that I became even more desolate. The graphics are typically BBC, i.e. good for five years ago, but totally unacceptable now, and sound effects are bad even for the once great machine.

Repton Infinity is sad, you either love it or you hate it, personally I thought it was Boulderdash, I hated it, sorry.

Gameplay 62%

Grafix 54%

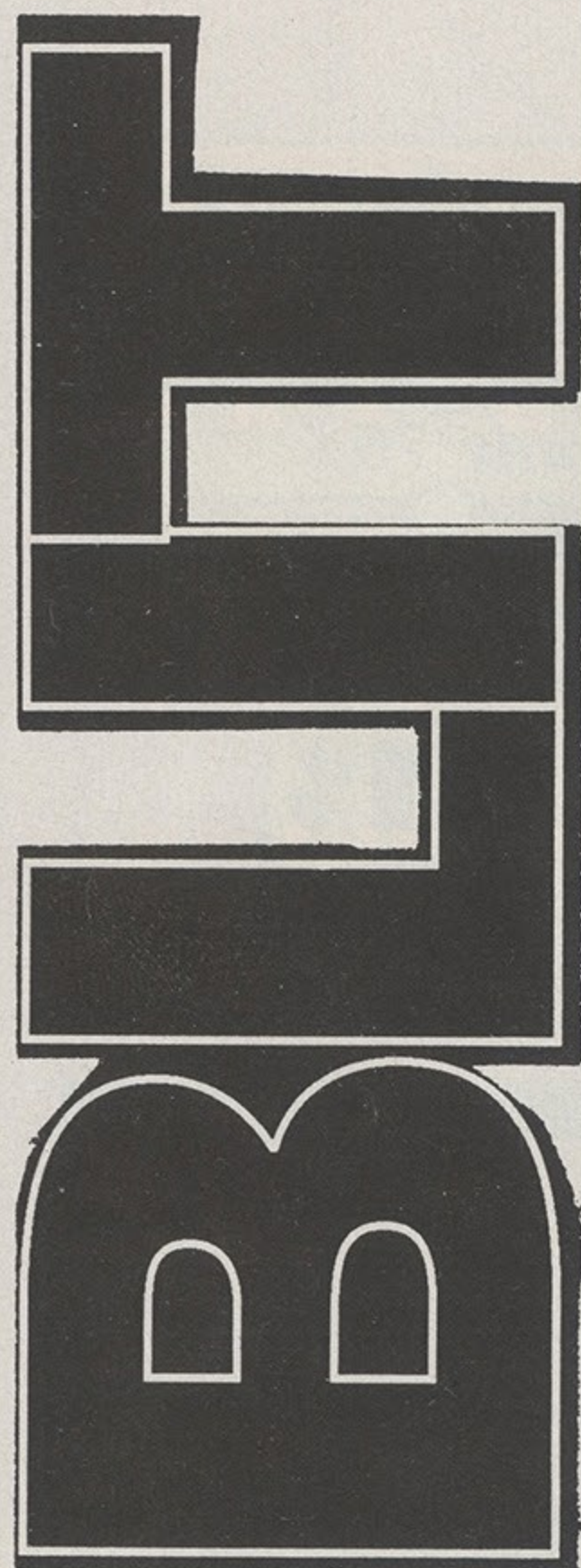
Sonix 34%

Overall

52%

from getting too bored with the theme.

The theme is one of mining and puzzles, and **Repton**, who is a large sprite with a green head (something akin to the Ed, I suppose). And there are only four keys to use whilst



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F A X B O X

Program: Prospector
Version: Amiga
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Reviewer: Bily MacInnes

RELEASE DATES

Amiga: Out now

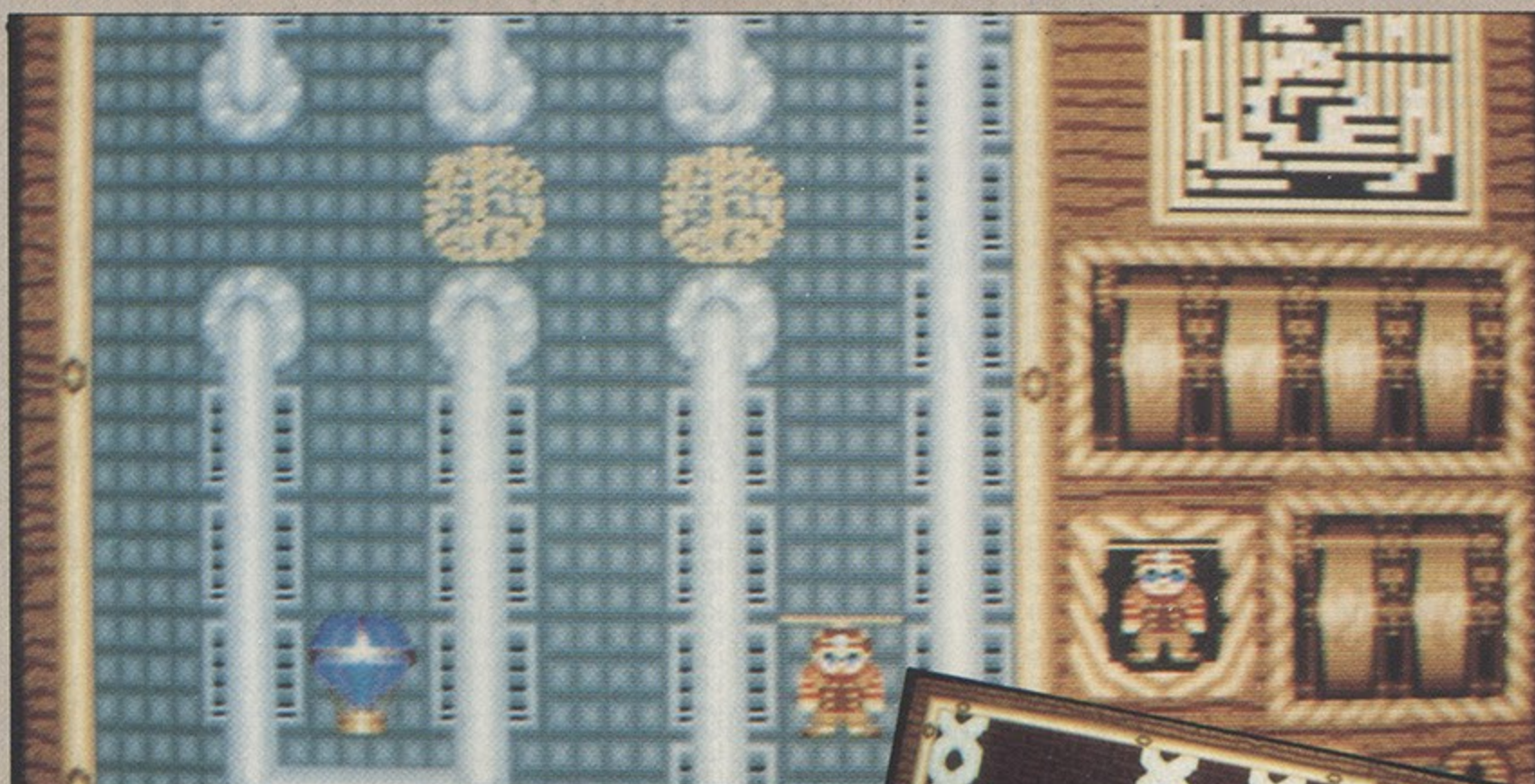
remember the days when all the young kids in town walked through the parks and shuffled along the beaches waving funny metal sticks at the ground, listening to an incredibly dull buzzing noise, which was occasionally punctuated by a ping when they discovered something valuable – like a ring-pull from a cola can. Those were the days of treasure-hunters and metal detectors. Now, people have switched to Walkmans – the noise is still as mindless and irritating and the rewards are just as paltry.

Some of you may remember the maze game, *Xor*, on the 8-bit computers from a couple of years ago. *Prospector* is the 16-bit, updated, new-improved, shiny, version of the game. Unlike most Amiga versions of 8-bit games, which are often uninspired copies and fail to take advantage of the enhanced graphical abilities of the machine, *Pro-*

then they find an exit, take the money and run. You switch from one character to the other by pressing the "fire" button. There are 15 "Legendary Labyrinths of Xor" to choose from, with such titles as Happy Hour and Rocks and Zeppelins. Not only that, but there is also a Construction Set which enables you

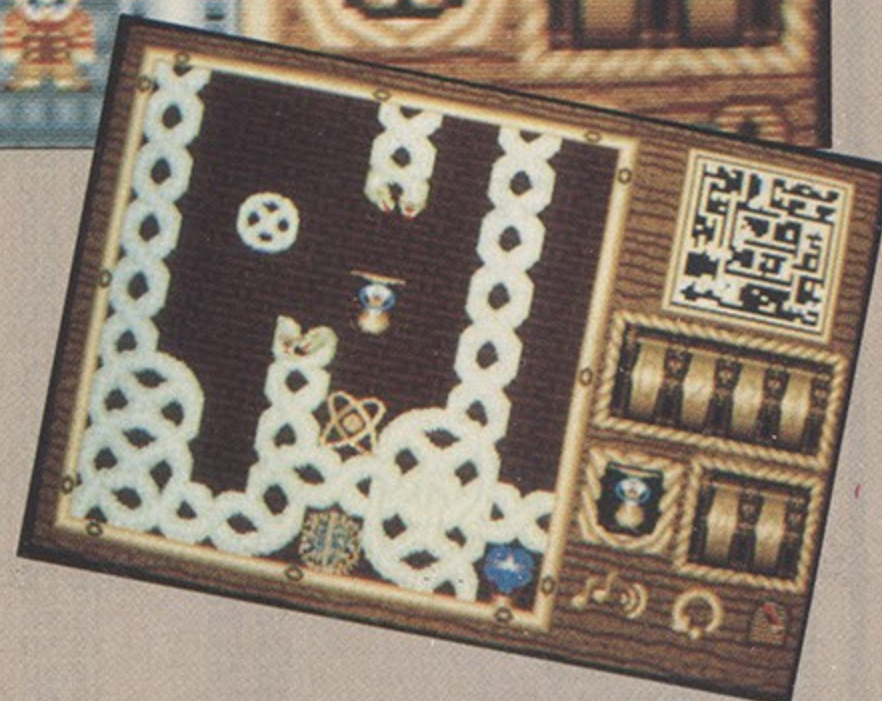
BMUS ("Beam me up, Scottie" – shouldn't that read "Spock"?).

