

HEROES OF THE LANCE

OFFICIAL Advanced Dungeons & Dragons COMPUTER

ARCADE ACTION

HEROES OF THE LANCE marks the first computer action game that re-creates the epic battle between good and evil on the world of Krynn.

Controlling eight Companions, each with different specialised attributes and skills, guide these brave adventurers deep into the treacherous ruins of the temple XaK Tsaroth to retrieve the precious Disks of Mishakal.

As you descend into the Abyss, the Companions must defeat the hordes of monstrous Draconians in hand-to-hand combat, deal with powerful magic and survive the onslaught of attacks from giant spiders, skeletal undead and countless other terrors.

But your final obstacle makes these monstrosities innocuous by comparison. The platinum disks you seek are guarded by Khisanth, an ancient black dragon. And there is but one way to vanquish this mighty beast...

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

CBM 64/128

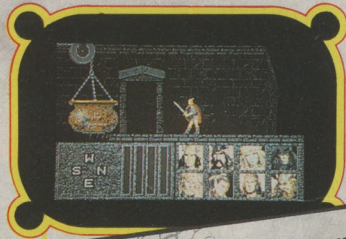
SPECTRUM
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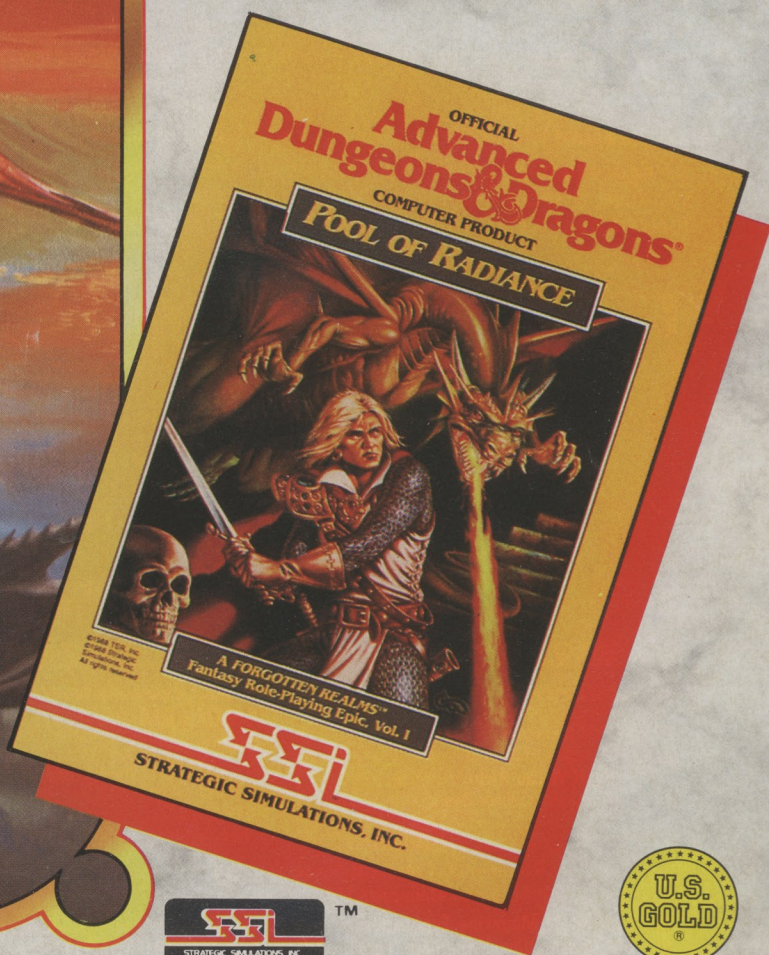
POOL OF RADIANCE

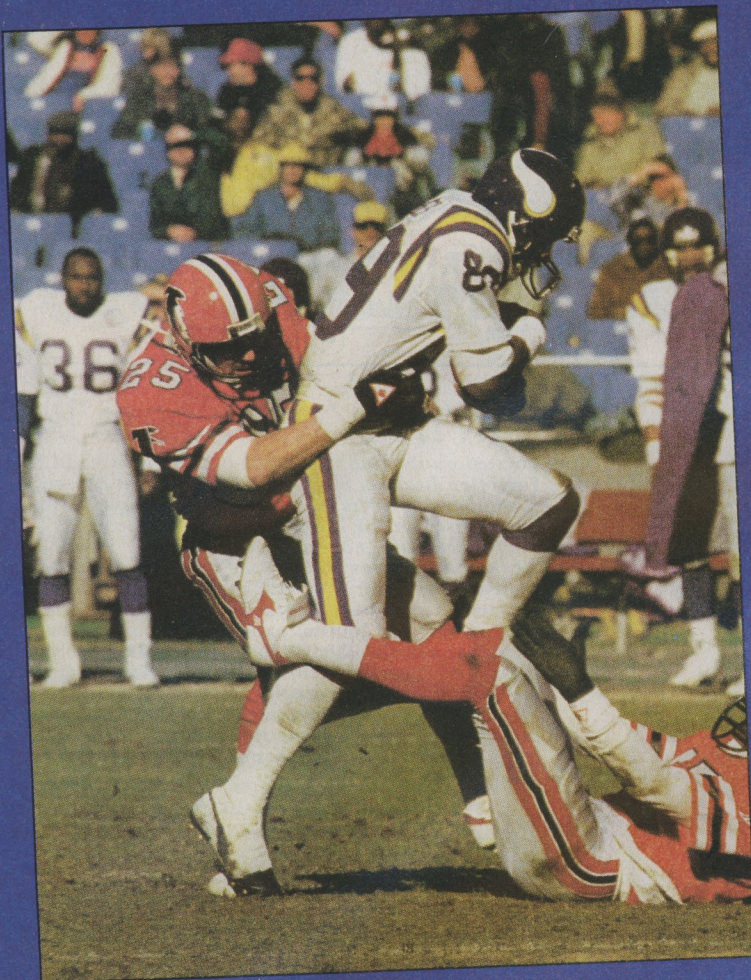
FANTASY ROLE PLAYING

Located on the northern shore of the Moonsea in the Forgotten Realms, the fabled city of Phlan had been overrun by monsters led by a mysterious leader. Your quest: discover the identity of this evil force. Pool of Radiance adheres faithfully to the legendary Advanced Dungeons & Dragons™ fantasy role playing systems. No detail is missed including 6 player characters; computer controlled non-player characters; the Adventurers' Journal packed with history, maps and clues and the Translation Wheel that converts Elvish and Dwarvish writing to English. The gameplay is exhilarating and the graphics state of the art - portrait displays, 3D perspective, tactical combat display and personalised weapons selections compile to form the ultimate breakthrough in fantasy role-playing computer games.



- CBM 64/128
- AMIGA
- IBM PC & COMPATIBLES
- ATARI ST





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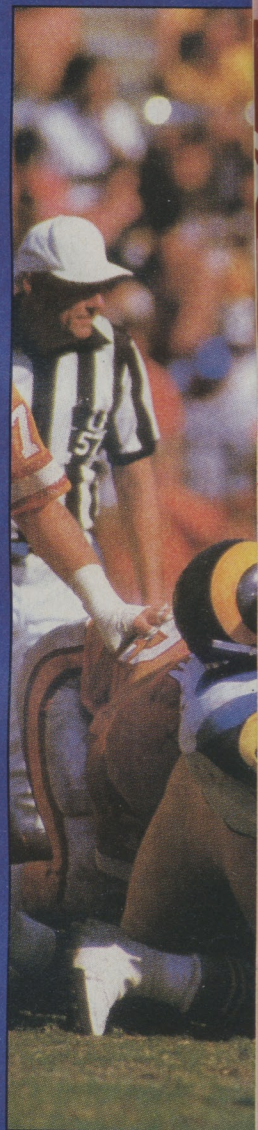
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EDITORIAL	PRODUCTION	ADVERTISING
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EXCLUSIVES

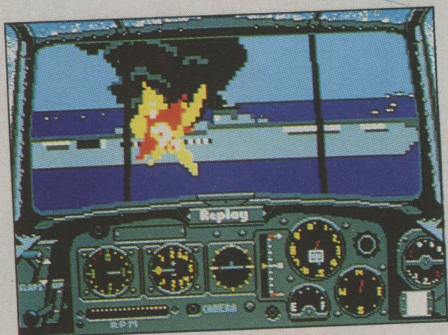
Michael Jackson's **Moonwalker** is soon to be a computer game. US Gold has secured the licensing deal in conjunction with Keypunch Corporation which negotiated the film rights. The game will be released in the autumn. Details of the program are sparse, but it is thought that the game will be quite faithful to the film storyline. US Gold and Keypunch have also gained the rights to the game of **Nightmare on Elm Street**, which is scheduled for an autumn release.

U.S. Gold has recently acquired the world distribution rights to **U.M.S. II: Nations at war**, the follow up to **Universal Military Simulator**, from Intergalactic Development Incorporated of Davenport, Iowa. **U.M.S. II** features a fully scrolling map of the entire globe with geographical and meteorological information for every latitude and longitude on earth. Players are responsible for the economic, political and military development of their nations. Conflicts can be set in any time frame from the Stone Age to the far future. **U.M.S. II** will be released for the ST, Amiga, PC and C64 after June this year. Intergalactic Development are working on a third, as yet untitled, product for launch in 1989.

The first **U.M.S** program is being distributed by Telecomsoft in Europe and Mediagenic/Activision are distributing the program in the U.S.A. US Gold has gained the distribution rights for **U.M.S. I** in Australia and Asia. Telecomsoft had first option on the sequel, but decided not to take it up.

Battlehawks 1942, a World War II naval air combat simulator, will be released by US Gold on behalf of Lucasfilms in early April.

Battlehawks 1942 allows players to fly on both sides of the conflict. On the U.S. side they can fly Wildcat fighters, Dauntless dive bombers and Avenger torpedo bombers.



● Looks like the Belgrano to me

Walking on the moon

FROM THE IMAGINATION OF MICHAEL JACKSON
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MICHAEL JACKSON MOONWALKER

MICHAEL JACKSON "MOONWALKER"
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"SMOOTH CRIMINAL" BASED ON A STORY BY MICHAEL JACKSON "SMOOTH CRIMINAL" SCREENPLAY BY DAVID NEWMAN
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DIRECTED BY JERRY KRAMER & COLIN CHILVERS

● Michael Jackson – he's bad!!!!

Players can also fly Japanese Zero fighters, Val dive bombers and Kate torpedo bombers.

Players follow the career of pilots who grow in rank and stature as the game progresses. There are a dozen training missions and more than thirty escort, intercept, dive bombing and torpedo missions. Completing missions leads to promotion, achievement of the most difficult objectives is rewarded with the highest decorations: The Congressional Medal of Honor or the Order of the Rising Sun.

Battlehawks 1942 uses high resolution digitally rendered images

which scale planes and ships through 1500 magnifications, allowing an object to appear as a speck in the distance, then "zooming in" to fill the screen. The program also features an "instant replay" mode. The instant replay "camera" is independent of the player's aircraft and can be moved wherever the player wishes.

The game comes with a manual full of naval air history, tactical tips and anecdotes. The manual also includes four colour foldout maps of the battle. **Battlehawks 1942** will be available for the Atari ST, Amiga and PC (all will retail for £24.99).

NEWS

Gamesweek on the street

Electronic Arts T.K.O.'d

The European licensing agreement between Electronic Arts and Accolade will not be renewed when it expires on January 31. Electronic Arts will continue to have exclusive rights to market current products (in some cases for as long as 18 months).

According to Timothy Mott, Managing Director of Electronic Arts Ltd, Accolade "have been talking with other software companies here and this is something I'd expect, given the nature of limited term contracts. I have also been told

though that they have made no decisions about how to approach their European business next year. Given their growth last year, I have to surmise they are considering a more hands-on operation in Europe."

Among the Accolade products marketed by Electronic Arts are sports simulations such as *Rack 'em, Serve and Volley* and *T.K.O.*



● Hands up if you use Right Guard

Grandslam game loses impact

Following on from Grandslam's recent announcement that it had secured the rights to a Liverpool Football Club Game, it has emerged that another company, Video Images (based in Scunthorpe), has secured the rights to a computer game from Liverpool F.C.

It transpires that Grandslam has secured the rights to use the Liverpool players pool i.e. the players' names, rather than the rights to use the Club itself. The Grandslam contract was negotiated through the offices of First Artists Management. Video Images has secured a deal with Liverpool F.C. direct, which entitles it to use the Club's badge on its game packaging. It will be releasing the program on its new budget label, Impact.

The Impact game, *Liverpool F.C.'s League Challenge*, is an overhead football game played in a league. It will be available for the C64, Spectrum and Amstrad CPC in

April (all versions will cost £2.99). It is possible that ST and Amiga versions will also be produced.

Dave Colley, marketing director of Video Images, gives the following reason for electing to produce the Liverpool game as a budget program: "We are not a big company, so we would like to stick to budget games initially. We hope that licenses, such as this one, will help to push us into the market very competitively." Clearing up another area of confusion, Dave said, "our game will probably feature the players by name, unless Grandslam object, but we are not allowed to approach players for any endorsement because Grandslam have signed them up individually."

There are very few details of the content or the release date of the Grandslam game as yet. Gamesweek was unable to contact Stephen Hall, Grandslam's Managing Director, or David Dudnam, because both are currently in the U.S.

A case of the DDT's

Microsoft will be releasing a program called **DDT** in the second quarter of this year.

DDT is a bi-directional horizontally scrolling platform game with shoot-'em-up and arcade adventure overtones. A point of interest is that the Amiga version utilises the large screen scrolling **HAM** (Hold and Modify) mode, which allows for 4000 colours to be used on the screen.

Set in a strange cartoon-style world, known as **ShoggieWaggle**, the hero is an apprentice Dynamic Debugger who has to pass one final test before he can qualify as a practising Licensed Dynamic Debugger. **ShoggieWaggle** is infested with bugs, which makes Debugging a much sought after profession.

The apprentice sets out on an epic debugging exercise, covering ten worlds which are subdivided into different lands. The player sets out armed with several unusual tools of the trade, including a deadly champagne bottle which fires lethal corks, a vacuum cleaner, a **DDT** gun and battery.

DDT will be available for the Amiga, Atari ST and C64.

New gang on the block

The Interceptor Group has announced several future releases on its Players budget label. **Street Gang** (reviewed in Gamesweek issue 4) has just been released on 8-bit formats. All will retail at £1.99.

Shanghai Warriors will be released for the Spectrum, C64 and Amstrad CPC next month. It is a sabotage mission set against three levels or arcade style scrolling action. **Street Cred' Football**, an overhead view of a street-soccer simulation, will be released for the Spectrum in March. **Task Force**, "a side-on view, flick screen Cybernoid style shoot 'em up", will be released for the Spectrum in the same month and the Amstrad version will follow.

NEWS

Gamesweek on the street

Konix £2m ads splash

A £2 million advertising campaign to publicise Konix's new games console, the Konix Multisystem, has just

been announced. Konix has chosen McCann Erickson Wales, one of the largest advertising agencies in the world, to handle the account. The fact that the agency is international, with offices in very many countries, was a large factor in it winning the account. Details of the campaign are sketchy, but it is likely that the main areas of advertising will be television and the specialist press.

The Konix Multisystem will be unveiled to the press at the Earls Court Toy Fair at the end of this month. The company has opted for 3.5in discs for the console software, which means that the cost of the games will be cheaper than any cartridge format, retailing at somewhere in the region of £15. The decision to use a standard format such as 3.5in discs will also make it easier for software houses to support the system, as well as ensure that the games are cheaper to produce. The console will probably be released simultaneously in Europe in late spring/early summer.

Console mania still grips the industry. In addition to the Atari ST console, a console along the lines of the Amiga is planned by Commodore, according to Rod Cousens of Activision/Mediagenic (see *Gamesweek Company Profile*, issue 18).

Does anyone remember issue 7? If you can, you will remember that the News pages featured a flight simulation program, **F-16 Combat Pilot**, due for release from Digital Integration in October 1988. Well... the good news is that **F-16 Combat Pilot** will be released. Soon. In the first half of February to be almost exact.

The program takes the player from the crewroom to the hangar, through the pre-flight briefing to the cockpit of the high-tech version of the F-16. There are eight squadrons, each with a combat zone of

F-16 Flight Delayed

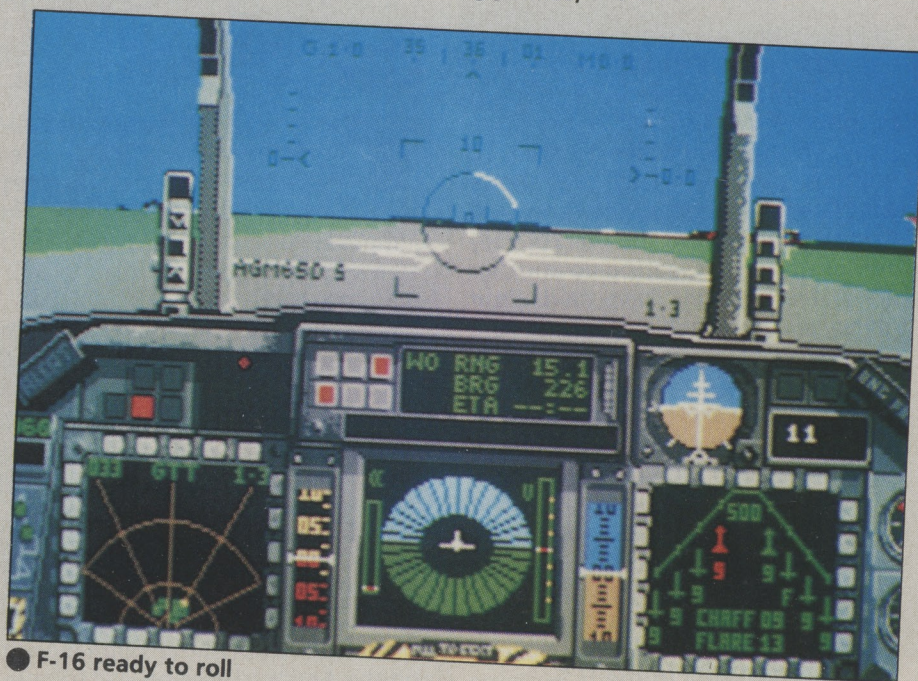
20,000 square miles. There is also Operation Conquest, a multi-mission strategic campaign.

The cockpit and armaments are based on the latest equipment. In addition to infra-red weapons, the F-16C has laser targeting and the LANTIRN target recognition and selection module which also enhances night visibility. The latest AMRAAM missiles, which have a range of over 30 miles, are also included.

The game has a Quickstart facility for the pilot who wants to get off the ground in a hurry. Most players, however, start life as trainees and assigned to the Tactical Fighter Training Squadron, where the pilot's capabilities are tested in five main operations areas: air to air interception, counter air operations, interdictor strike, battlefield ground support and reconnaissance.

After successfully completing training, pilots progress to operational status with one of the eight squadrons. It is possible to transfer to a squadron of higher status as you gain more experience. Experienced pilots assume the role of Squadron Commander and can be placed in charge of Operation Conquest. If you connect two computers together, both pilots can indulge in a one on one dogfight.

F16 Combat Pilot comes with a 100 page manual (aaaagghh!) which contains battle tactics, enemy aircraft and weaponry descriptions, and an easy to follow (it says here) explanation of the F-16's controls and armaments. The program will be available initially for the ST and PC (both priced at £24.95), to be followed by the C64 (£14.95 cass/£19.95 disc) and Amiga (£24.95).



● F-16 ready to roll

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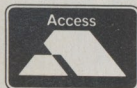
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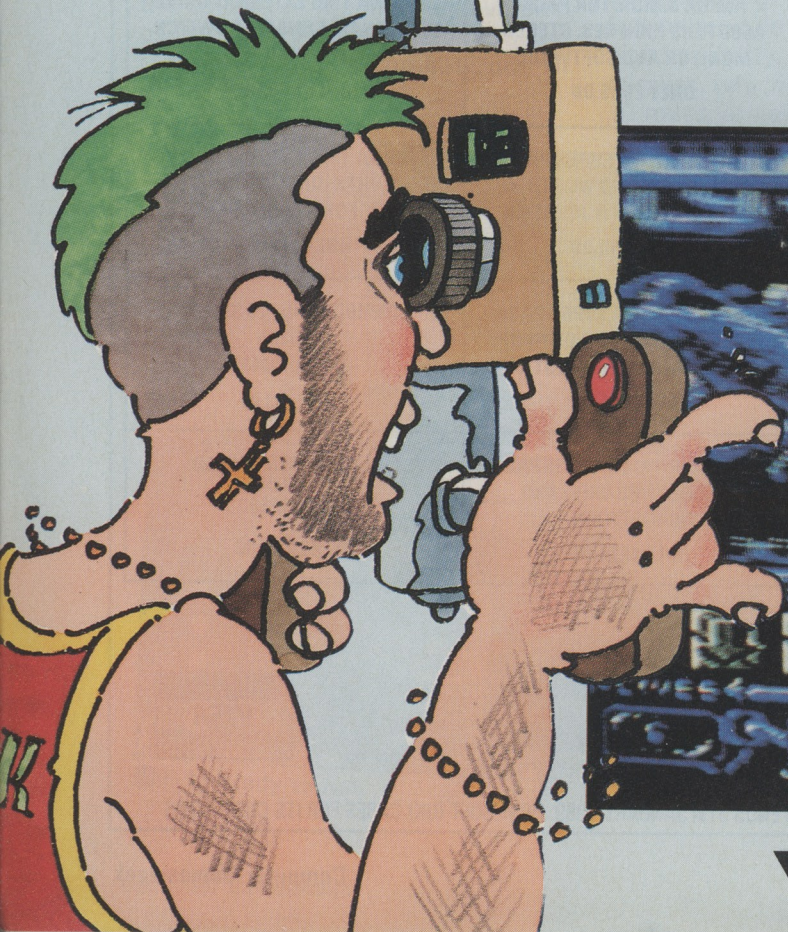
DEER

INNER SPACE

With R-Type failing to appear in the top five games this Christmas, despite my numerous predictions of it being at the top, one wonders what all this fuss about horizontally scrolling shoot-'em-ups is really about! The reason for its failure (although it actually finished in a creditable eighth place) was that it was just too slow for the C64 (which still represents a large chunk



● It's horizontal, it's scrolling and it's time to embark on another journey into the death lovers paradise; the shoot-'em-up



SCORE

of the software buying market), and until something with the same gameplay, the same quality of addictiveness, faster action, but not the same graphics (remember Katakis?) comes along, C64 owners will just have to suffer.

But what is this **Inner Space** from CRL? Surely it's not a horizontally scrolling shoot-'em-up with great gameplay, superb addictiveness, and very fast action (no **R-Type**

parallax enhances the effect enormously!), and there is one section during the game that eye-to-hand co-ordination must be at its very best. This is where large columns fly at you at the speed of light (maybe a slight exaggeration!) and there is

only a small hole that you can get through which varies position on each one.

Inner Space will be released on the C64 at the price of £9.95 on cassette, and £14.95 on disc, a pure bargain!



● If it moves, kill it. Hur, hur!

graphics, of course)? I don't believe it, it's just not possible, surely not, oh yes it is, unbelievable.

If you can understand pure gobbledigook, then you may have realised that **Inner Space** is: A. a horizontally-scrolling shoot-'em-up, and B. very good. It comes out in February, which is when most of the post-Christy games are released (or the ones promised for the yuletide period, that is), and many people will have worn out the games they received for Christmas by then.

It has many features that are normally associated with such games, such as extra weapons and end-of-level monsters, but it is really because of its phenomenal speed that it impressed me so much. The game has over 90 sprites and they all move at an alarming rate, the scrolling is also very fast and also incredibly smooth (the fact that its

Last Duel

Have you ever wondered why anyone would want to be a Princess? Okay, so it has its perks, like a luxurious lifestyle of leisure and pleasure, the Prince Charmings, the finest fripperies, the most delicious food, vintage wine, the works. There is one major drawback, however, a serious occupational hazard that Daddy, the King, never bothers to mention. Princesses have a dangerous habit of being kidnapped.

Last Duel, from Capcom, has a Princess Fheeta – beautiful, talented, intelligent and kidnapped. The Golden tribe from the planet Bacula have taken over your planet, Mu (alright, that's it! who thinks up these names anyway?), and carried off Fheeta. It's up to you to bring her back (isn't it always?).

The game is one or two player and

has six levels (more on them in a tick). During levels 1, 3 and 5, player one operates a custom designed rocket-firing 3 wheeled car, while player two operates a space plane. On the other levels, each player controls a hovering space plane. You build up your fire-power by collecting the 'P' symbol icons which appear throughout each level.

At the end of each level, the player has to overcome fierce and dangerous creatures, large fire-breathing dragons, a giant bat, a large skeletal dinosaur, a large metallic spider, a robotic personnel carrier and a giant mechanical crab-like monster. Each level has your standard baddies, such as enemy cars, cannons and gun turrets. The game is vertically scrolling throughout.

GAMESCAN

TOP TWENTY

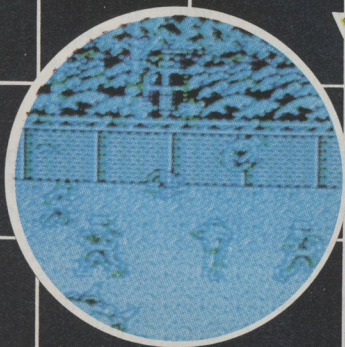
The smoke cleared from around the smoking turkeys and the big question had a big answer. The Christmas number one was Operation Wolf, fighting off a valiant challenge from the man of metal, Robocop.

Double Dragon inched into the top three, squeezing out Afterburner, while the late challenge of Thunderblade never materialised.

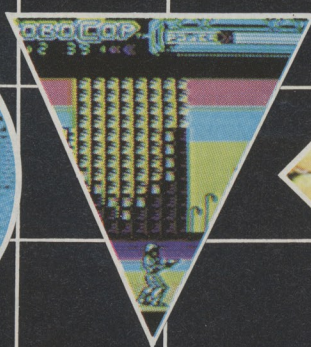
Creeping in at number 15, hardly with a bullet (more like a codpiece), came Heroes of the Lance, the computer version of that simple little RPG, AD&D.

Full price chart compiled by Gallup

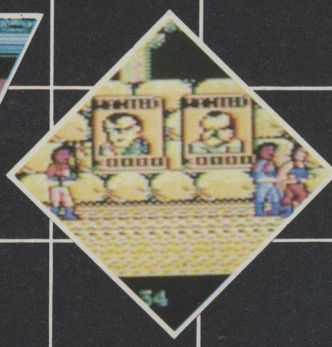
No.	LAST WEEK	TITLE	PUBLISHER
1	1	OPERATION WOLF	OCEAN
2	2	ROBOCOP	OCEAN
3	4	DOUBLE DRAGON	MASTERTRONIC
4	3	AFTERBURNER	ACTIVISION
5	5	THUNDERBLADE	US GOLD
6	6	GIANTS	US GOLD
7	16	FALCON	MIRRORSOFT
8	8	R-TYPE	ACTIVISION
9	9	FOOTBALL MANAGER 2	ADDICTIVE
10	NE	IN CROWD	OCEAN
11	14	BATMAN	OCEAN
12	13	TAITO COIN-OPS	OCEAN
13	10	GAME, SET AND MATCH 2	OCEAN
14	7	LAST NINJA 2	SYSTEM 3
15	NE	HEROES OF THE LANCE	US GOLD
16	11	PACMANIA	GRANDSLAM
17	12	RETURN OF THE JEDI	DOMARK
18	17	RAMBO III	OCEAN
19	19	SUPREME CHALLENGE	BEAU JOLLY
20	RE	DALEY THOMPSON'S OLYMPIC CHALLENGE	OCEAN



No. 1 Operation Wolf. No surprise to anyone except Richard that Op Wolf was the Christmas winner.



No. 2 Robocop. Mincing around inside a tin can can hardly be good for the complexion, can it?



No. 3 Back into the top three, Double Dragon. Just love those whips!



NEW ENTRY. In with a bang (oooo), with the In Crowd.

The CRUCIAL COMPILATION



LAST NINJA REPLACES CRAZY CARS ON THE COMMODORE

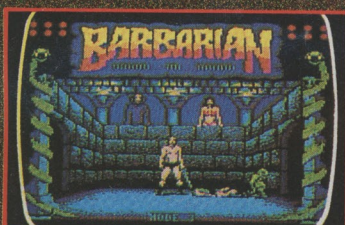
THE IN CROWD



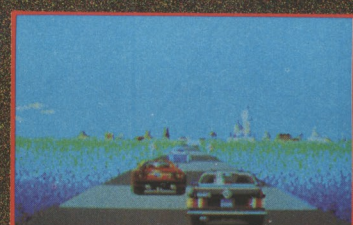
...a marvellous compilation. Nearly all the games are multiload, and offer massive scope for long-term play!
C&VG



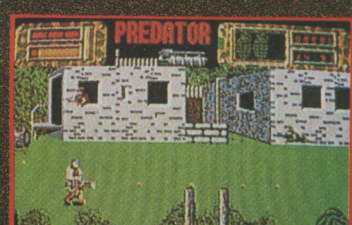
GRYZOR Featuring all the game-play of the arcade original, Gryzor takes you into a thrilling alien world of force fields, fanatical guerillas and strange enemy defence systems – but you have the fire-power and maybe, with a 'little' skill, grit and split second timing, you can infiltrate the aliens' 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 replaces C CARS on C64.