In the Construction Kit mode there are two screens which you toggle between, one has a section of maze and the other is a kit containing all of the available components. There are a few rules which define what you can and



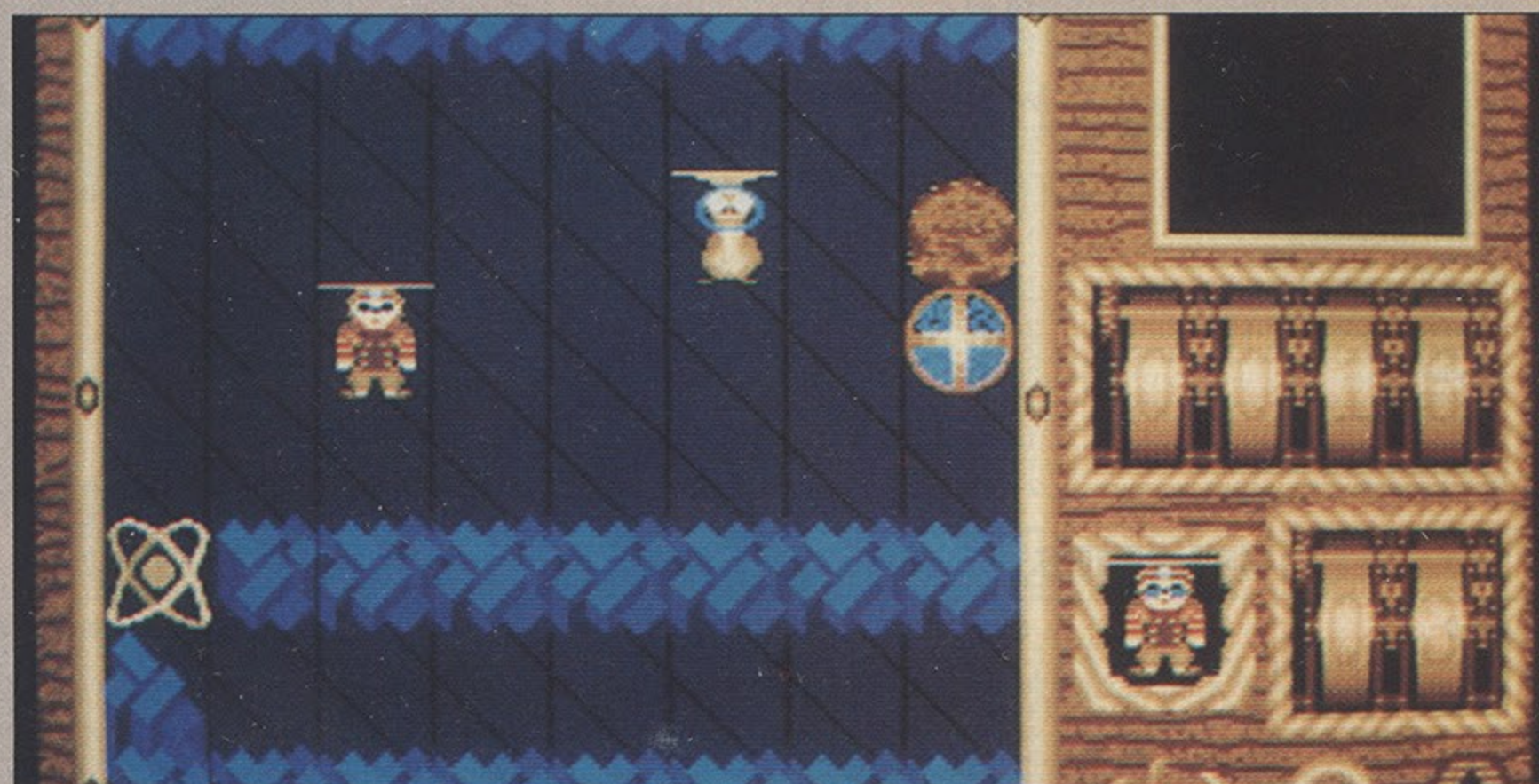
to build your own mazes.

The backdrops to the different mazes are pleasantly varied, with a nice selection of colours and scenery. Herb and Pip have to collect the nice blue balloons with golden ribbons on them and scarpers sharpish when they've got all of the balloons on one level. Meanwhile, the mazes are chockful of Zeppelins, rocks and spheres. Zeppelins will drift to the left if you move them, or move something that's blocking them,



can't do, but basically you can create to your heart's content.

The game comes with music sampled in Berlin, which is pretty good, and a replay function – which enables you to go back through a move. The graphics are very pretty and the mazes are quite difficult. It should keep you occupied, and puzzled, for many hours. It beats taking the metal-detector out for a walk.



spector has several plus points which help to make it a viable and worthwhile addition to any Amiga-owner's games stock.

In the game, you are responsible for two cute little prospectors, Herb and Pip, who are looking for treasure buried in the mazes of Xor. When they've unearthed enough,

which can be helpful but can also have fatal results. You can use the rocks to blow up Dynamite Packs and make a nice hole in an obstructing wall, but if they land on you then your little heroes get badly squashed. There are four maps per maze which help you to see where the balloons are and Teleporters or

Gameplay 87 %

Grafix 83 %

Sonix 75 %

Overall

81%

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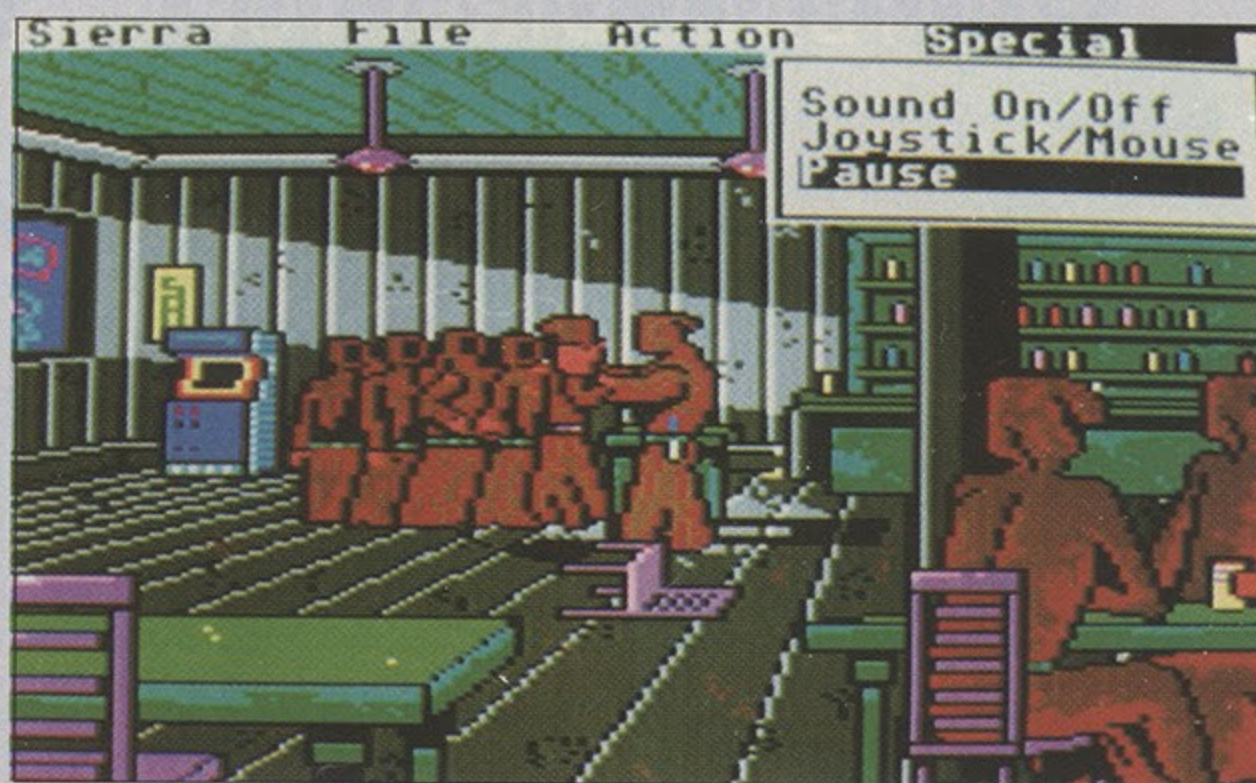
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Computer Gamesweek



Sierra On-Line has just released **ManHunter New York** for the PC initially, later for the ST and Amiga - it's what they call a "3-D animated adventure". Beautifully packaged, with a map of Manhattan (the Field Agent's Handbook), and a playguide printed in a bilious green, which I imagine prevents photocopying - the Sierra trademark, a panoramic view of the Sierras appears on the box and on the five play disks - Whoah, back up a minute! Did you say five? Yes, Juan, there are five of 'em, and they do an awful lot of work, I can tell you!