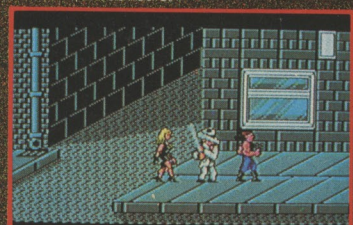
PREDATOR You've heard about Predator, the Schwarzenegger movie – now you can play the leading role. Take a crack commando unit into the South American jungle to rescue a bunch of trapped diplomats. Should be easy enough... and so it would be, if it weren't for the mysterious alien who keeps on taking 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 gamesters.
© 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. BIC".



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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**SPECTRUM
AMSTRAD
COMMODORE**



**CASSETTE
£14.95**

FIVE FIST-FULLS OF

ROY OF THE ROVERS

NEWSFLASH! Four of the Melchester Rovers five-a-side football team have been kidnapped... hours before a crucial fund-raising game to save their ground from grasping property developers. Time is running out and player-manager Roy Race **MUST** rescue his team-mates, dodging danger, escaping ambushes and boobytraps in order to play the most important game of his career!

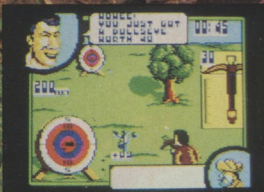
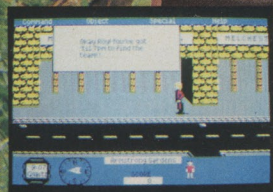
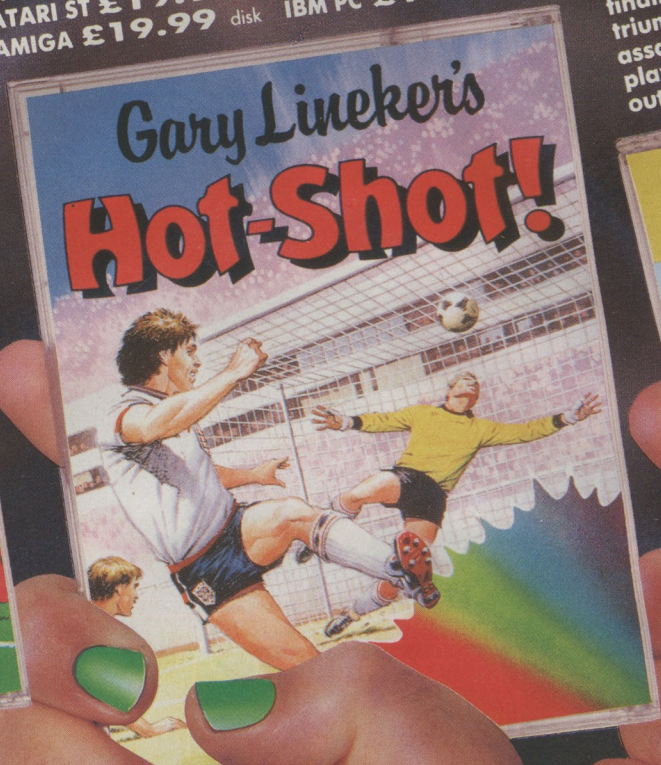
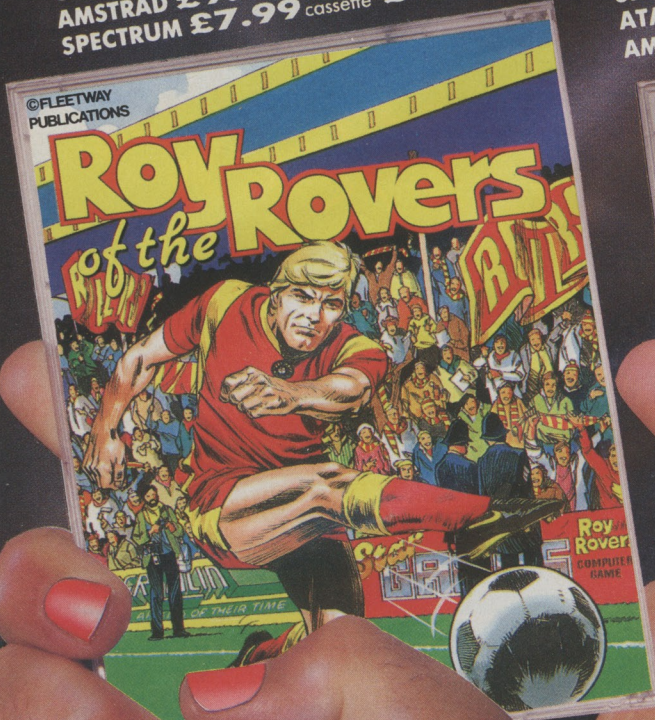
GARY LINEKER'S HOT SHOT

The most realistic football game ever produced for your computer. Play in a full-scale eleven-a-side football game complete with sliding tackles, throw ins, corners, goal kicks, fouls and even the dreaded referee with his red card. With all these features to watch out for will you have what it takes to match the shooting skills of England's top striker in Gary Lineker's Hot Shot.

SUPERSPORTS

As varied and as bizarre a collection of unique sporting events as you are ever likely to find. Have you got a good enough eye to be a 'crack shot'; the nerve to attempt the 'devil dive'; the strength to 'smash slates'; the accuracy to shoot the 'cross bow'; and finally (and unbelievably!) triumph over an 'underwater assault course'. Up to four players can compete in this outrageous challenge!

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Screen shots from various formats.

SPORTING POWER

GARY LINEKER'S SUPERSKILLS

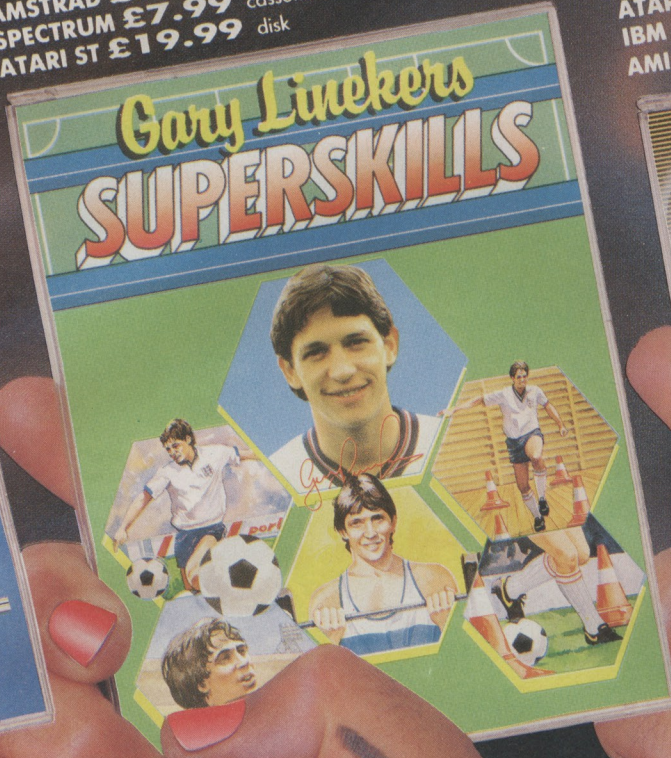
Hot on the heels of the hugely successful Superstar Soccer comes Superskills, again endorsed by England's star striker. To command a permanent place in the national team means dedication - dedication towards hard work and training. The national coach has designed an extensive training programme which will improve your fitness, ball control, sharpness and accuracy. Can you prove yourself to be both physically and mentally agile and alert?

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ULTIMATE GOLF

The ultimate golf simulation for your computer. See how different shots affect the way the ball is hit. Let the computer determine your skill level. Perfect your technique by following the example of the computer golf player. A must for all enthusiasts who've tried their hand at computer golf but never met a challenge as testing and enthralling as Ultimate Golf.

CBM 64/128 £9.99 cassette £14.99 disk
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 AMIGA £19.99 disk



Christmas, eh, who wants it? You're good as gold all year, taking old ladies across the road, turning up for three line whips – that kind of thing. And does Santa bring you a Defender machine? Socks and hankies again and no trace of a **Baiter** . . . not even the measliest **Lander**. A bummer or what?

Still, all this holidaying does give one plenty of time to spend some of the ill-gotten gains down the arcades, does it not? – one of those places being sunny Brighton, down on the South coast. Now some of you might think that Brighton is a bit sleepy and out of the way, but I'll tell you one thing that it's got that London hasn't. **Power Drift** at 30p a throw. Consider that it currently sets me back £1 in Central London and it makes you wonder how a lad manages to turn a honest living and everything (you don't anyway, John. Ed.).

One thing that Brighton didn't have, however, was four player **Final Lap**. Shame – as even Eastbourne pier managed to come up with that. Well worth a bus ride to catch that one, funsters.

Anyway, I recall – quite some time before the festivities were upon us – that I said we'd take a look at **Gouls 'n' Goblins** – Capcom's follow-up to the highly acclaimed **Ghosts 'n' Goblins**. That was one of the first really successful Coin-op conversions, for Elite, if you remember. I wonder who'll be doing the micro conversion of **G&G II** then, because it has all the making of being as big as the first.

The basic plot is the same – the characters in the main are the same. The central sprite is almost identical. The difference is that Capcom are now using its new fabby "load-

Our man Johnnie Cook gets down to his local graveyard for a good time

samoney" board – the same as used so mind bogglingly on **Forgotten World**. This means more colours, more memory and higher resolution.

Superficially, when you start, the game looks very much the same . . . it's in a graveyard and you jump over the gravestones, and give the things that grow out of the ground hell with which-

well too. Really responsive. What's this new weapon? Ah . . . a golden suit of armour. When you're wearing it, you have to keep the fire button pressed down and a power meter on the top left of the screen starts climbing. When it reaches the top, let it go and . . . **BLAM!!!!** Huge bolts of lightning zap all over the shop, wiping out all nasties on the screen. Now that wasn't in the first one.

In fact, the further you get through the five levels of **G&G II** the more unlike the original it gets – and the more stunning become the effects. How about the level (was it the third?) when you have to jump on moving platforms, avoid the wriggling tongues of these giant thingies, jump up onto them and run up them, jumping from tongue to tongue, zapping other nasties as they home in on you? This hero business stuff is hard work!!!

I wouldn't mind, but even if you are mega-being enough to finish the fifth level and rescue the cutie princess . . . you get sent

back to the beginning! An allegory for life indeed . . . and they say that video games aren't educational.

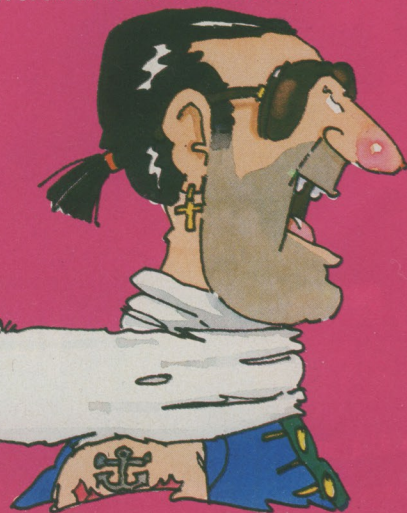
So, **Gouls and Goblins** is easy to get into – as you've played the original, presumably – but soon into the game, you'll find gameplay and monsters more challenging than ever before. Go for it – but don't forget the garlic necklace . . . gotta be worth at least two extra lives.



I love rotting corpses

ever of the seven possible weapons you happen to be in possession of at that time. For the replay, the zombies are out and the skeletons wearing cloaks and wielding scythes are in. Nicely done they are too as you zap them to bits. The vultures are still there on the first level as I remember them – but this time when you zap them, they vanish in a puff of well-animated feathers.

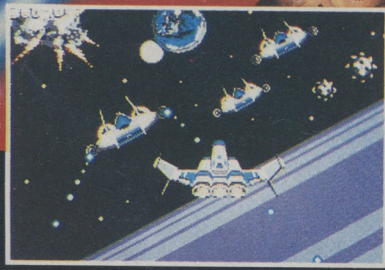
The guillotines are new, though – I wonder what they do? Chop, end one life. So that's what they do. And those whirlwind things . . . so they kill you too, huh? But I'll say – everything looks completely fab and coloured . . . and the thing plays