It seems that every command requires five or ten seconds of disk access, which



● A scene from **ManHunter New York**

are the proud possessor (sounds like a Computer Mag's Letters Page, doesn't it?) of a personalised MAD (Manhunter Assignment Device, naturally) - this wonderful machine has two functions: it's a Tracker, keeping tabs on the target of your

(and you will, often), you're swept off your feet by the self-same gangboss, who will proceed to squeeze your neck until the top of your head bursts open and your eyeballs take a trip to the ceiling. Tasteful, isn't it? This is a lengthy sequence, but fortu-

Adventure

The pixie goes Techno-modern when Tony Bridge scans **ManHunter New York** and **BattleTech**

is bad enough, but when you point the mouse in the wrong direction, and get dumped somewhere unexpected it takes another five or ten seconds of laborious disk access to get back to where you were. And then you point the mouse in the wrong direction again...

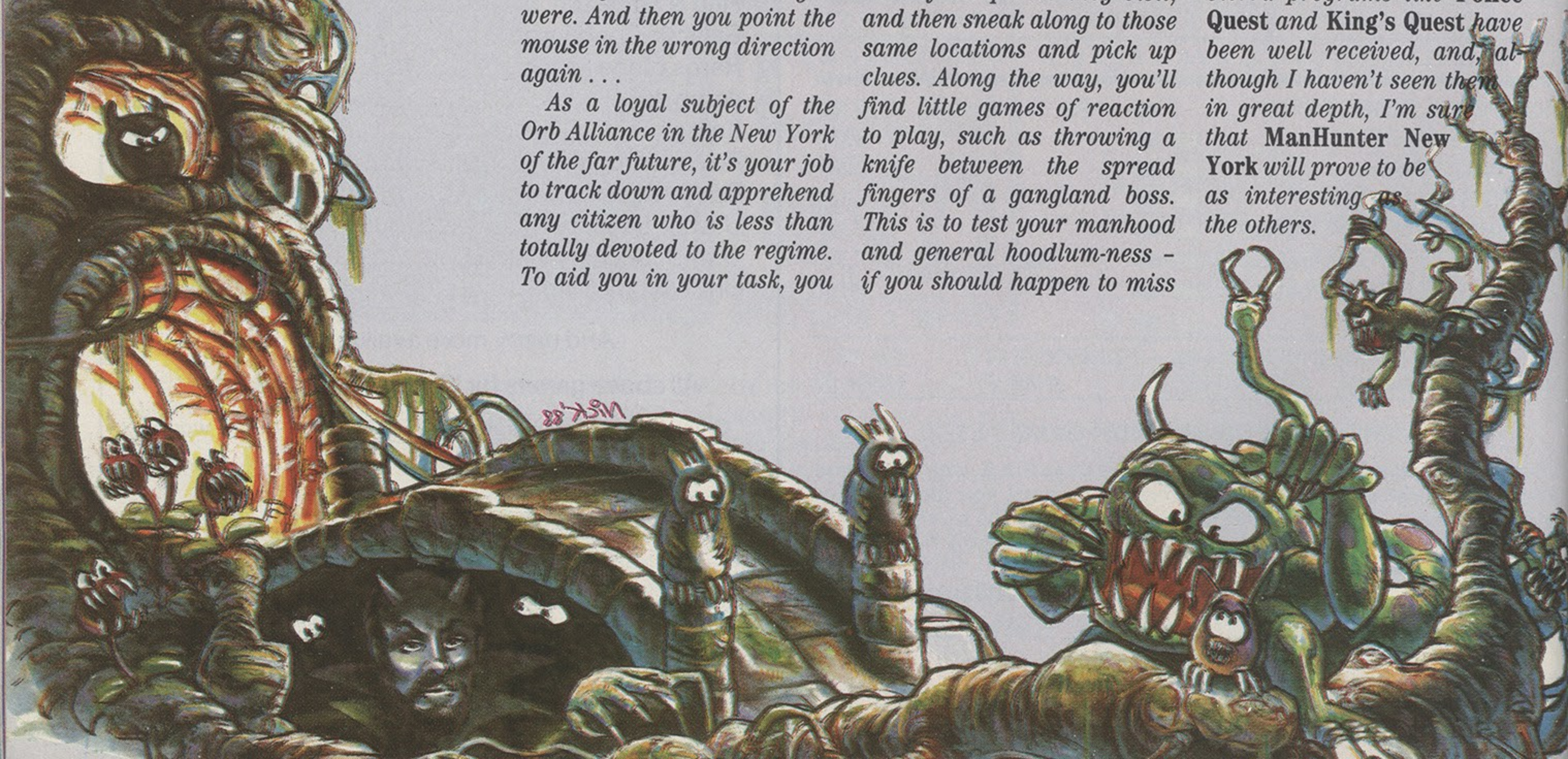
As a loyal subject of the Orb Alliance in the New York of the far future, it's your job to track down and apprehend any citizen who is less than totally devoted to the regime. To aid you in your task, you

choice, and also a Database. Information can be called up on any citizen of the city, and using this information, you should be able to build up a picture of events throughout Manhattan - important notes can be kept in your MAD's database for future reference.

Using the overhead view of Manhattan, you must follow the suspects round New York's major borough, making a note of the places they visit, and then sneak along to those same locations and pick up clues. Along the way, you'll find little games of reaction to play, such as throwing a knife between the spread fingers of a gangland boss. This is to test your manhood and general hoodlum-ness - if you should happen to miss

nately you're given the chance to bypass it and have another go at getting that knife in the right place.

The amount of access to those five disks is a serious hindrance, and in order to get this quick preview to you, I've only had time to take the Quick Walk-Through, which is a playable demo of the salient points of the first part of the adventure. Previous Sierra programs like **Police Quest** and **King's Quest** have been well received, and, although I haven't seen them in great depth, I'm sure that **ManHunter New York** will prove to be as interesting as the others.



Infocom has been flexing its considerable muscles in the past year and looking to branch out from its enviable text (almost) only base to other forms of adventure. As any regular reader will know, I've slightly changed my allegiance over the past few months, and become more interested in RPGs as well as pure puzzling adventures. It's good, then, to see Infocom getting interested in this branch of adventuring.

BattleTech is, I'm told, the premier RPG system at the moment in the States: board games, novels, comics, fan clubs - there's a whole industry based on the game which is the brainchild of one Jordan K. Weisman (no, honest-



● Encased in a steel Titan of war in a far-flung future battle front

The demo that I am running on my PC is non-playable, and text fairly zips along, but even so, it's obviously completely unlike any previous Infocom. I assume

input, though this is purely my supposition. Using the overhead map of the area, you move your little character around with the cursor keys, and visit places of interest, which include the Weapons and Repair Shops, and Training Centre. In the latter, you can choose from a range of BattleMechs, equip it at the shop and then take your choice out to combat.

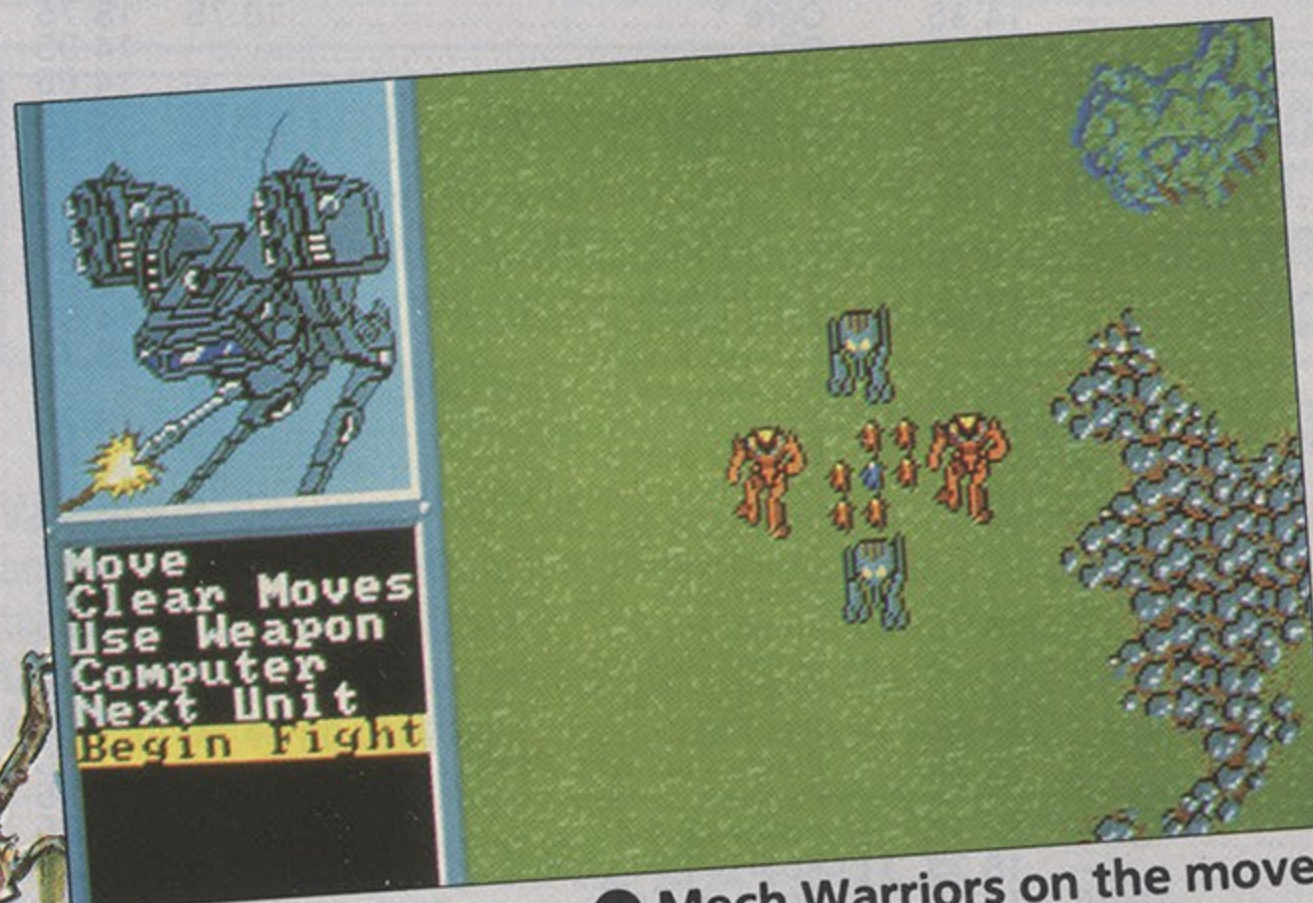
Options are via menus, and you can talk to other characters in your search for the ultimate fighting machine. Although combat doesn't feature in the demo, Activision promise that "the animated game sequences are in the style of Japanese 'Manga' graphics" - that may mean something to you but it's gibberish to me (my loss, I know). And the gameplay takes place over 4 million locations - that should keep you busy for a day or two!

I'll wait until I see the finished, playable version before I made a judgment on whether Infocom's unique and successful blend of humour, fantasy and literacy have been preserved in the first episode of **BattleTech**. Meanwhile, look out for the PC release in January '89 and the C64 release in February.

Bridge

ly), and it's only natural that a computer version should appear.

that it has merely been "bought in" by Infocom, and I doubt that they had much



● Mech Warriors on the move!





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Phew, back again so soon! And after all that turkey, those mince pies and Christmas pudding I am now feeling rather on the bloated side, you could say that I'm quite content with the helping of Christmas cheer that I've experienced. Now it's a new year, and along with it comes new tips, maps and pokes to keep the programmers on their toes, and you lot happy!

TIPS

Rocket Ranger (Amiga)

Alan Clamp, who hails from Cleveland, has finally cracked this Cinemaware game (just in time for Lords of the Rising Sun then), and to show what a kind hearted soul he really is, he supplies us with some tips that will gently point anybody with difficulties in the right direction to the finishing line.

WAR ROOM – in the first two years or so, spend as much time as possible in here. When you have infiltrated a country, leave the agent there and change his orders to 'Organise Resistance'. Do this in all the countries that you can, as this buys you a lot of time.

Don't bother with the countries that allow you to knock off 10% of Nazi efficiency, as they will soon regain it, and your time is better spent in the War



Entering the moonbase, you discover more evidence of technology far in advance of known science. At a lower level you discover the entrance to a vast mine filled with zombie slaves and Nazi Amazon guards. The slave women scrape at the lunarium with bleeding fingers, their screams punctuated by the cracking whips of the guards. The air is thick with lunarium dust -- there is no time to waste.

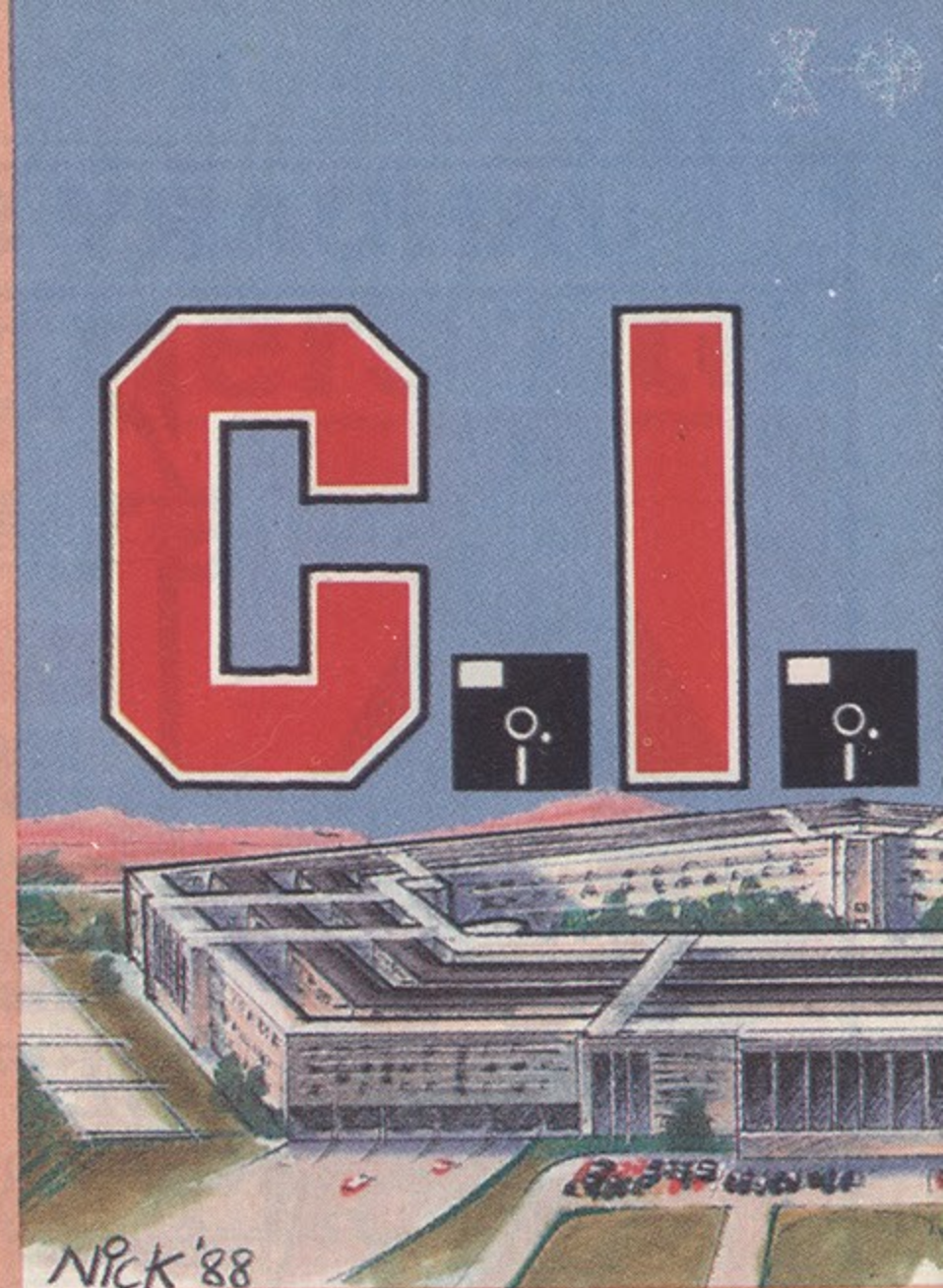
Room receiving messages as soon as they come in. Make sure you do not spend 12 straight months at Fort Dix.

THE FUEL DEPOT – The jungle depot is easy to raid twice, but the third time sees the introduction of double bullets, therefore proving double trouble. The desert depot is a doddle, stay mainly in the bottom half of the screen, as most of the flak goes high.

COMBAT – To get the rocket parts you have to fight five increasingly difficult Nazi soldiers. The first three of these are easy enough, but the final two are a bit tougher. To defeat these two, keep your guard up, protecting your head, and only use uppercuts. As you get used to them, you will spot patterns in their attack, enabling you to block some lower punches and you will learn the best time to lay a punch on them.

ON THE MOON – Time is relatively short here, but if you don't duck too much it is pretty easy. It is best to take out the attackers by working your way over from the left to the right of the screen, giving them less chance of shooting your body.

THE SURPRISE – To defeat the ugly sucker at the end, when he spits push your hand over to the left of the screen. After each spit, aim for his eyes, then move your hand to the left again.



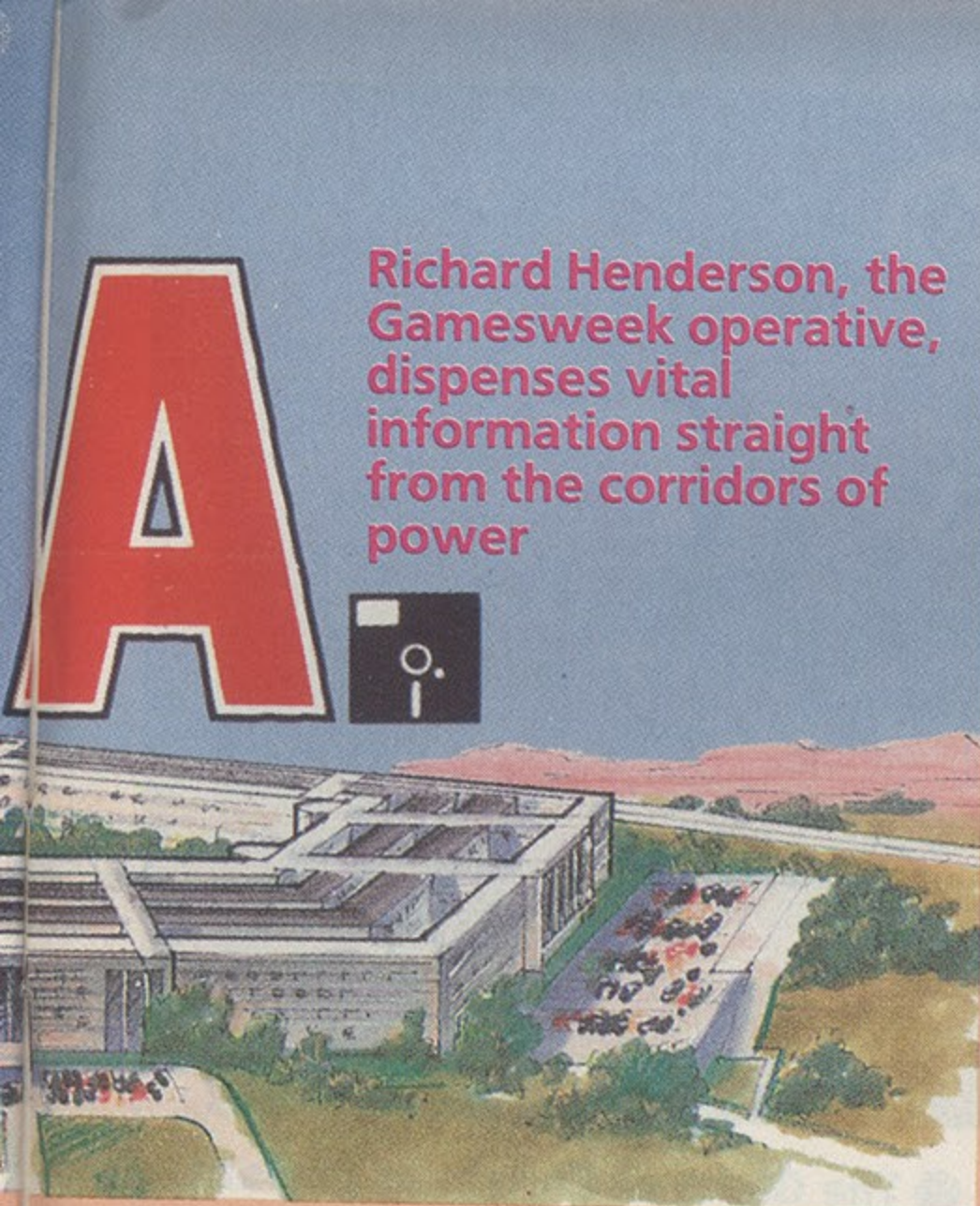
Alan also adds (and as I thought it rather funny, I am obligated to share it with you all) "I hope this letter hasn't bored you, please tell me if it has so I can shove my head, gain 2 stone in weight, swap my Amiga for a PC and subscribe to New Computer Express." I can say with my hand on my heart, that the letter never bored me.