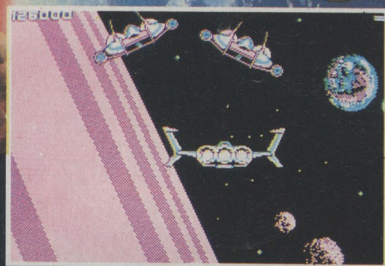
Arcade ACE

GALACTIC

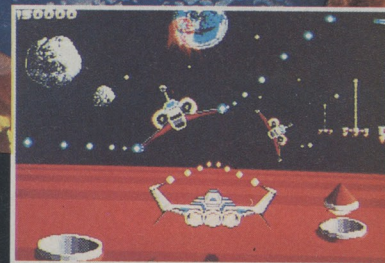
CONQUEROR



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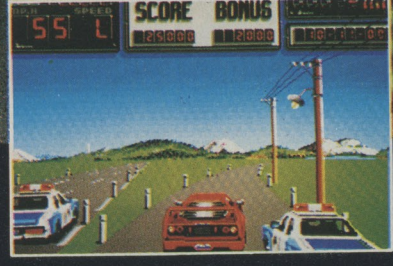
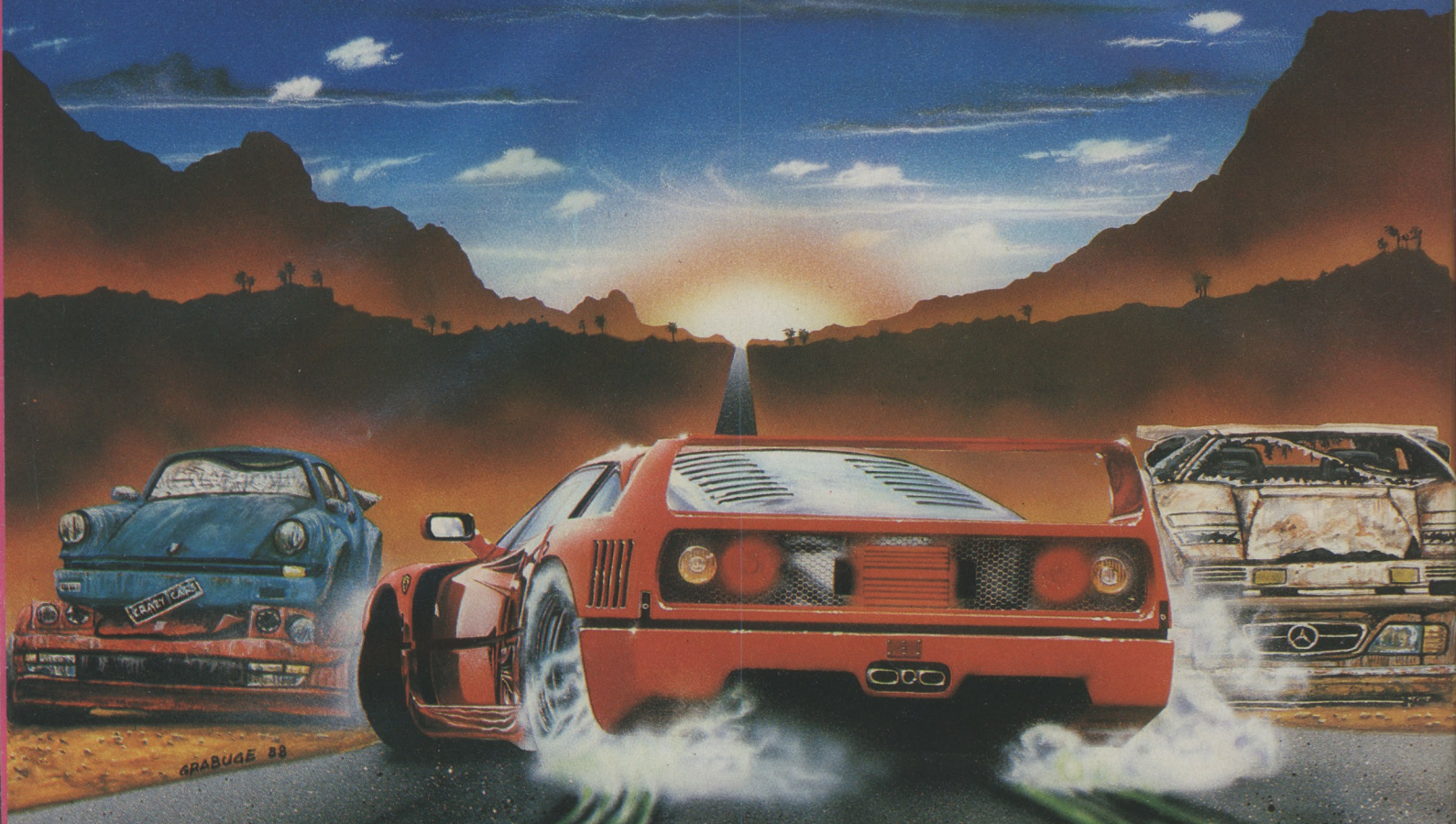


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CRAZY CARS II



AMIGA
ATARI ST
PC
AMSTRAD CPC
SPECTRUM
C 64/128

SCREENSHOTS FROM AMIGA VERSION



TITUS

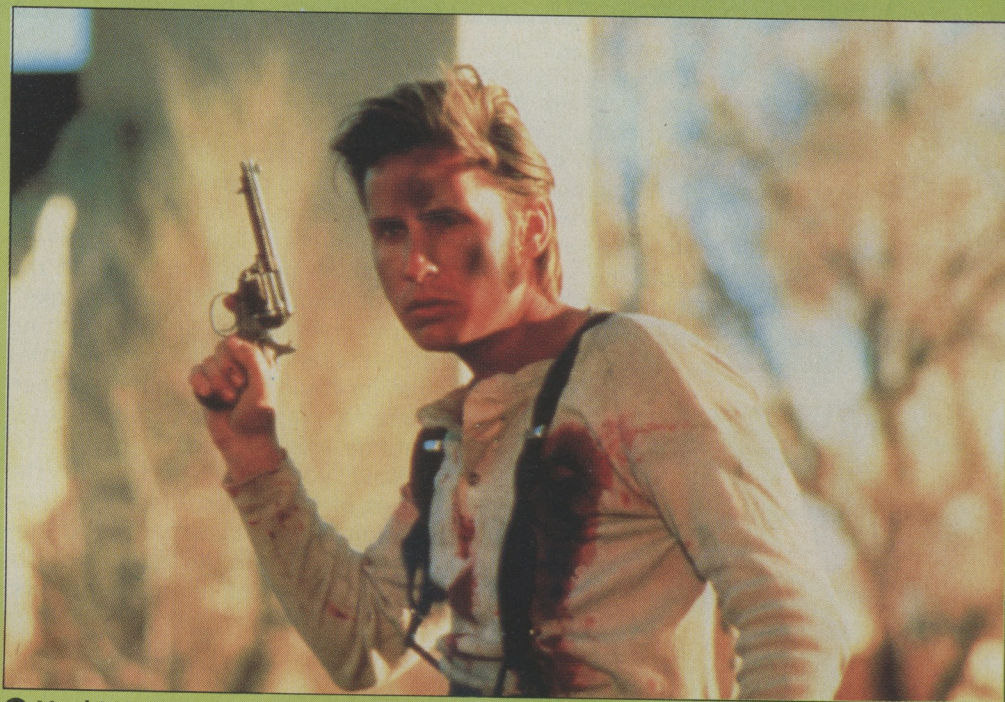
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Young Guns is Hollywood's first serious attempt since **Silverado** and Clint Eastwood's **Pale Rider** to revive the Western. An interesting move was to include a whole host of Brat Pack actors to introduce the genre to a younger generation of moviegoers who have been brought up to believe that **Star Wars** is a traditional Western.

The story is set around 1870, Terence Stamp is an English rancher who has surrounded himself with a bunch of young delinquents – Charlie Sheen (son of Martin), Keifer Sutherland (son of Donald) and Lou Diamond Phillips – to help protect himself and his property from the ravages of the cattle baron Jack Palance. Stamp's latest acquisition is Emilio Estevez (yet another son of Martin Sheen) as William Bonney, a.k.a. Billy the Kid, who he has rescued from a lynch mob. Stamp teaches the boys how to read, write and behave at table and a nice relationship builds up between them all until Palance has Stamp killed for standing in the way of his territorial expansion.

The boys swear vengeance to bring the killers to book and are sworn in legally as special deputies but the psychopathic Billy the Kid is only interested in killing Stamp's murderers.

Once Billy the Kid has annihilated a number of the baddies, the boys'



● Yuck! How messy

On SCREEN

Pistol packing Emma Norman guns down the brat pack in *Young Guns*

where, surrounded by Palance and his men, deputies and even the U.S. cavalry, they escape in the most implausible example of "With a mighty bound our hero was free".

An incidental to the main story is provided by Pat Garrett (played by Patrick Wayne – son of John), the lawman who befriended and eventually killed Billy the Kid.

Young Guns is fast-moving and very violent. Emilio Estevez gives a remarkable and very interesting performance as Billy the Kid, a homicidal nutter increasingly fascinated by his own legend.

Yet the film has its weaknesses. It rarely bothers to examine character and motive, nor is there any character to whom you can warm or empathise with, for this reason alone it fails to revive the Western as a popular genre. For what made such films as **Stage Coach**, **High Noon** and **The Outlaw Josey Wales** great was a central figure of the stature of John Wayne, Gary Cooper or Clint Eastwood.

Young Guns is on general release now and is an '18' Certificate.

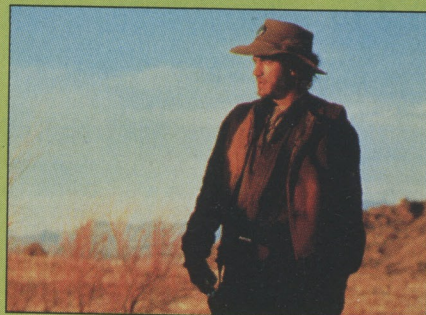


● I ordered black coffee, you idiot!

dispensation as special deputies is withdrawn and they become outlaws. This leads to outright war between themselves, Palance and his tame lawmen. The film is based

on the Lincoln County War, which actually happened in a similar way.

As the plot develops, the action becomes more and more violent, culminating in a ludicrous ending



The life of a gladiator was never easy. Wake up at 4 o'clock in the morning, a quick rub down in oil, don the battle gear, a hasty warm up session, and out into the arena for a spot of mindless violence (all in the name of sport, you must understand). Not only that but when the battle was done and the big cheese

Ludicrus, however, is not a normal Gladiator, in fact he should never have been placed in combat in the first place.

It all boiled down to one night he had in a small inn, just him, his several pints of ale, a rather rowdy group of regulars, and a mouth the size of Pompeii. Whilst in a drunken stupor he spoke of his fighting prowess and the amazing battles that he could have won if he'd been there, it was a whole ten minutes until he was lynched.

Now you find yourself in the shoes of this unfortunate cannister of lion meat, Ludicrus, who has been shoved into the large amphitheatre in front of many spectators.

● Okay, Baldy, this is where you get yours

Before you is the first of three opponents. Herr Liss (does it surprise you to find that he is bald?), who you must defeat so that you can go on to meet Bon Dage (a woman with a rather unusual name, hmmm!), and finally a well greased Bud Vyzr, who is the current champion and hero of the great Caesar.

To win each battle you must use the many moves at your disposal to hit your foe a set number of times so that they fall over (before you do); once they have fallen a few times



● I know which one I want

had rheumatism in his thumb, it was back to the normal, safer tasks, like mucking out the lions for instance (all information supplied by the Ladybird book of Gladiatorial bloodlust and mayhem, price £1.99).

F A X B O X

Program: I Ludicrus
Version: Atari ST
Price: £19.95
Supplier: CRL
Reviewer: Richard Henderson

RELEASE DATES

ST: Mid-February
Amiga: Mid-February

F A X B O X

Program: Treasure Island Dizzy
Version: Amstrad CPC
Price: £2.99
Supplier: Code Masters
Reviewer: Billy MacInnes

RELEASE DATES

Spectrum: Out now
Amstrad CPC: Out now
C64: Out now

Before Edwina Curry opened her big mouth, hopefully for the last time, eggs were considered cute. That was before the world found out that those same cute, cuddly, squishy eggs were really the equivalent of evil white handgrenades carrying the dreaded salmonella. A pity really, because after the release of the Amiga version of the oh so sweet Chickie Egg, the Darling operation has produced the sequel to Dizzy, starring the inimitable egg we have all come to know and boil.

The story is something like this: our hero has gone on a round the world cruise. Unfortunately, his cruise is on a pirate ship, commanded by good old Long John Silver. To cut a long story short, our cheerful little friend is made to walk the plank and winds up on a desert island. Somehow he must find a way off the island and back to the

Yolkfolk. There are two ways of accomplishing this: either collect the Thirty pieces of Gold hidden on the island and escape, or try and find a way off the island without the gold. Either way, it's going to take some doing!

The game takes you through a Tree House Village, Golf Mines, Huge Caves, Magic Shops and

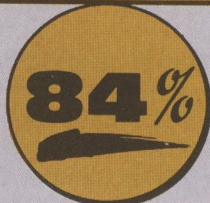
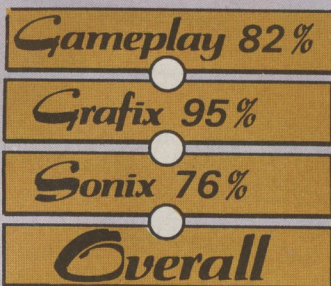


● It's no fun being an egg



throughout, but this is irrelevant seeing as the sprites are very large. Controls are similar to many other games of this type, with different joystick directions corresponding to different moves, and they are very simple to get the hang of.

Ludicus is a very cute game and is doubly enhanced by the incredibly humorous instruction manual, everything about it exudes the comic world that I've grown up in (and not yet grown out of) and it is a pleasure to clash swords with some of France's best.



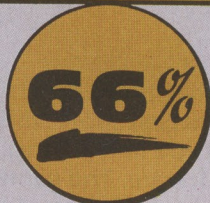
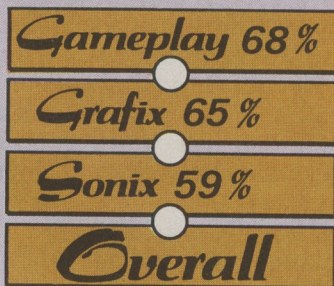
you should come out as victor. All of the three are progressively more difficult, but there is a lifeline thrown into this sudden death (no pun intended!) knockout, if you are beaten then you will meet a big pussy in the form of a lion, and upon beating that you will meet the gladiator that defeated you again.

Graphics are where this chop-em up excels, as they are done in exquisite French comic-book style (much appreciated by Asterix fans young and old) and they move as well as they are drawn. The semi-scrolling background never changes



● Not with all this salmonella about

gameplay was relatively simple, but also entertaining. Dizzy is very cute – despite the salmonella – and the animation is actually quite pleasant. The graphics were nothing extraordinary, but they weren't offensive either. The sound was bearable. Well, there's not much you can do with eggs can you? I mean, what sort of sound do eggs make? There's a question to ponder. This is the sort of game that will appeal to those of us with soft-centres, rather than the hard-boiled cynics of this world.



Secret Treasure. You can move left or right, jump and pick up objects. As well as the coins, you can also pick up things like tubes of toothpaste and clumps of mushrooms (wow!). Keep a good look out for traps, particularly in the Tree House Village. These tend to drop on top of you, in a sort of portcullis manner. There are also things which resemble slabs or tablets of stone. If you click on these, they will normally produce some written information for you to help you on your way.

I enjoyed this game because the



You can recognise a good snooker or pool player. It's not the way that he walks, or talks, or even the way that he dresses. No, it's in the colour of his skin – white, usually pasty, a flour-like pallor testifying to a misspent youth in right dodgy snooker halls, with the all-pervading odour of stale cigarette smoke lingering in the air.

Anyone familiar with *The Hustler* will know just how dangerous pool playing can be, particularly as a full-time occupation. Snooker, of course, is much more respectable, although there is the occasional hazard of a stray headbutt from a

F A X B O X

Program: Rack 'em
Version: PC
Price: £24.95
Supplier: Electronic Arts
Reviewer: Billy MacInnes

RELEASE DATES

PC: Out now
C64: Out now



● It's in, it's in!
Bah, missed again

passionate exponent of the green baize.

Rack 'Em is a program which gives you the option of playing Snooker, Eight Ball Pool, Straight Pool, Nine Ball Pool and something weird known as Bumper Ball. Eight

Leisure Suit Larry walks into a bar and says, "I'll have a bottle of Pils, please," to the bartender, who replies, "Five pounds please, mate. We don't get many fictional computer game anti-heroes in here."

"I'm not surprised with Pils at five quid," says Larry.

If you found that joke amusing then chances are you will enjoy the humour in *Leisure Suit Larry Goes Looking For Love*. Up to a point I did. If you are not familiar with

F A X B O X

Program: Leisure Suit Larry Goes Looking for Love
Version: PC
Price: £24.95
Supplier: Activision
Reviewer: Tim Phillips

RELEASE DATES

PC: Out now
C64: Out soon

Commands are fairly flexible, and there are a few clever touches. Not many will miss the adjustable sex rating. Pump up the volume on this and you get an adult (?) adventure. Of course, if you were well brought-up, extra sex makes little difference, but I know you'll turn it up anyway.