Total Eclipse (All versions)

Get yourself ready for a shock! Daryl Baker from Minehead, Somerset, has actually completed this game so soon after its release (he claims that he finished it on Sunday 27th November), and he ended with a final score of £5,555,000, beat that. Because of this he, through CIA, is able to supply any others with the complete solution to the game. Unfortunately, due to lack of space, we are unable to print all of the solution this week, so you'll have to see next week's issue to get the last part . . .

1 First get onto the aeroplane's wing and collect the ANKH.



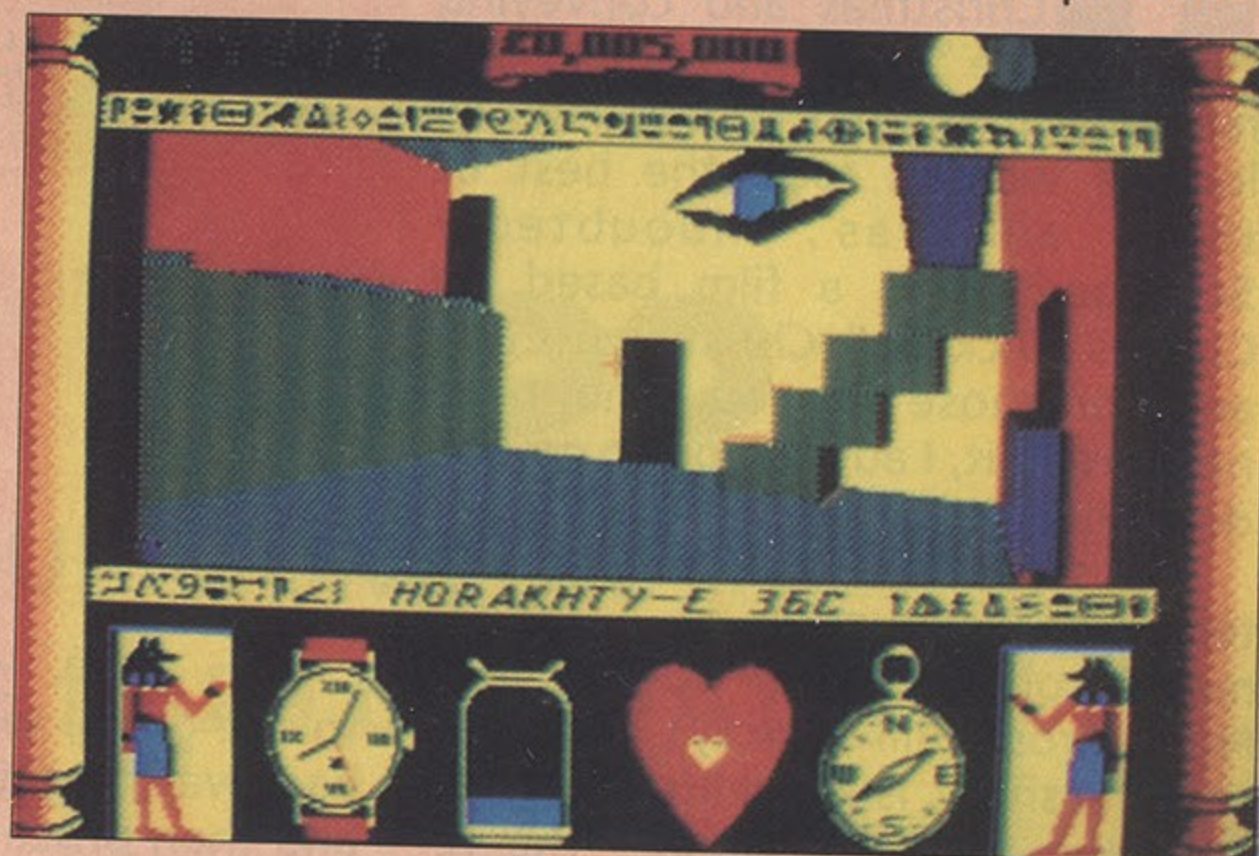


Richard Henderson, the Gamesweek operative, dispenses vital information straight from the corridors of power

- 2 Go round the back of the pyramid and enter the door.
- 3 Shoot the block which is across the doorway.
- 4 Face north and exit pyramid.
- 5 Go round the front of the pyramid and enter it.
- 6 Collect the ANKH and exit via the north door.
- 7 Shoot the block that is next to the diamond, this will make steps from the door on the east wall.
- 8 Go up the stairs and through the door.
- 9 Shoot Mummy's head to stop it firing.
- 10 Go north.
- 11 Shoot arrow.
- 12 Go down steps.
- 13 Shoot bar that is across the floor a couple of times.
- 14 Walk up to the wall, face north and walk into the block. This will reveal a door to ILLUSION. Enter this door.
- 15 Go N, E, S, N, N and go up the steps into SAHARA A.
- 16 Behind the block of which you came out of, is a symbol on the ground, shoot this object.
- 17 Enter the door and go west through the exit, this



- will take you to ILLUSION D. Go through the door at the top of the stairs.
- 18 Go south through the door.
- 19 Go west through the door.
- 20 Shoot the slab that is blocking the stairs, go up these stairs and through the door.
- 21 Go east.
- 22 Go down stairs, pick up ANKH, go back up the same stairs and go through.
- 23 Face north and go through centre door.
- 24 Go north.
- 25 Face west and go through door.
- 26 Shoot eye and exit through the east door.
- 27 Go south. Go south.
- 28 Go through left door on the east wall.
- 29 Go down stairs, go up the west stairs and then through the door.
- 30 Go up stairs and through slim door.
- 31 Shoot rope that holds ANKH symbol and collect it.
- 32 Go south.
- 33 Go down stairs and go through door which is under them.
- 34 Go across the walkway and through door.
- 35 Go through door which is at top of stairs.
- 36 Face east and shoot top door, this will produce



- stairs. Go up these and go through door.
- 37 Shoot blocks to reveal a door. Go through this door.
- 38 Go south through door.
- 39 Go south through door.
- 40 Fall through hole in floor.
- 41 Go north.
- 42 Go north through slim door.
- 43 Face west and shoot wall.
- 44 Collect ANKH.
- 45 Go north through door.
- 46 Go east.
- 47 Collect ANKH which is under stairs.
- 48 Go west.
- 49 Go south.
- 50 Go south.

As both of these tips were pretty special I reckon they deserve Tipster of the Week and thus both receive £30 each. Don't forget, the address to send all your tips, maps and pokes to is: **Richard Henderson, CIA, Computer Gamesweek, Focus Publications, Greencoat House, Francis Street, London SW1P 1DG.**

Please remember that we only print original hints, so don't bother cutting them out of other magazines and sending them in as they go straight into Mr. bin mouth, see ya next week . . .



● The Ghost of Christmas present roughs Bill Murray up

Of all the films released over Christmas and conveying the 'good will to all men' message (I hope that's meant to include women too), the best of them all was, undoubtedly **Scrooged**. It is a film based on Charles Dickens' Christmas Carol and for those of you who have never read it, I advise you to go and do so now.

The story is set around a live television production of A Christmas Carol. The major irony is that Frank Cross (Bill Murray), who directs the show, is a real-life Ebenezer Scrooge. President of IBC, the television company, he is completely bereft of the festive spirit. If the truth be known, he is a downright mean humbug, sacking people who dare to criticize him, giving his secretary a company towel for Christmas instead of a bonus, stealing taxis from old ladies, who thinks nothing of stapling antlers onto the heads of mice. He is then visited by the Ghost of Christmas Past, the Ghost of Christmas Present and the Ghost of Christmas Future, who by taking him through his life, show him the error of his ways. **Scrooged** is Bill Murray's first comedy role since **Ghostbusters** and he gives a truly excellent performance, carrying the film through from beginning to end. Where the script is found lacking, Murray's immaculate sense of timing makes up for it. The funniest part of the film must be the visit by the Ghost of Christmas Present, a petite female fairy who feels she is highly justified in beating Frank Cross up. She greets him with an accurately placed right foot

On SCREEN

Full of Christmas spirit, Emma Norman staggered along to take her seat for a showing of Scrooged

to the groin, which she says is the best way to get people's attention, and then proceeds to thump sense into him, while her parting shot is an eye-watering headbutt. On the whole the script is very amusing and the performances by such noteworthys as Robert Mitchum and John Forsythe (best known as Blake Carrington in *Dynasty*) are excellent. Mitchum's portrayal as the owner of the channel, obsessed

with attracting the cats and dogs audience, by including dormice, squirrels and the like in future programmes is frighteningly believable.

Tiny Tim comes in the guise of the black autistic son of the secretary, and a very touching performance it is too. The on-set censor, a particularly nauseating woman, is frequently being physically abused by flying objects from the set, obviously Paramount's way of getting its revenge on the breed which gave the film a PG certificate. Although the writers of the film, in true American fashion, could not resist that all too familiar slushy ending, the sentimentality works well. This could well become a future seasonal favourite.



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(H28)

ARIZONA

It was the year of the coin-op license, hardware disappointments, software scandals, and the year that was marked by the birth of the best weekly computer games magazine ever. 1988 – The year that was.

As we enter the new year in a mood of post festivity depression, let's reflect on the last 12 months in the computer industry and the events that have had a lasting impact.

To begin, let's turn the clock back to a cold January 1988 and see if you remember...

JANUARY

The Superbowl, and the release of US Gold's **4th & Inches**. The real thing was such a disaster I consoled myself by trouncing everyone at the computerised version.



● 4th and Inches touched down

A virus was sweeping across the country, and permissive Amiga owners were being ostracised. Owners of other machines sneered and laughed, but their turn was soon to come.



And a new software house by the name of Zeppelin Games sprang up in the northeast.

FEBRUARY

The Bitmap Brothers shot from nowhere to instant stardom with **Xenon**, which then became more famous than the programmers thanks to appearing on **Get Fresh**.

Ocean Software released **Platoon**, to much critical acclaim and to accusations of trivialisation.

Over on the simulation front **Project: Stealth Fighter**, gave an advance look at the US Government's top secret stealth bomber.

February was a good month for software – all those Christmas promises finally became reality. The game of 1988 arrived, and enthralled ST owners everywhere. That game was **Dungeon Master**.

Miles Gordon Technology promised a Spectrum clone but with extra graphics modes. Amstrad was unimpressed, and we are still waiting.

MARCH

Infogrames had a cross channel success with **Get Dexter II**, and gave me a bottle of champagne, but we won't go into that.

Codemasters turned its eye to the 16-bit market, and let ST/Amiga owners pay £9.95 for a game worth £1.99.



The rising cost of chips gave Amstrad and Atari the opportunity to bump their prices up. Computer buyers groaned and the Commodore people rubbed their hands with glee.

Commodore then announced the **Amiga 2500** and **3000** at the Hannover show, while Atari showed off its transputer based system, the **Abaq**. With pricing out of sight of everyone's pocket, apathy reigned.

Electronic Arts unveiled **Ferrari Formula One**, which had some very tasty graphics. Pity it was completely unplayable.

APRIL

It was at this time that I caught my first glimpse of Cinemaware's **TV Football**, but was sworn to secrecy, and had, as it transpired, to wait until the year was almost over before getting hold of a copy.

Hewson had a big hit with **Cybernoid** and made Raffaele Cecco's name, even if no one could spell it at

the time. **Captain Blood** went down a storm in the ST market, making it one of the best sellers on that format, and gave Telecomsoft an excuse to delay the launch of **Carrier Command** yet again.

MAY

Hmmm, the biggest event of the month was undoubtedly myself leaving Pop Computing after two years of toil. As I departed to take hold of ST Update, rumours started to spread concerning the launch of a dedicated weekly games magazine. It couldn't be true we thought...

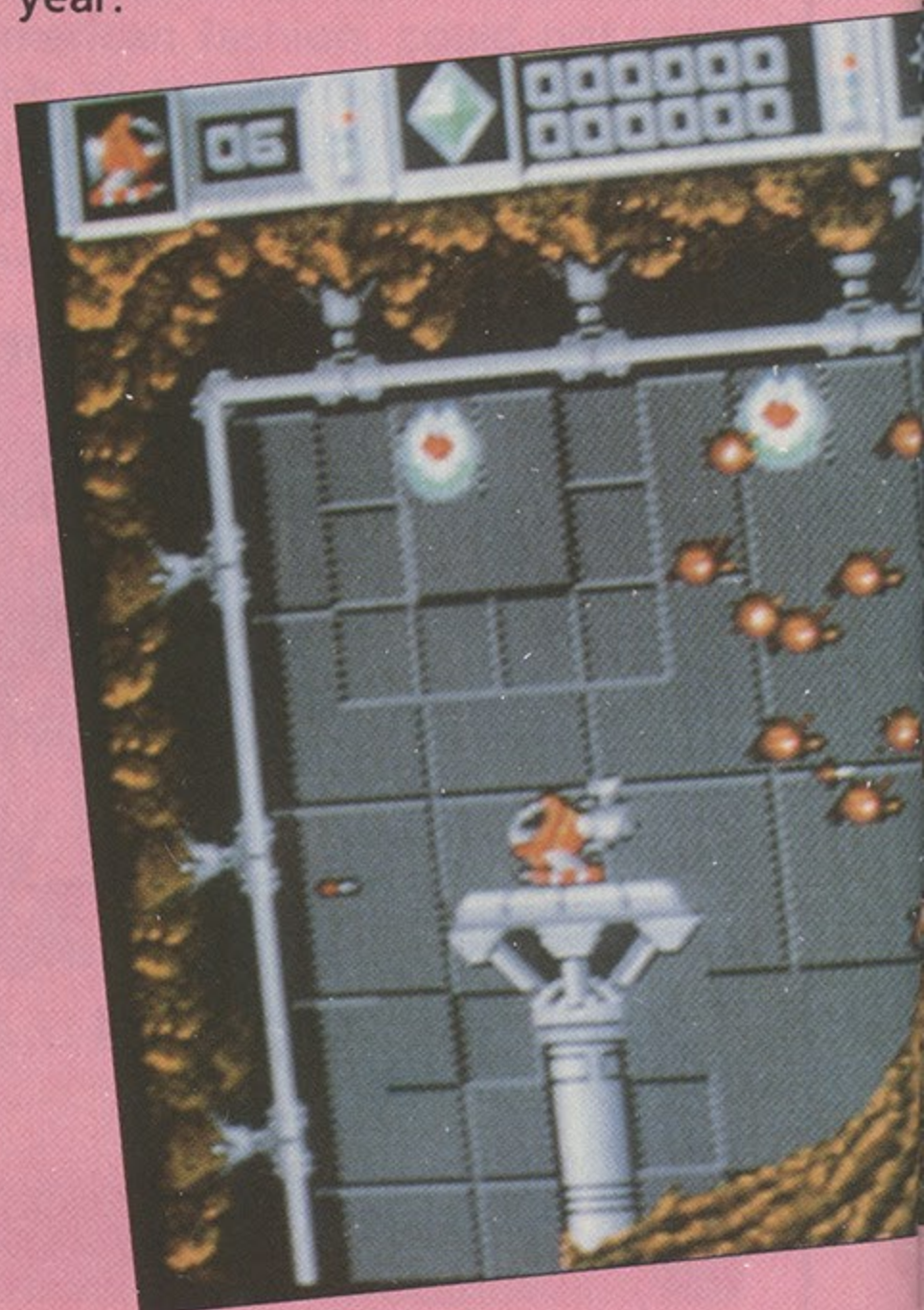
That aside, Ocean announced another tasteful release: **Rambo III**. Just as the Russians started pulling



● **Operation Wolf** ruled Christmas out of Afghanistan as well.

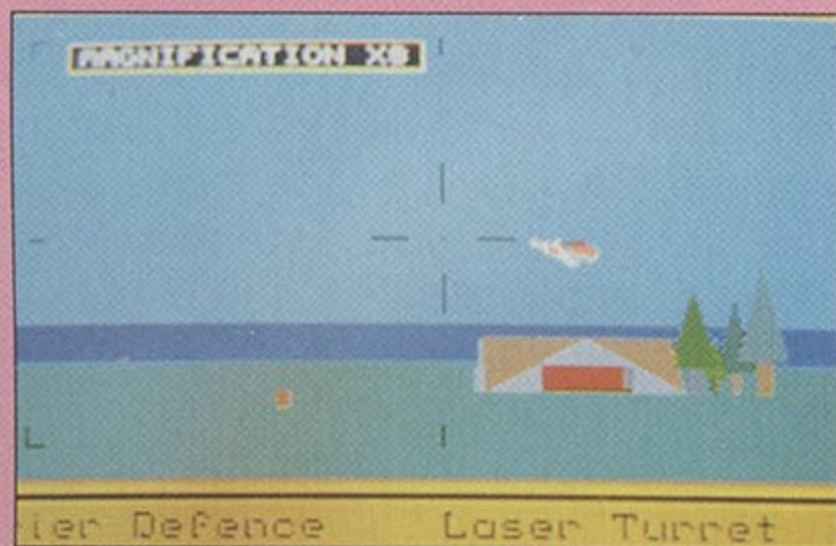
JUNE

The **Three Stooges** arrived on the Amiga in a blaze of publicity. Most of it bad thanks to the worst press conference of the year at the NFT. Poor Cathy from Mirrorsoft took the blame even though it wasn't her fault. The C64 version was quietly smuggled out onto the market – it was one of the worst games of the year.