Progressing from screen to screen is a romantic education, but don't take too much of the advice on

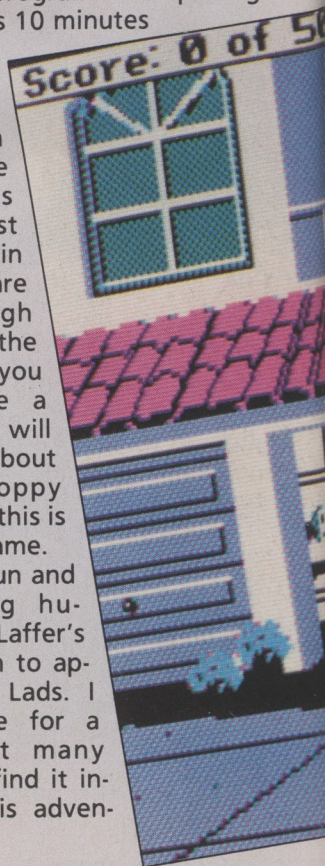
offer. It seems the rudest suggestions work best. Note: this is not the case outside the fantasy world of Sierra Software. The game is wholesome enough in a crass way, but I

cannot help thinking that those who find it most amusing will find real friendship only with a computer.

One irritating problem is the speed of the program. The opening sequence lasts 10 minutes

before you are asked to perform and each screen takes an age to load. This is dull. At least the puzzles in each screen are meaty enough to disguise the problem. If you do not have a hard disk you will be messing about with six floppy disks as well: this is not a small game.

For all its fun and mild joshing humour, Larry Laffer's life is written to appeal to *The Lads*. I don't believe for a minute that many women will find it interesting. This adven-



Ball is the most commonly played in this country, whereas Straight Pool is the main game for our Yankee cousins. The instruction manual comes complete with the rules for each game, so you don't need to be bewildered by the Americanese games.

Every game is a two player game. You can choose from either Amateur or Professional level, which determines the ease or lack of it in aiming your shots. In order to make a shot, you must choose a target ball, a target pocket and then just aim. Once this is done, the screen

shows you the cue-ball. You decide where you are going to hit the ball and what "side" etc. you want to place on it.

You then decide how hard you are going to hit the ball on another part of the screen, which depicts your cueing action. For an optimum shot you must hit the space bar as the cue touches the ball, the further you are away from the cue ball the worse the



shot. The harder you want to hit the ball, the quicker the action and the more difficult it is to play a perfect shot.

The gameplay is quite faithful to the reality as far as "side", strength of shot and positioning are concerned. I played all of the games and enjoyed them all, with the exception of Bumper Ball. Straight Pool turned into quite a marathon game, but was reasonably entertaining. The games which I already knew were very enjoyable to play, but I must say I did appreciate playing the games which were new to me.

The amateur level is sufficiently easy to ensure that even a beginner will enjoy playing Rack 'Em, while the Professional level is sufficiently

difficult to produce a feeling of elation when a player actually makes a perfect shot - just like on the telly. The sound is very rudimentary, but then I don't suppose that there is much more to pool and snooker soundwise than the clack of balls, is there? The graphics are very nice, so nice in fact, that you can almost feel the chalk smudged on your fingers as you make a shot. Well worth the money, and there's no danger of getting your fingers broken or your head butted either.

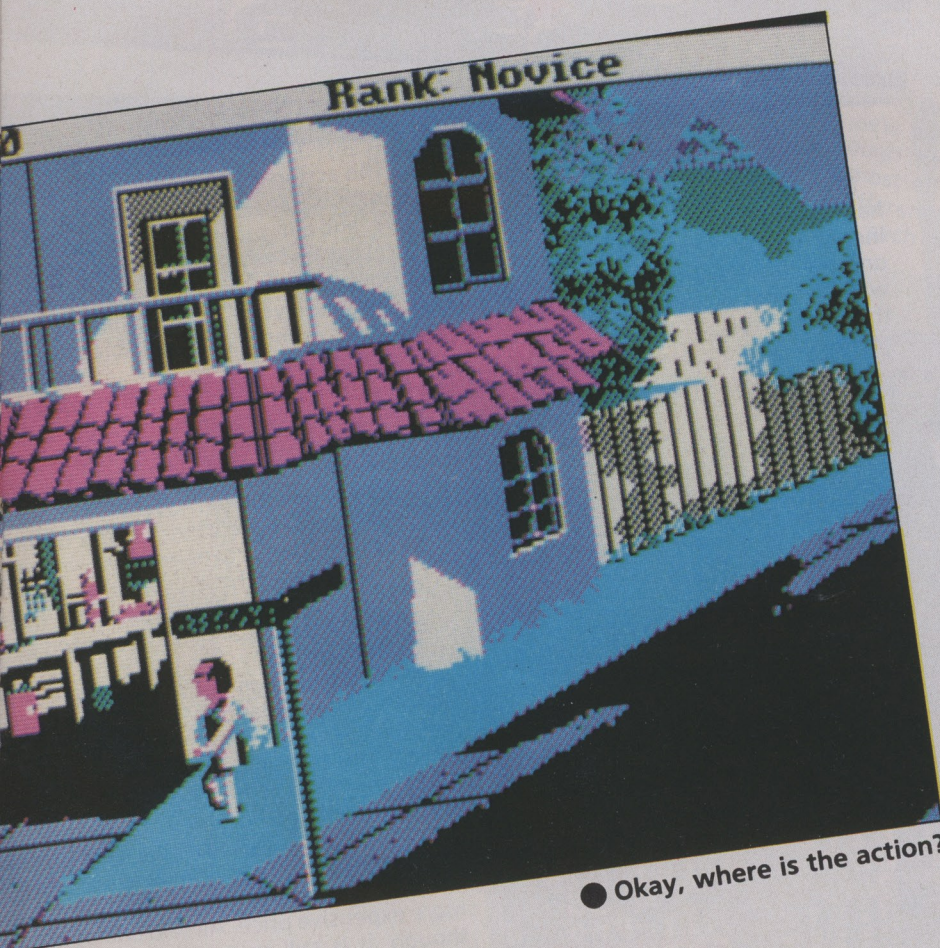
Gameplay 96%

Graphics 88%

Sonix 75%

Overall

93%



ture steps just the right side of being offensive, but the idea that every female is a potential bedmate is not pleasant. How about a version



for the rest of the population? Leisure Suit Linda? If it sounds unlikely that is because women generally have more sense.

Play the game, but with a pinch of salt. If you are too good, it may not be an encouraging sign.

Gameplay 78%

Graphics 70%

Sonix 85%

Overall

80%

GRIDIRON SPECIAL

TV Sports Football

Being the latest game from the excellent Cinemaware, **TV Sports Football** has an unbelievable pedigree, and as soon as the title sequence starts, one knows that many good things are yet to come.

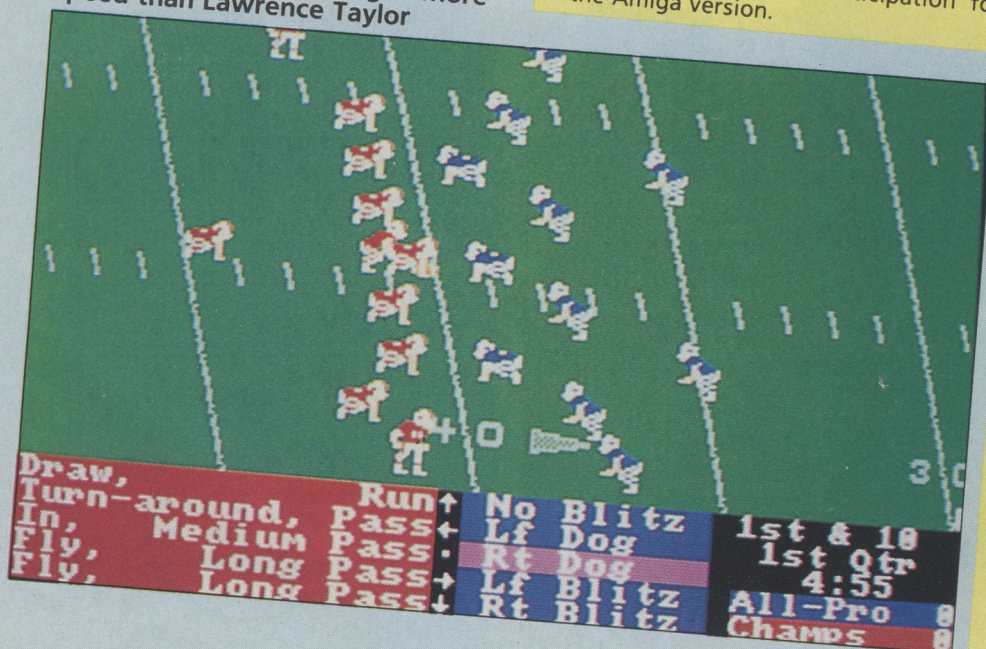
The idea is to take the mantle at one of the teams available in the NFL (or all 28, if you prefer) and you have the goal of taking them through the regular season and to ultimately win the Superbowl. This is done in true arcade/strategy fashion with many factors to prevent you in your task (such as the other teams, for instance).

Play is seen from an overhead viewpoint, just behind the line of scrimmage (on the offensive side), and only a small portion of the field is shown at any one time. All the action is played on this screen, and after a play has been initiated you get to a selection scene where you can choose the type of tactics that you wish your team to undertake.

The graphics, it must be said, are quite superb and coupled with the great sound effects (grunts, groans and thuds included) prove to be very effective indeed. The animation on field is very smooth and the whole game is enhanced by several animated sideshows.

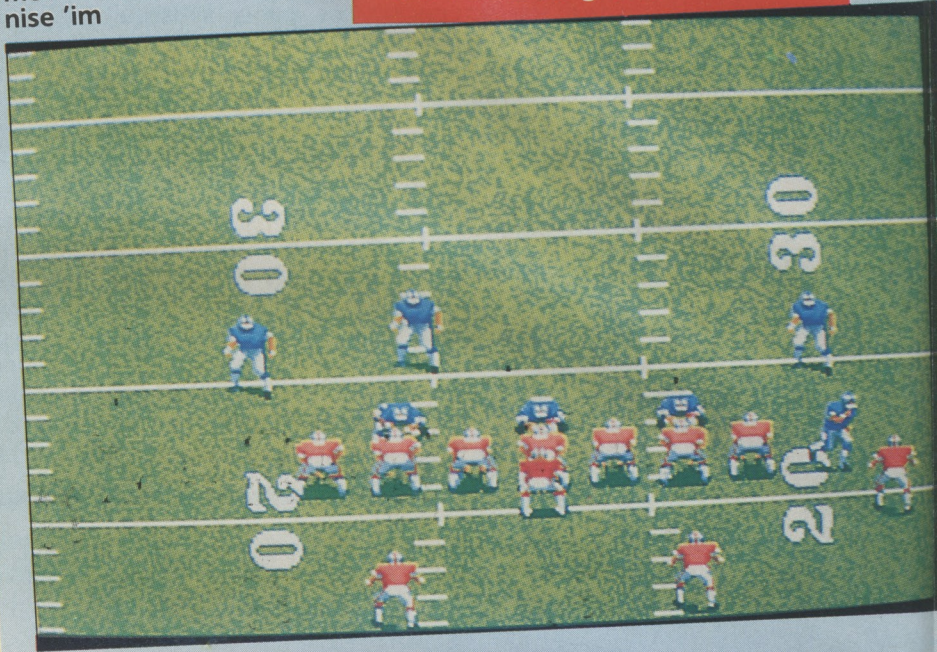
TV Sports Football is a game that could be recommended for all (even those without knowledge of the sport, the manual explains all). Unfortunately, unless you have an Amiga, you'll just have to wait.

● That wide receiver's got more speed than Lawrence Taylor



● Where's the Quarterback? I'm gonna stomp all over 'im. I'm gonna re-arrange his face so even his own mother won't recognise 'im

Guess what? Go on, you'll never guess? It's Superbowl time (I bet you didn't get it!), and to coincide with this spectacular event, we at **Gamesweek** have decided to look at four popular American Football games.



4th & Inches

Many's the time that Duncan and I have spent lunch time playing **4th & Inches** on the C64, and although it is one of my favourite games ever, I waited with nervous anticipation for the Amiga version.

The action is totally different from **TV Sports** because of the side-on perspective, and although there is an element of strategy involved, you cannot play a full season, nor can you change the two teams that you control (the construction kit is not yet available for this machine).

Gameplay is very fluid with you controlling the player most involved at the time, which depends on the tactic chosen, and passing, kicking, etc., is all controlled via simple joystick controls (the mouse can be used for one of the teams, but this proves totally useless). Plays are also chosen on the same screen as the sprites, again by the joystick directions and are presented as easy menus.

4th & Inches can be played by either one or two people, but it is best played by two because of the easy level at which the computer participates. The game moves at a very fast rate, but it does not look too hot graphically. I think its major fault is that it shows very little improvement on the C64 version, and therefore is not as impressive at the more expensive price. All said and done, though, it is still enjoyable and should be acquired by all gridiron enthusiasts.

Endzone

Again we find ourselves confronted with another totally different game, but this time it is strategy that wins the day.

Endzone comes on two tapes, one for the program with the other dedicated to current team rosters, which has all teams, plus ratings for their players to use in the game. There are no graphics present, which is not an oversight but a feature to enhance the simulation, and could only be classed as a serious attempt to simulate the game.

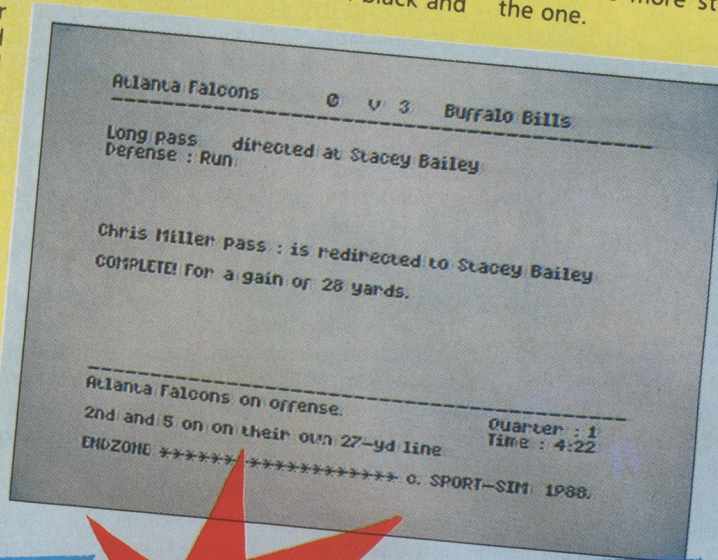
Once all of the loading procedures have been concluded, and two teams have been selected, you soon realise that **Endzone** is a two player game, and it plays one complete match, not a season as in games such as **Headcoach**. This allows you to concentrate entirely on thrashing your opponent with some smart tactical plays.

All of the players have different ratings and you can choose to change your

team any time throughout the game, which allows for more variety, and although the presentation of the screen is always very similar (and in black and

white) it is well laid out and simple to follow. If you are looking for a game that offers more strategy, **Endzone** is the one.

● Oh I say, how exciting, text only



John Elway's Quarterback

Here is the first of the offerings this year that allows you to play just one specific member of your chosen team, the quarterback (that wasn't hard to guess, was it?). And not only that, but it is also a conversion of the arcade machine of the same name that did rather well over in America, but failed to make an impact here.

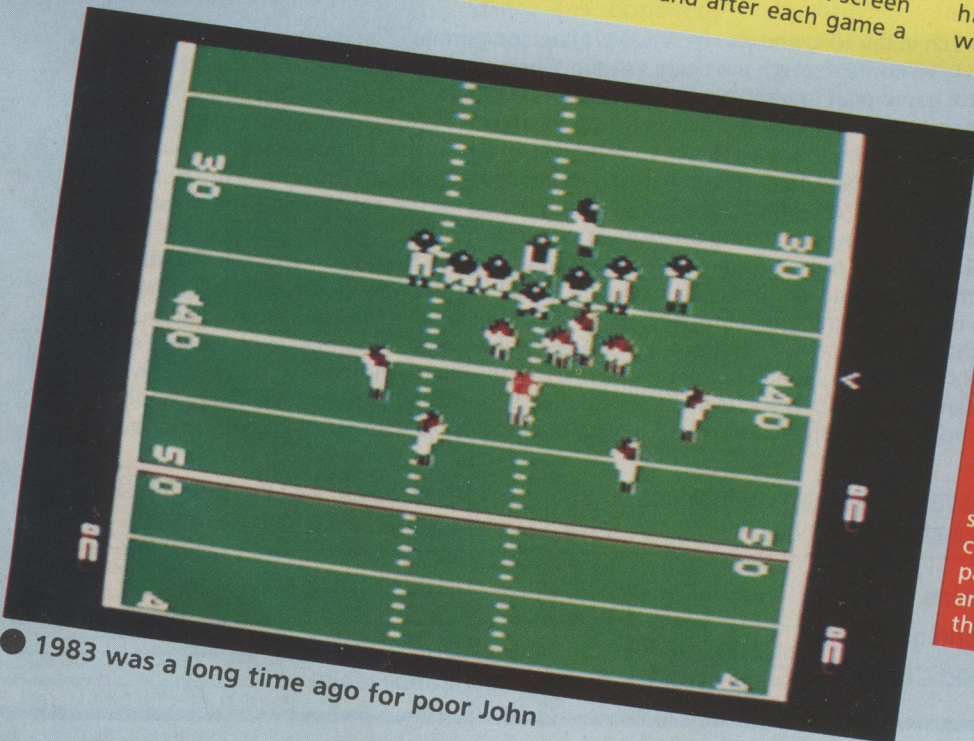
Unfortunately for Mastertronic, although John Elway was the biggest star

of the decade but a year ago, all of that was dashed last Superbowl and now he is generally regarded as a flop, but I don't suppose that this small matter will prevent anybody from buying the game.

It is also a top down view game that plays vertically, and although the graphics are chunky they are most effective. Plays are selected on a different screen from the action and after each game a

statistical round-up of your QB's performances so far is shown.

The idea is to win a lot of matches and therefore become the highest paid in the league (a more realistic goal mechanism which makes it more original, such as the wind direction during kicks. Although it doesn't play as seriously as the others, **John Elway's Quarterback** has many features that make it worthwhile.



● 1983 was a long time ago for poor John

TOUCHDOWN

Now we come to the conclusion, and I have decided which game that I would personally recommend the most. Naturally I shall plump for **TV Sports Football** because of its graphics, depth and sheer playability, not only that but playing a season can be both exciting and interesting. Unfortunately nothing comes without a price and although it is expensive, it is worth every penny.

EXTRA POINT

However, if you haven't the money to spend, or **TV Sports** doesn't sound your cup of tea, all of the games on these pages offer something of their very own and must all be considered runners for the Superbowl title.

I've had my say, now for your views.

World of Soccer "Ranks with "Elite" as a milestone in computer game design." F. Stokes, Brighton.

"World of Soccer is my 6th ST soccer game. It's worth the other 5 put together." Brian Yates, Bolton.

"It's simply brilliant. I don't know much about American Football but send me Headcoach anyway." G.S. Harris, Leeds.

Head Coach V3 "It's arrived two days ago. We've lost 24 hours of production already." John Watts, Watts Engineering, Coventry

"This is the American Football game I've been waiting for. Congratulations, it's terrific." Harry Lyons, Barnet.

"Send me World of Soccer. If it's half as good as Headcoach it's worth twice the money." Dave Formby, Solihull.

Both "One game of this standard was good, but two is brilliant. Let the others into your secret." Dave Formby, Solihull.

WORLD OF SOCCER

International management is the ultimate challenge in soccer. To build a squad of players to defeat the ball playing skills of Brazil, the fluid play of Holland, the organisation of West Germany, the counter-attacking of Italy, and the many varied styles of many others, demands an insight into the game rare amongst managers let alone fans. Do you exploit a team's weaknesses, or play to your own strengths? Do you attack down the flank with wingers, or pierce the centre with powerful midfield running? Do you play a flat back four, or use a sweeper or libero?

In "World of Soccer", players are not just attackers/defenders/midfield but goal poachers, play makers, ball winners, wingers, left, right and centre backs, sweepers (19 types of player in all). The results of matches are determined by simulated soccer matches controlled by the skills of the opposing players. Strategy is determined by the skills you build into your squad, and tactics by the particular skills you use to defeat particular teams. Substitutions and tactical moves can be made during the match to change or reinforce your plans.

For four years, through the Qualifying and Final stages of the European Championship and the World Cup, you will guide the European team of your choice. You can prepare for the competitions with friendly matches of your choosing, developing your strategy to match the in-form players at your disposal. Success is there for the taking, but it will need earning.

Choose from 33 European squads. The 4 UK home countries have 16 man squads which can be increased to 36 with players of your own. A customisation program will allow squads for any of the 33 countries to be created.

HEAD COACH v3

On the field 220lb blocks of concrete-on-legs collide, while a small man in a suit paces the touchline stroking his chin. He's the Head Coach. He has more tactical skill in his little finger than the MCC can muster in the entire club. Third down and 9, he signals to his quarterback. The quarterback takes the snap back into the pocket dummies to his star running back, wheels to the right skirting two defenders, motions to throw to his rightside wide receiver and then swings his pass back over the pack to his open Tight End. He catches and makes another five yards before being grounded. An eleven yard gain and another first down, thanks to 2 hours of rehearsal the previous Thursday afternoon. The crowd cheer the quarterback but the head coach knows that his Right Guard really deserves the credit. This is American Football, Chess with mobile human pieces.

It's your first season as a Head Coach in the NFL and you face two pre-season games. You must give as many of your 45 players a run out to see how they've come through the close season. Through these matches and the time spent at training camp you must devise your game plan to face your first NFL game. Over the next 16 games you will meet the likes of the Chicago Bears, the Washington Redskins, the Dallas Cowboys, the LA Raiders (hiss). Each game will need a new plan to exploit the weaknesses and nullify the strengths of such teams, and in the game you will probe their defense and try to stifle their offense. Success over these 16 matches will put you into the playoffs and in sight of the Superbowl. Failure will give you the best of the college draft, which will allow you to make up for the deficiencies you must by now have discovered in your side. Providing of course that the club keeps you on . . .

Let us be straight, Head coach v3 is NOT an arcade game. It's a sophisticated game based on American Football. For those who already understand something about the game, it's a chance to find out just how much they really know. For those to whom the game appeals but is something of a mystery, then Head Coach v3 is the ideal way to find out what the game is all about. In the match itself, you have a choice of 27 offensive plays and 21 defensive plays, and so you can bias your plays to suit the skills of your squad and negate those of the opposition. The training camp will give you an insight into the current performance of your players, even checking their speed in 40 yard sprints. There's only one thing that can prevent your team from eventually achieving a Superbowl place; YOU! But we warn you, this game is ADDICTIVE.

"World of Soccer" and "Head Coach v3" are only available from QUALSOFT at £17.50 and £19.95 respectively. Both games are immediately available and will be sent by return post. ACCESS orders can be taken over the phone.

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The major problem with **Spitting Image** is that the political puppets are far more likeable than the people they caricature. It's no coincidence that politicians react with pleasure, rather than terror, to the fact that their image has finally arrived on the programme. It doesn't matter how trenchant the satire is, because as far as the politicians are concerned, it's the exposure that counts.

"Within the next seven years a world war will take place. A war so great that even the Swiss will get involved this time. A war so terrible the Italians have already surrendered . . ." So begins the **Spitting Image** game. The preamble is quite amusing I suppose, but jokes about the cowardice of the Italians are so



● Okay, Ayatollah, this is where you get yours



● Stand well back



● When two tribes go to war

old that I'm surprised people still think that they're funny. Mind you, the script has never been the strongest part of the programme.

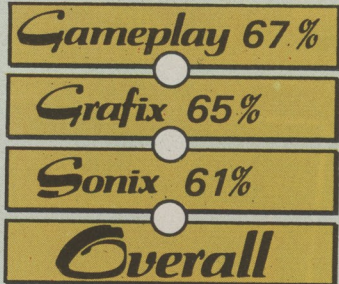
There are six major characters, Gorbachev, Thatcher, the Pope, Reagan, Khomeini and Botha (boo! hiss!). They are all present on the Map screen, which shows a burning fuse connected to the Earth. You have to choose an opponent from the six and a character to fight him/her with. Once this is done you are whisked off to the homeland of your opponent, where you must do battle. Mrs Thatcher, for example, fights people outside 10 Downing Street (as opposed to terrorising them indoors), while Gorby is stationed a stone's throw away from the Kremlin. Each character has a side-kick who can be summoned during a fight. The side-kick throws a grenade (or something akin to it) and then runs back off screen.

As well as the usual fighting manoeuvres, hit at body, head and feet, each character has its own special move. Khomeini bashes you with his beard, Reagan head-butts people (well, it wouldn't hurt him, would it?) and Botha does something rather rude. You can move backwards, forwards, duck, jump and all the other usual movements you associate with fighting.

Each battle consists of five fights. One minor gripe, if you beat the computer you must still complete the five bouts, whereas the lazy old computer only has to win three times and it's all over. This is proba-

bly a cunning means of tiring you out which, considering how relatively easy it is to beat your opponents, is also quite necessary. When you win a battle your defeated opponent is replaced by a picture of death on the Map screen. The last character left alive is the overall winner.

The graphics are average, although it is sometimes difficult to make out just what the special weapons are, e.g. I had problems making out Gorby's yo-yo. The sound is fine. The gameplay is a bit easy, but it's alright. The main attraction of the game is probably the novelty value of having famous faces on the packaging. In the end, however, the game really isn't a patch on the telly programme, because the sprites are nowhere near as impressive as the original puppets. Still, one major factor in its favour is that it is "Barry Manilow Free"!



F A X B O X

Program: Spitting Image
Version: C64
Price: £12.95
Supplier: Domark
Reviewer: Billy MacInnes

RELEASE DATES

Amiga: Out now
ST: Out Now
C64: Out now
Spectrum: Out now
Amstrad CPC: Out now

F A X B O X

Program: BMX Freestyle
Version: Spectrum
Price: £2.99
Supplier: Code Masters
Reviewer: Andrew Ramsey

RELEASE DATES

Spectrum: Out now

When it comes down to pure economics you are probably better off buying this game than going out and buying the real thing. The question to ask yourself is, do I really want to spend endless hours of frustration threatening the screen with my joystick? Or do I wish to jump on a bike, do some really horrendous stunts and risk brain damage? It's close, but not that close, besides you're going to end up a vegetable either way.

There are loads of events with which to impress your friends.

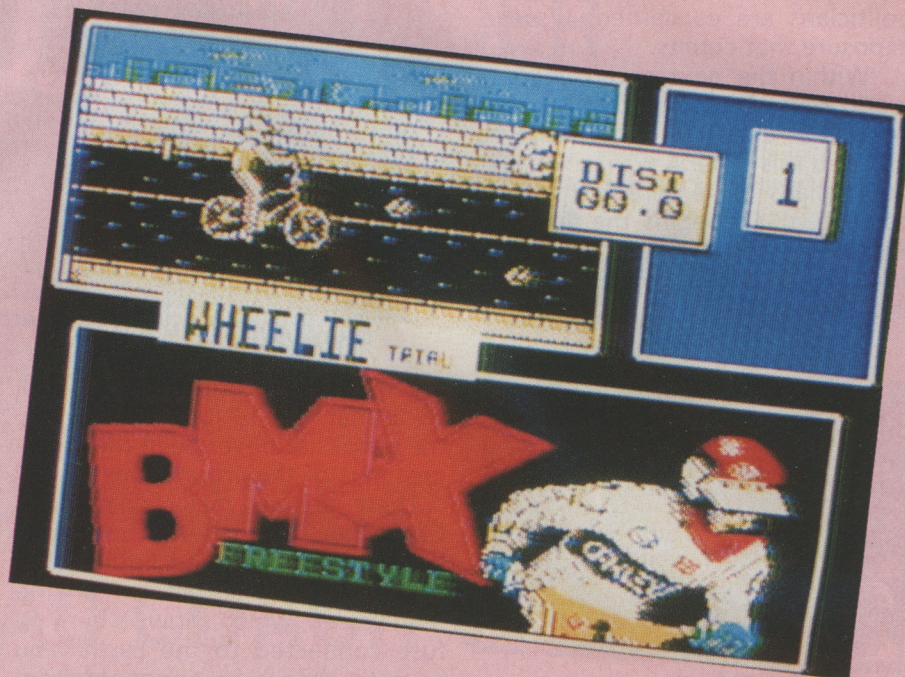
Unfortunately you have to successfully complete the events in order and the program has no facilities for practising an event. What makes this program so frustrating is the fact that you only have one life and as a result a single mistake you have to start the game again from scratch.

If you have the determination, the lack of wit, or are even being payed to do it, you may like to persevere

and explore this program a little further than the title screen. You never know, by the time you reach the final section you may just have achieved saint-hood.