Someone had the bright idea of selling QL's to the USSR. Presumably they didn't know it wasn't a real computer.

Out Run and **Carrier Command** finally made into the shops on the



ST, the latter still plagued with bugs.

JULY

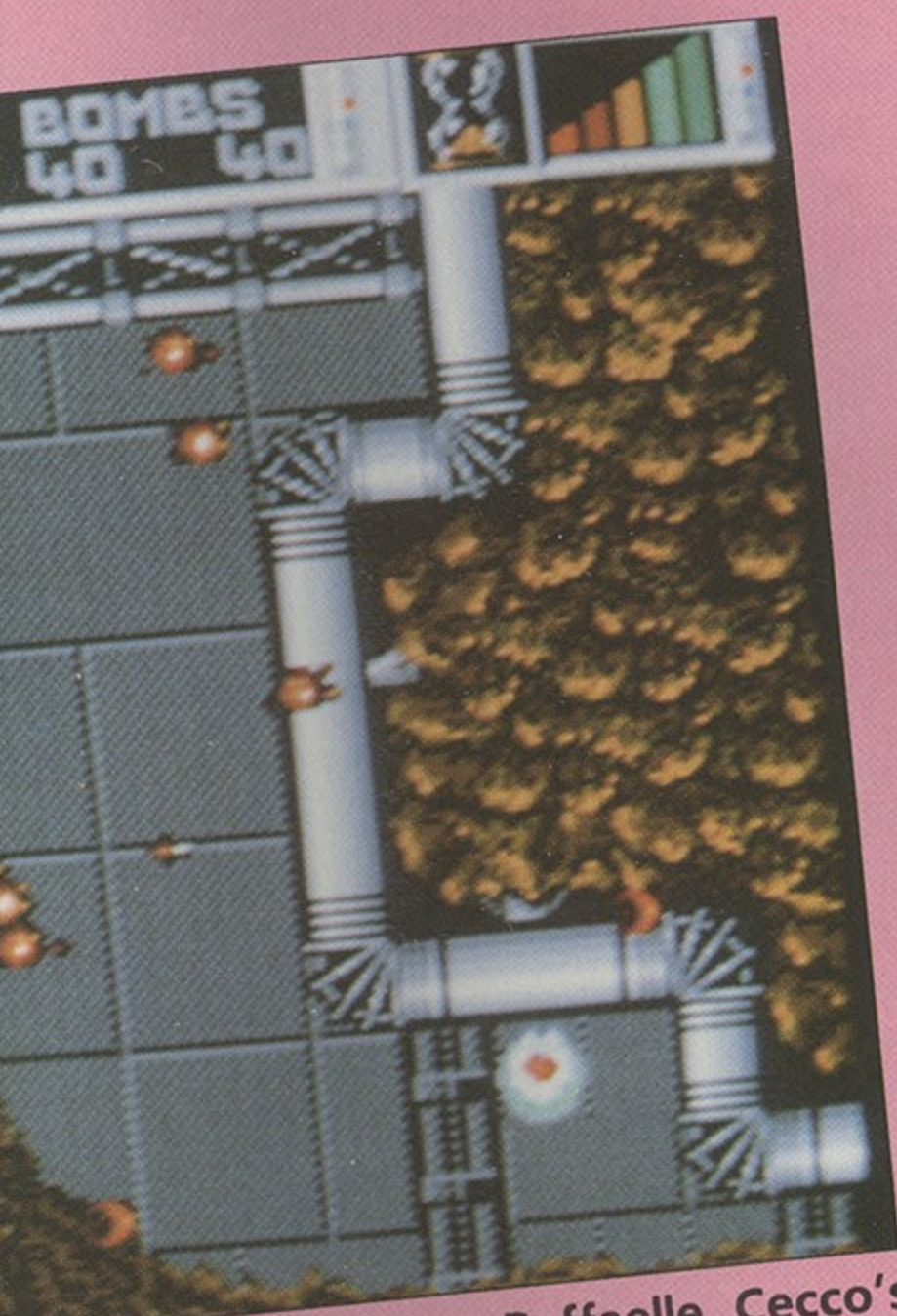
F/18 Interceptor burst onto the Amiga, and **Trip a Tron** lit up a sheep.

The big news though, concerned the launch of this very magazine, **Computer Gamesweek**. Ahh, I can remember it now. My publisher wandered round and said 'Okay Evans, forget ST Update, you're in charge of **Gamesweek**. You launch in three weeks.'

Fine I thought, but can I have some staff? I didn't start panicking until three days later.

Mirrorsoft launched the Imageworks label, and signed up the Bitmap Brothers to produce **Speedball**. Meanwhile legal action was in the air again as US Gold with **Road Blasters** and **Elite** with **Overlander** jockeyed for position.

AUGUST



● **Cybernoid** was Raffaele Cecco's 'piece de resistance'

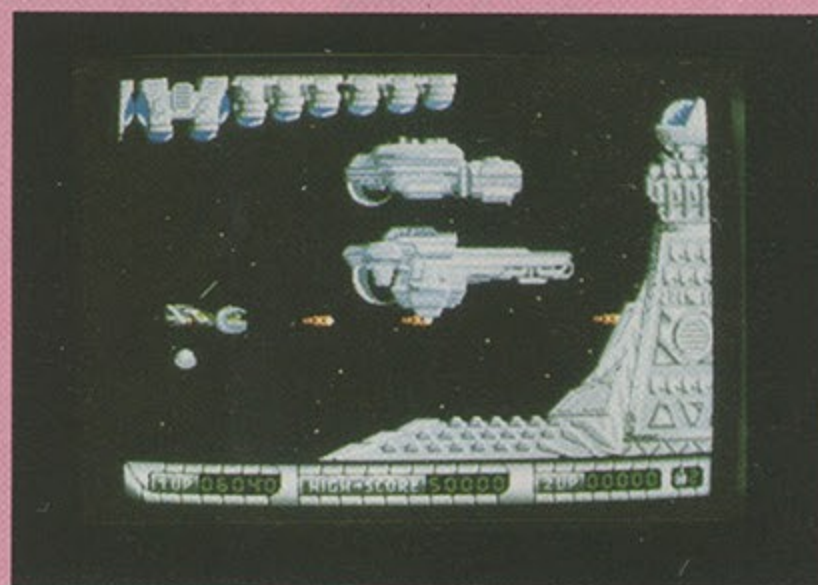
Tasteless advertising reared its sexiest head again as US Gold enraged everyone with a soft porn ad for **Psycho Pigs UXB**. The game was crap.

Palace Software oiled up Maria Whittaker for **Barbarian II**, which was almost as tacky, but virtually no-one complained.

Rumours abounded about a new games machine from Amstrad, called the Sinclair Professional 200. Games computing on a PC? Surely not.

Gamesweek was duly launched, I managed to go to sleep for the first time in three weeks, and our front cover game was duly withdrawn two weeks later.

Katakis similar to Mediagenic's up and coming **R-Type**? US Gold



shamefacedly bowed to the threat of legal action and took the game off the market.

SEPTEMBER

The world held its breath, the very future of home computing was in the balance. It was pre-Personal Computer Show week. Traditionally a time when absolutely nothing happens. Unfortunately the show was at the end of the month which made most of September very boring indeed.



The Show itself saw the release of the **Sinclair PC 200**, which was greeted with rotten fruit and cat-calls. On the software front a huge number of videos announced forthcoming releases such as **Rambo III**, **Tiger Road**, **Verminator**, **Elite (ST)**, **Operation Wolf**, **Weird Dreams**, **Speedball**, **Pools of Radiance** and piles of other stuff.

Needless to say none of it was finished.

OCTOBER

Bond was back in **Live and Let Die**, for once a playable game of a film, thanks to the connection being tenuous to say the least.

Rocket Ranger finally made it into the shops, though the West

German version had to be stripped of all goosestepping Nazi references. What was left I wonder?

At the very end of the month, the face of **Computer Gamesweek** as we knew it changed. The dark future was here with **Neuromancer** and a very black issue of the mag. And who were those people in the dark glasses?

NOVEMBER

A busy month for the **Gamesweek** team, with all the Christmas releases flooding in. **Rambo II**, **Operation Wolf**, **TV Sports Football** (yeah!), **Tiger Road**, **Batman**, **Robocop** and **War in Middle Earth** all came under the **Gamesweek** joystick.

DECEMBER

The race for the Christmas no. 1 spot heated up with **Op Wolf** fighting off **Afterburner**, before facing a last minute challenge from **Robocop** and **Thunderblade**.

The Atari Show at Alexander Palace managed to bore most people senseless, but if you wanted some blank discs it was the place to be.

WEC Le Mans arrived with only days to go, and it looked like Ocean's Christmas.

Ocean were in fact named as Software House of the year at the Industry Dinner (see news), and the Editor seized the opportunity to get fairly drunk.



● **Neuromancer** – the computer games industry catches up with the 80's

And that was the year that was. A good year all told. The 16-bit machines were the place to be for technical excellence and advancing the frontiers of computing gaming, while the 8-bit market held up thanks to an enormous number of coin-op conversions. Virtually everything else was budget.

1989? Looks like the same thing again, except that the Europeans are gearing up for a mass invasion, so there should be even more choice for the people that count – you, the buying public.

I just had to write because of the mess you made of your buyer's guide. It was a really good idea, but the layout was so bad that it was almost impossible to read the article properly. For example, the Amiga A500 details were all over the place – the features of the A500 were listed underneath a massive picture of the C64, very confusing! Over the page, the layout was quite haphazard as well. The Software Guide was much better, it was very well laid out and easy on the eye. Why couldn't the Hardware Guide have been as good as that?

Anyway, I am a very keen reader of Gamesweek and, despite the occasional howlers, I like your magazine very much indeed.

Martin Johnson, London W5.