The first event requires you to perform the act of a sustained wheelie. Obstacles scattered across the road's surface help the game to bring the player to an early demise.

speeding cyclist and a ramp as he, it, or she attempts to leap over some unsuspecting friends. Next comes the half pipe where you go backwards and forwards. Wow, really exciting stuff. This is followed by the slow race where you must travel as slowly as possible while still remaining upright, a practice many bus drivers seem to use whenever I'm late for work. What could be

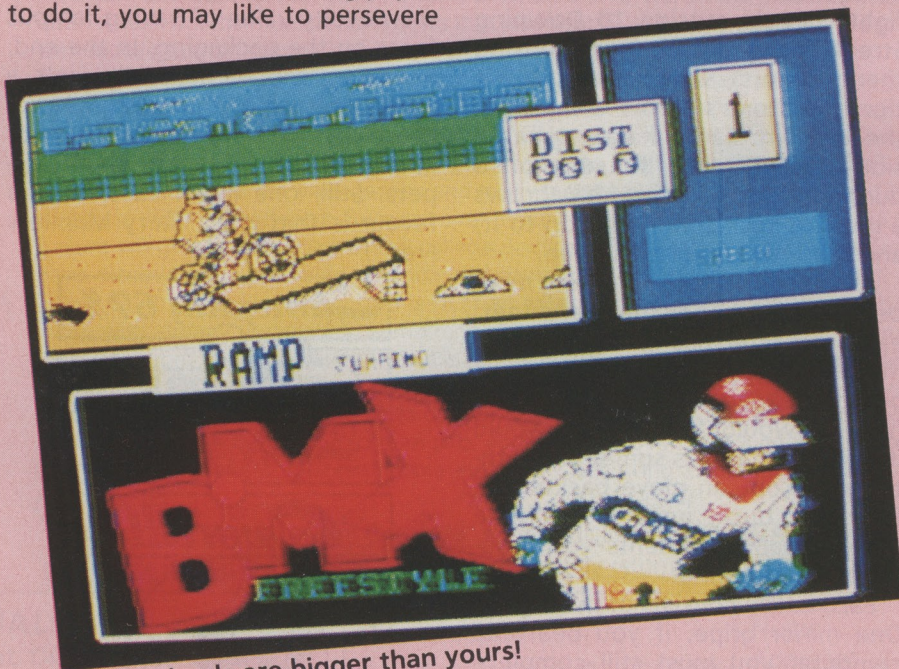


A nice touch is the way in which in two player mode both players play simultaneously, each on their own segment of the screen.

The second event involves a

more fun than leaping into the skies on your BMX bike only to find that what goes up must come down. Find out with the quarter-pipe high jump. Following closely on the heels of the high jump comes the free-style event. Here you do your level best to look totally bad.

Each of the game sections play reasonably well, it is just unfortunate that a little more game testing was not done.



● My wheels are bigger than yours!

Gameplay 32%

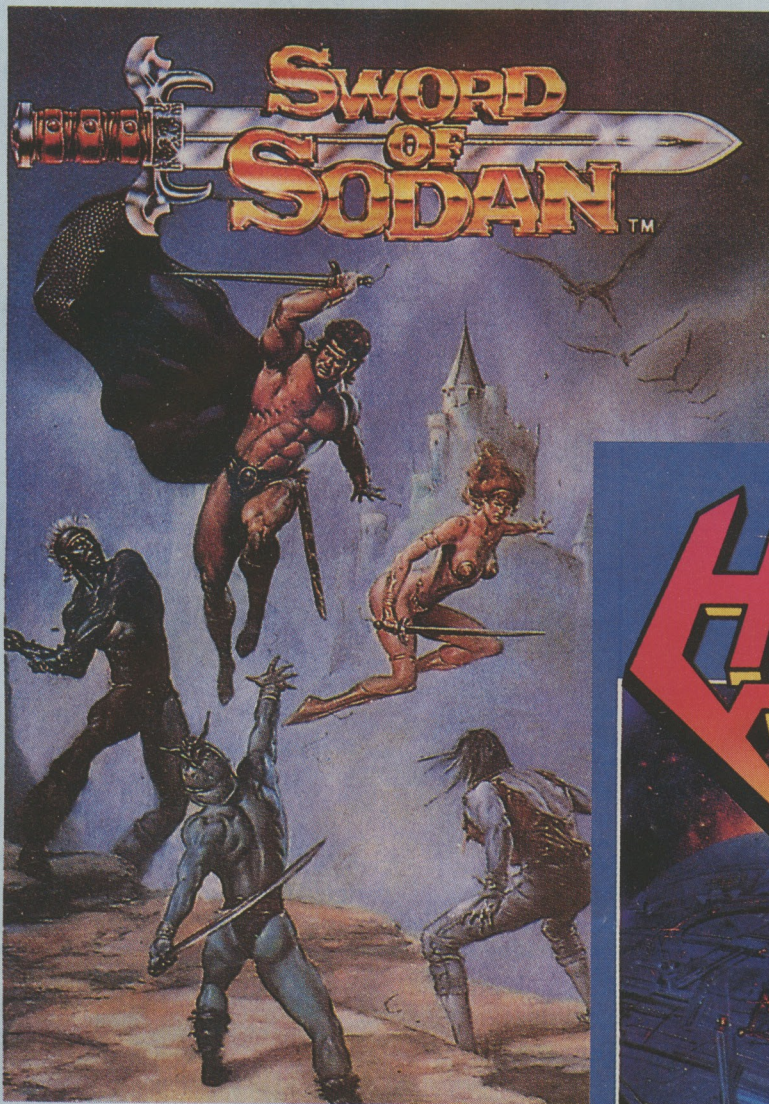
Grafix 73%

Sonix 55%

Overall

44%

BOTH FOR THE AMIGA!



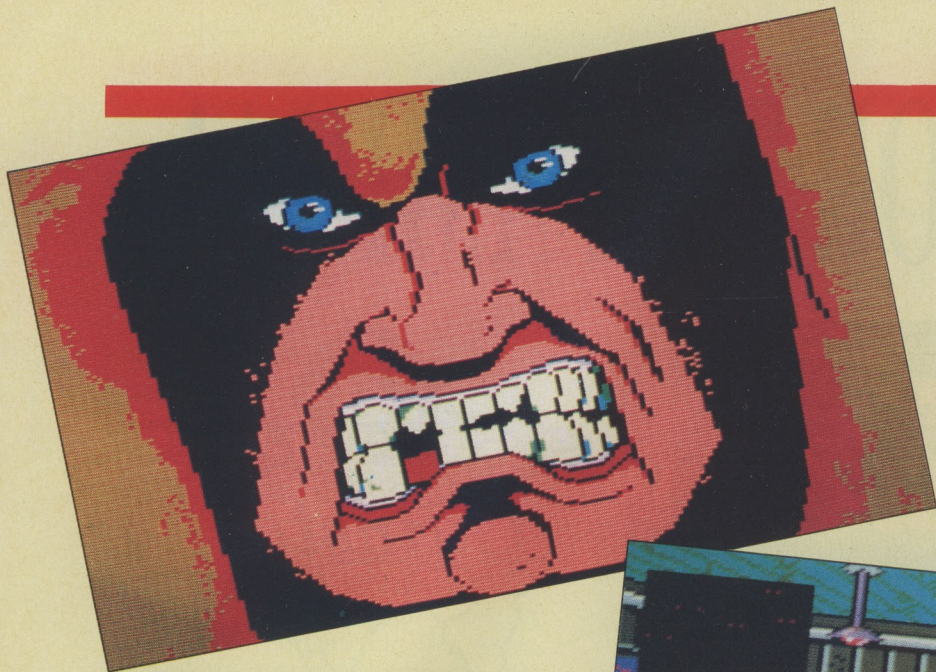
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F A X B O X

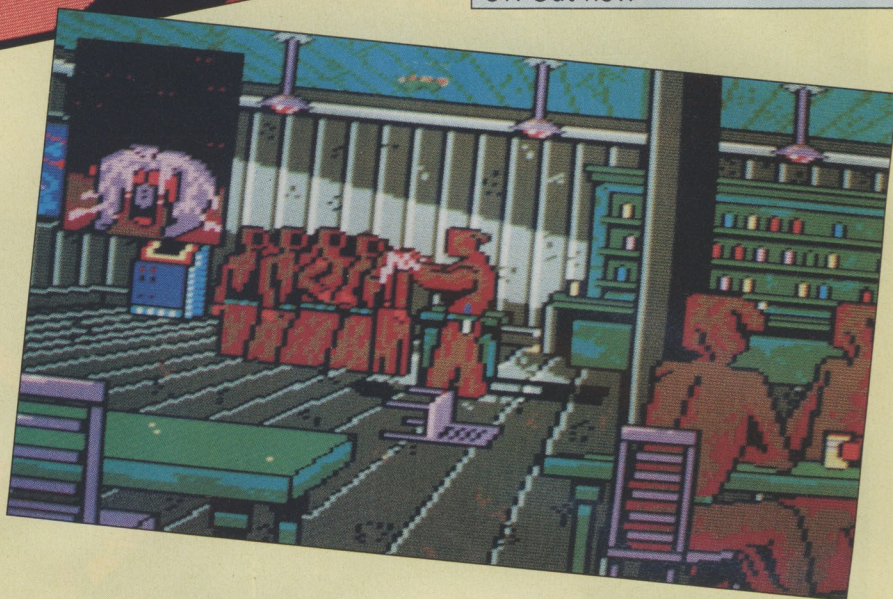
Program: Manhunter New York
 Version: ST
 Price: £29.95
 Supplier: Activision
 Reviewer: Richard Henderson

RELEASE DATES

PC: Out now
 ST: Out now

The good news is that (according to Sierra On-Line) we are all to survive past 1999, thus proving the predictions of Nostradamus to be unfounded. Unfortunately, and here is the obligatory bad news, by the year 2004 the Earth will have been taken over by aliens. What a bummer, eh? And not only that but the aliens look like giant, extremely ugly, floating eyeballs (any resemblance between these invaders and a certain Billy MacInnes is totally coincidental).

Now that the Earth is run by the mighty round ones, life for you and the rest of the human population has become hell. The 'Orbs' (as they



are so lovingly been called) seem to have an ulterior motive that could prove dangerous for your existence. Also, in true fascist tradition, they

have set up a secret police network to deal with any 'insurgents' that may disapprove of their dictator-

The battle grounds between the forces of light and dark are many and varied. The latest arena being the Amiga, as the forces clash in epic battle with the **The Archon Collection**.

For the first time these two games have been brought together to allow the player to take part in these momentous struggles as the forces fight for dominance. Both games rely heavily on strategy and combat. The strategy element contained in the ever-changing playing areas where the player moves his forces, vying for position and the all-elusive power points. Combat comes when one piece takes another. The outcome of a battle is never known until one defeats the other in mortal combat.

Archon resembles chess in many ways as you move your pieces across a chequered board. The squares on this board cycle between the light and the dark, each side is stronger when on a square which is closer to its own

affiliation. This leads to some interesting play as the players continually move their pieces forever seeking a stronger position. At the head of each of these small armies is a sorcerer. These sorcerors have a limited amount of magic which can

F A X B O X	
Program: The Archon Collection	Version: Amiga
Price: £24.95	Supplier: Electronic Arts
Reviewer: Andrew Ramsey	
RELEASE DATES	
Amiga: Out now	

be used to imprison pieces, reverse the flow of the squares and summon elementals.

To win the game a player must capture the five power points or eliminate the opposition. To take out a piece you simply move a piece onto an occupied square. From here



● Sod the strategy, I'm gonna kill him

ship. This force is made up of Manhunters, who are normal folks who have been assigned the task, and guess what? You are now a classified Manhunter.

To help you in this task of keeping the streets clean (of people, that is), the squishy spheres have supplied you with a package that should heighten awareness of the situation surrounding the rebellion (coo, this

sounds like Star War... all over again!) and bring to your mind that they have you firmly in their grasp (which is rather messy, to say the least). Also supplied in the large box is a



mammoth amount of discs (five in all) which proves to be very annoying when you haven't got a hard drive, and a map of New York after the invasion.

The game uses the same system as many of the other Sierra adventures, a la *Leisure Suit Larry* and the *Kings Quest* series, which people either love or hate. Me, I love it! The graphics can be described as crude at the best of times, but the animation and variety are quite amazing (thus the need for five

discs).

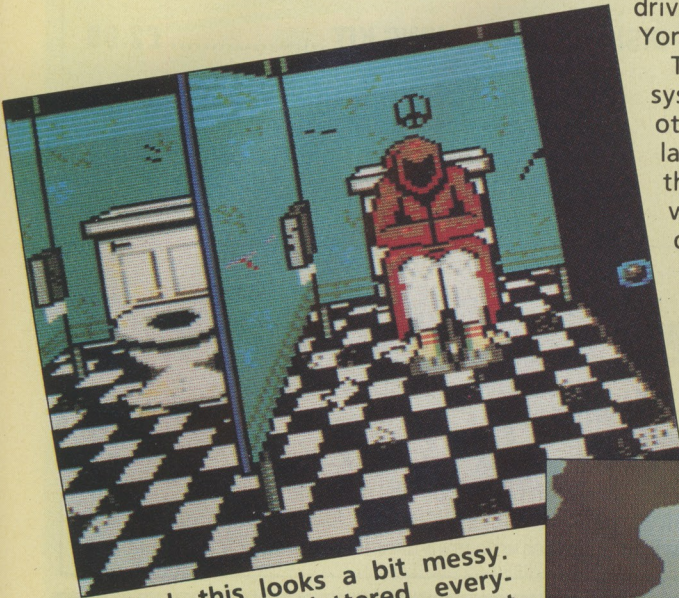
Sierra describes it as an adventure, but I would say that it is more an arcade adventure, as all the action is performed by a user controlled sprite, on large graphical backgrounds. The depth of *Manhunter New York* is great, proving to be easy at the beginning and building into a crescendo of complexity. It will not be completed in a hurry, and there are many small details that the game provides. Humour is always present throughout, and even at the enormous sum of £29.95, those with the adventurous characteristic in their genetic make-up will find this new game a bargain.

Gameplay 86%

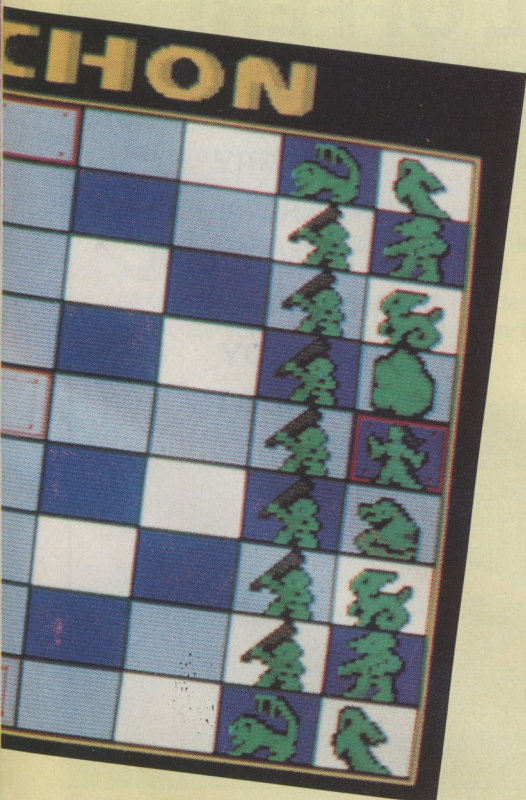
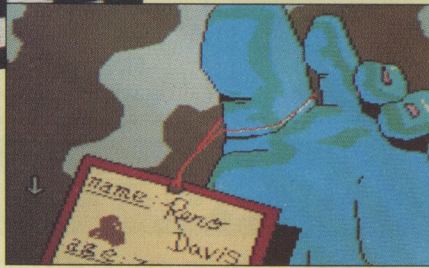
Graphics 72%

Sonix 74%

Overall



● God, this looks a bit messy. Stiffs, brains splattered everywhere, grinning loonies! I've just eaten as well



the square is blown up to become the battlefield. Each piece has its own method of attack. These vary enormously and through persistent play you soon begin to learn which creatures are effective against each other. Typical attacks range from a thrown object such as a boulder or a spear to the sonic rings of the banshee.