Ed says: If you want to know what I thought of the layout then check out the body count in our Art Dept.

I really liked your **WEC Le Mans** cover. I'm a big motor racing fan, and I was amazed to see a beautiful picture of a big mean Mazda racing machine (yes, but is it available for the ST and Amiga? – Ed). It was great to see a cover that wasn't just a rehash of the advert of the game.

Alex Pope, Twickenham.

Ed says: Yeah we enjoyed the Mazda as well, but we had to give it back.

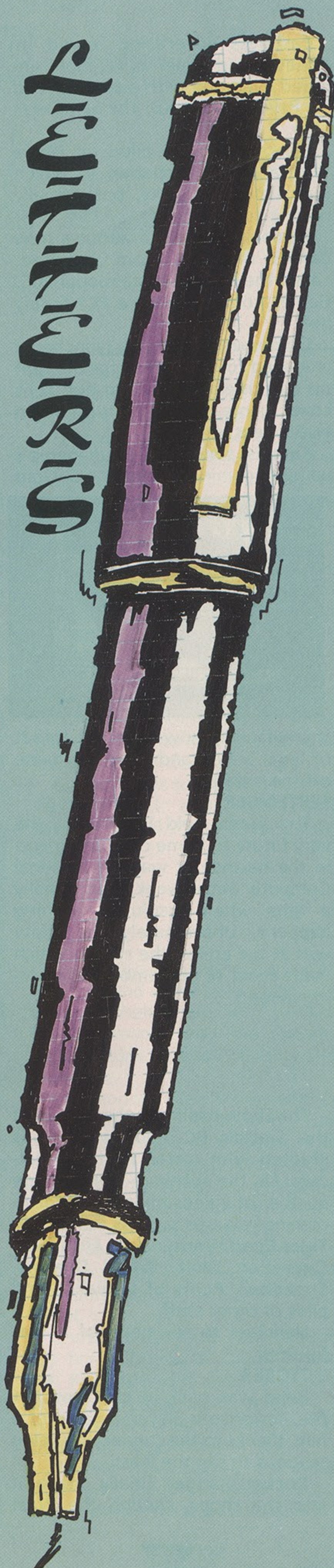
When I bought the last issue of Gamesweek, I couldn't believe my eyes. There, on the front cover, under the usual stuff about CIA and News and Charts was the legend "Barry Norman reviews Willow". Could it be? Could it really be THE Barry Norman? Imagine my surprise when I turned to the On Screen Page and found that yes, it really was, Barry Norman. On Screen is one of my favourite parts of Gamesweek, because I like films a lot. I really enjoyed the Barry Norman review.

Peter Winch, Stevenage.

P.S. I like the rest of the magazine as well, honest!

Ed says: Hopefully Barry Norman will write some more reviews for us in the future, but he is a very busy man. To say that we are honoured to print it is an understatement.

Stupid Review



Boy am I mad! I am furious. I am wild. I want blood. Do you know why ????? No ??? Because I have just read a very stupid letter from two very stupid people slagging off my beautiful Spectrum. There are thousands of us Speccy lovers in the world today and we don't like being made fun of. We don't like it at all!!!! So, are you listening Keith Lynch and Joseph Quinn? Good. Why don't you just f*** right off!!!

Edward Thomas, Adlestrop.

P.S. I am waiting for my dog to recover from his constipation before I send my donation to their society.

Ed says: I take it that the season of goodwill to all men is over then.

I rushed out and bought my copy of **Rambo III** after reading your glowing review in issue 14. Amazingly enough, it was actually as good as the review said it was. So long as you feature games of this quality on your cover, I shall be very happy to carry on buying Gamesweek. Please, don't have any more pictures of Duncan Evans – my little sister hasn't been able to get to sleep since she saw it.

Andrew Swift, Polperro.

Ed says: If you think that was frightening then you should see the pictures without the shades.

Can I just start by saying how good your magazine is (of course you can – Ed.).

When your magazine first came out, I was on holiday on Spain for two weeks, so I missed the first two issues. I now get your magazine on a regular basis. What I wanted to know is, do you keep back issues? If so, I would be pleased to hear from you.

Tim Ellis, Sheffield.

Ed says: We get quite a lot of requests for back issues, so here's the address and telephone number of the gentleman who handles them:

Mike Mackenzie,
TIL,
PO Box 74,
Paddock Wood,
Tonbridge,
Kent TN12 6DW.
Tel: 089 283 4783

NEW

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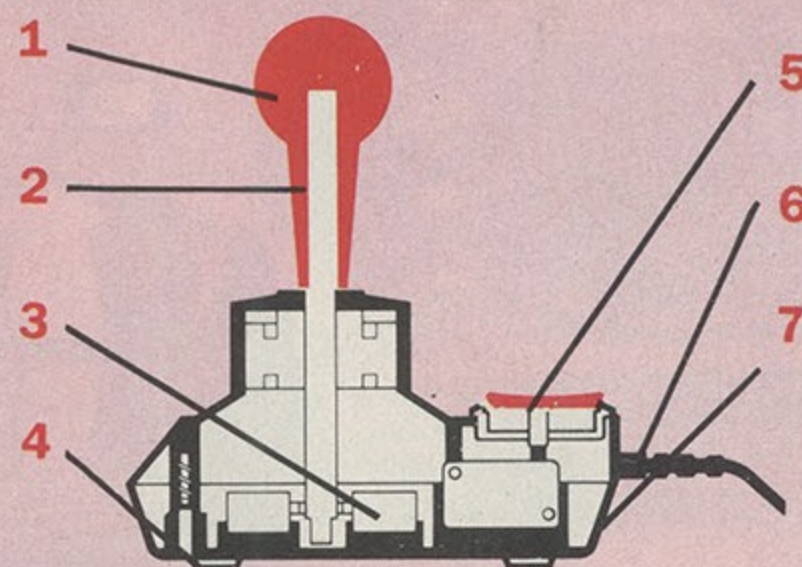
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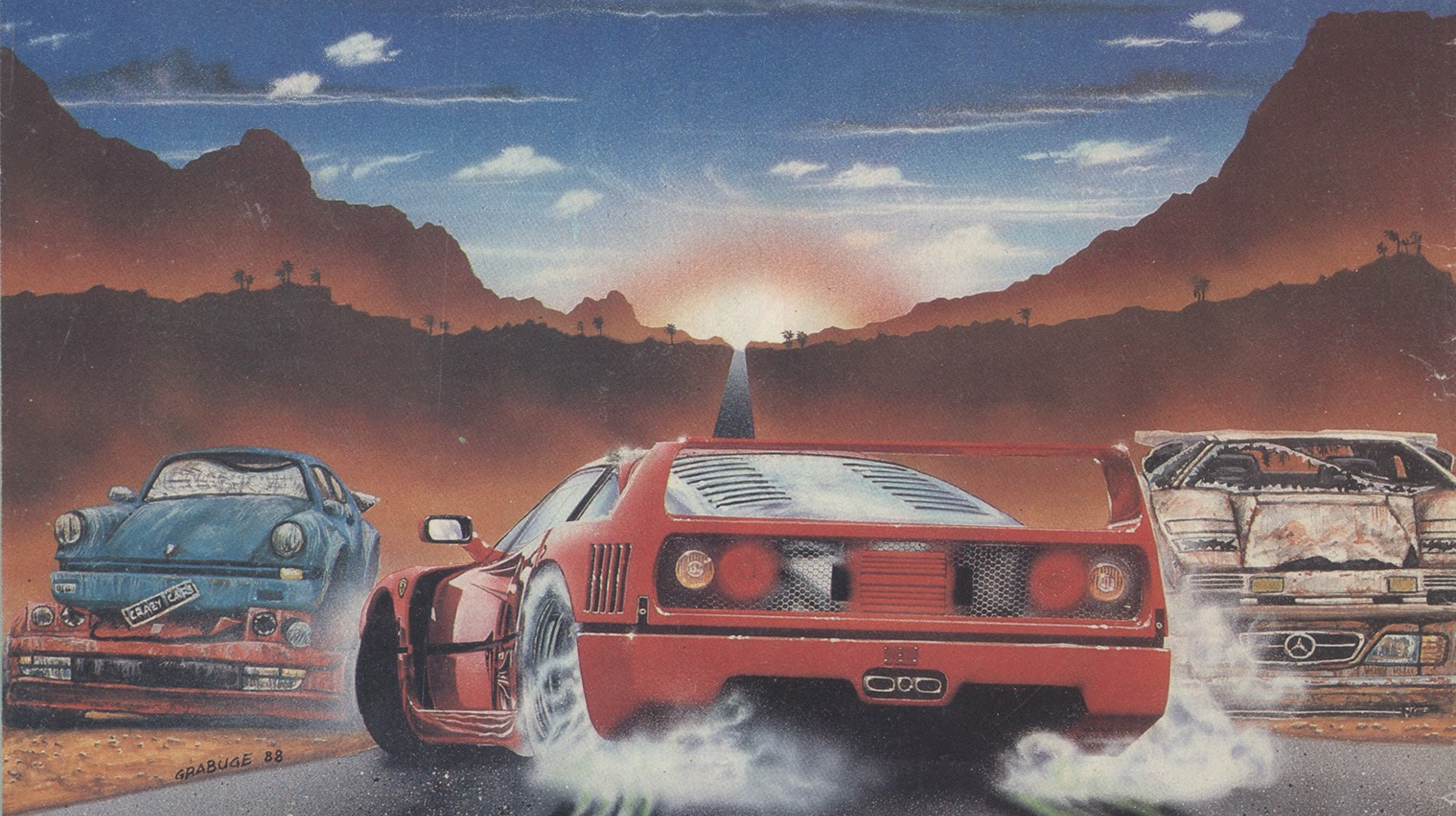
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