Adept: *Archon II* follows similar lines but the game is about the conflict of two small groups of sorcerers. These sorcerers inhabit a series of elemental rings through which the power points move. To increase the size of the competing armies the sorcerers can, energy permitting, summon various elemental beings, each of which operates best in its own elemental sphere. To win, the players must once again either eliminate the opposition or capture the power points which can be a little tricky as they are continually on the move. There is one feature in this game which allows the losing player one

last grasp at victory. The apocalypse option causes the two sorcerer towers to attack each other, this is a final battle as the winner of this wins the game outright, so use only as a last resort.

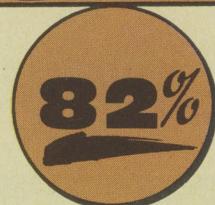
Both games offer a unique blend of strategy and combat and go down in the annals of history as true classics.

Gameplay 84%

Graphics 54%

Sonix 73%

Overall



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HO

Still overweight from stuffing himself at Christmas General Lee gets sweaty with Mule.

With the festive season behind us for another year, dedicated strategy gamers might have come up against an old problem – how can I get a few hours' peace and quiet with a rattling good game with all these people intent on getting intoxicated and making as much noise as possible. The answer is to get out the beer and pretzels and invite them to indulge in something a little more taxing than endless T.V. films and quiz shows.

There are a number of multi-player strategy games that can be great fun when you're not looking for something too brain straining. An old favourite of mine is **Mule**, which was written by a bunch called Ozark Softscape for Electronic Arts and released in this country by Ariolasoft in 1984.

The game is the best of all strategy games, a simple idea superbly executed. Up to four players control colonists attempting to make a fast buck on a newly discovered planet. Each player buys land, produces commodities and tries to make a profit. Although the graphics look primitive and the economics simple, the beauty of the game lies in the interaction between players. It pays to specialise and produce one of the four commodities in the game (economies of scale) then you have to try to get the other three commodities from the

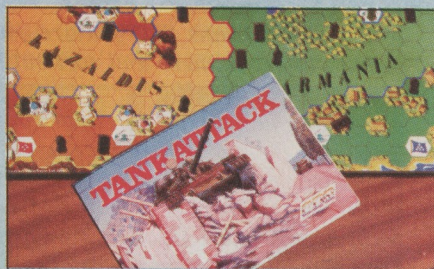
other three players. It's all about who's the best at horse trading and who is the most subtle when sticking the knife into his opponents.

The "bank" will buy and sell the various commodities at a price which varies according to supply and demand. This can be drastically changed by chance events which can alter production of a commodity or by a player trying to fix the price by deluging or starving the market.

As far as I know, the game was only ever published on the Commodore 64 in this country.

A more up-to-date offering is CDS's **Tank Attack**. This is available on most formats and is a follow-up to CDS's **Brian Clough's Football Fortunes** which was a moderate hit a couple of years ago.

With **Brian Clough**, the computer handled a lot of statistics, churning, working out league tables and running the matches themselves. The problem with **Tank Attack** is that the



computer's role could easily be replaced by a dice and a combat results table – with a major saving in time.

There are up to four players – two on each side, each controls two types of armoured car and three types of tank. At the start of the move, the computer determines the number of movement points available. Players then use these to move their units around the board. Then, any unit in range of an enemy unit can fire. The computer then works out the results of this "fire duel" with some appropriate, but rather time wasting, computer graphics.

Units can either be destroyed, damaged or

untouched. Various types of terrain affect movement and the object is to breach the enemy front line, rush through and blow up the enemy headquarters.

The game is hardly subtle by board game standards, but can be quite quick and enter-



taining if an undemanding game is required. Leisure Genius – one of Virgin/Mastertronic's labels has blazed the board game trail for many years with a few notable successes. Its **Scrabble** game is a must for most games collections, mainly due to the high standard of the computer opponent. However, the attempt to computerise **Diplomacy** was a complete disaster.

Devotees of the game spend hours mulling over a map of Europe, which is a stylised representation of the positions of the European Great Powers at the turn of the century. Each Player has three (or in Russia's case, four) units to start with. The game relies entirely for its depth on the interaction between the seven players. They wheel and deal, ally and stab in all directions. The actual execution of the moves is fairly straight-forward and does not rely on chance. In such a game, a computer simply has no role at all. It can't even provide a computer opponent of any worth – ever tried negotiating with a computer?

Similarly, **Risk** does not work on a computer and should stay firmly in the realm of board games. At least here, quite a large amount of dice throwing is involved and negotiation is of a fairly rudimentary "I won't attack you if you don't attack me" level. So please, don't convert board games for the sake of it. Board games look better, are often more convenient to play and cost about the same.





The President is Missing from Microprose/Cosmi is now available for the ST.

The President, who is Robert J. Matton in the year 1996 (and not 1966 as the manual would have it!), has just been kidnapped after a well-planned terrorist operation in the tiny country of Lichtenstein, at an international conference of political leaders. It's your job, as a Special Investigator, personally appointed by the Vice-President, to find the method, the perpetrators and the current whereabouts of The Prez, and, of course, to bring him back.

TPIM is described as an "Interactive Simulation of Intrigue and Mys-

albeit only black, white, green and red. However, the feeling of déjà vu is brought on by the subject matter and the way that the gameplay throughout is managed by use of icons, in this case, just four.

First and most important, there is the Communications icon. This is used to contact agents in the field, and receive memos and other missives from the State Department. Other options become available as suspects are brought in for questioning. The most useful icon is the next, the "Database" - among the subjects open for inspection are details and biographies of many of the main characters in the unfolding story, and Photo-

Adventure 2

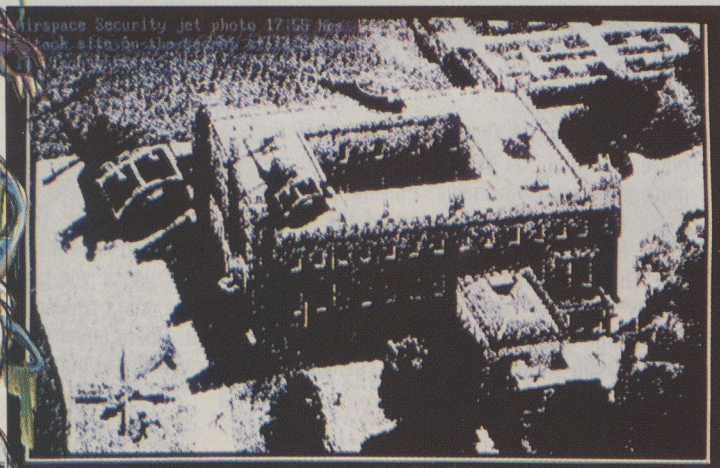
tery", which means that you are going to have to get in there and sort out the mystery for yourself.

If you remember the excellent **Fourth Protocol**, then you will have a pretty good idea what this simulation requires - whereas the earlier game tried very hard to look like a Macintosh program, the new one makes more use of colour,

Ace pixie investigator Tony Bridge turns up his coat collar and slips on his shades, as the President goes missing.

graphic and Document evidence. The third icon is the "Utilities" option - from here, you can write and save notes on your investigations (essential if you're to remember all the threads of evidence) and encode and decode secret messages.

Another option here is the clock - yes that's right, watch it ticking away and, of course, time is of the essence. The first directive is to check through the database and read up as much as you can of the dossier's photographs and documents available. Gradu-



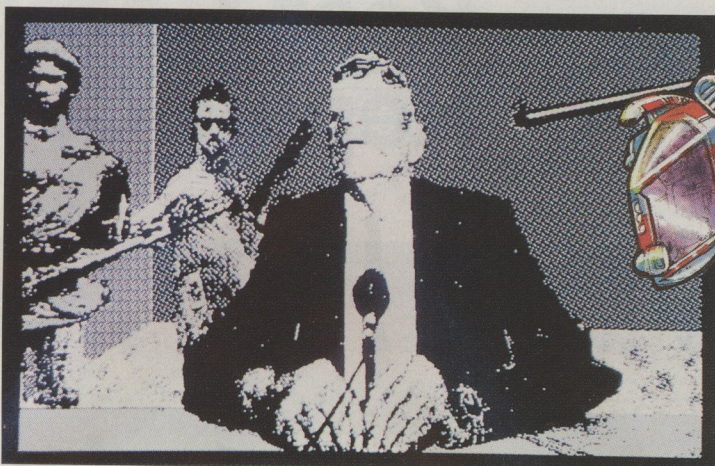
● Ooops! We've lost him



ally, anomalies and promising leads will become apparent - jot them down in your case files as soon as you can!

At the same time, communications will be coming in from several quarters, and you mustn't forget to set your agents on the trail of likely suspects (though, with only eight, you must be careful with your resources - and there can be a long wait until they report back their findings).

TPIM features some nicely designed icons, well presented, scrolling text and extremely good digitised pictures. The photographs of important events such as the kidnap site, a shooting victim, and so on, can be minutely inspected



● Ahh, there he is. What's that big pointy thing in his ear?

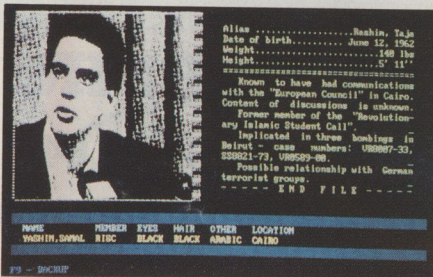
Bridge

with an 8X zoom. The manual says that vitally important clues can be gleaned by this examination, but at 8 times magnification, all I can see is huge pixels (get some glasses then, Tony. Ed.).

Another important area of investigation is the evidence from an audio cassette found near the scene of the crime and co-incidentally included in the packaging. It's vital that you play this tape along with the summary of the contents included in the on-screen database. Building up the evidence is a slow process, but helped somewhat by the attractive presentation - however, spelling and grammar are not the authors' strong points, and this rather detracts in a program that relies so heavily on its text (witness the manual's error in date as mentioned earlier).

I'm not convinced by the password procedure - the

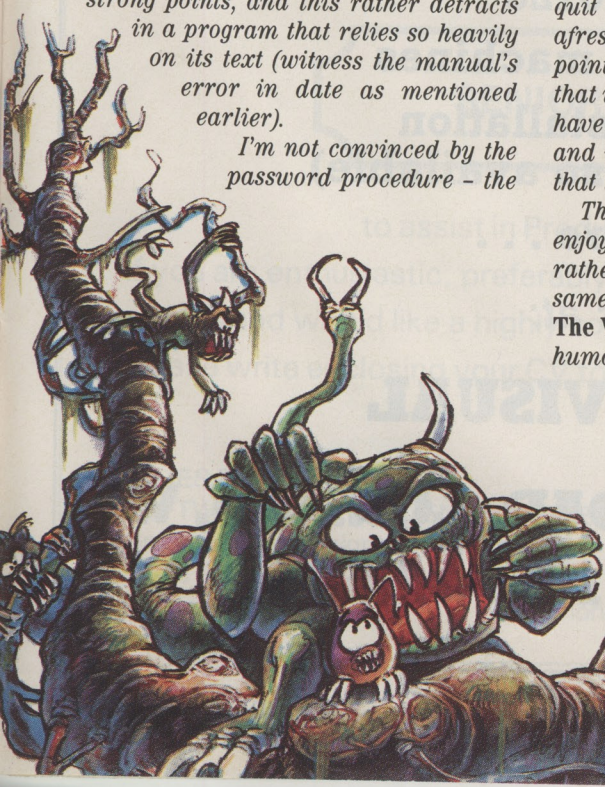
player is required to input a password before the game can be started. You'd better not forget, as I did, what silly name you've chosen on first loading the program - it's written to the disk and you can't get into the program on subsequent occasions if you can't remember the word. It's either a pretty daft attempt at pirate-foiling or a half-hearted attempt at a spot of realism (I believe the C64 version goes on to ask certain "personal information") but either way it has no place here, and can



only lead to confusion and frustration.

Another major cause of frustration is the fact that you can't save a game - or rather, you can, but only once, as you quit playing. As you load the game afresh, the program resumes from the point at which you left off - this means that if you make a mistake early on, you have to plod through to the bitter end, and my experience leads me to believe that this can take a v-e-r-y long time.

The game, or rather "simulation", is enjoyable to play, however, though it is rather unexciting and doesn't have the same attractive friendliness as, say, *The Vera Cruz Affaire*, or the depth and humour of Infocom's detective series.



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Chuckie Egg

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from one to four players. Who'd have thought a country farmyard could be so stressful? You must collect the eggs before the nasties get out and eat up all your corn. Watch out for the crazy duck - if she gets out of the cage, you're in real trouble! You must collect all the eggs to proceed to the next screen. Look out for hidden eggs!

CONTROLS

Select your own keys or joystick. Full instructions included in the program.

GAME PLAY

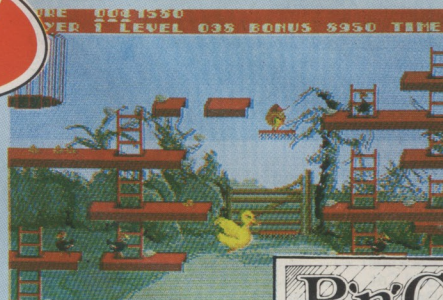
The game plays over 4 groups each of 8 screens which become progressively more difficult. Survive all 32 screens and the speed then increases to present

even greater challenges. The game will play an indefinite number of levels. There is no limit to the high score table!

This classic computer game is now being released for Amiga, Atari ST

LOOK OUT FOR CHUCKIE EGG 2.

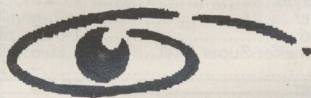
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With only 5 seconds on the clock, Washington are trailing 34-0 to Kansas, and they look in serious trouble. Doug Williams is limping badly and his wrist looks swollen, there is no replacement Quarterback on the bench, and one has to wonder what the Redskins Headcoach is to do now! Hang on a second, who is this? Young Rickie Henderson is running onto the pitch to tackle this mammoth task...

... Yes sport fans, we have just witnessed the greatest comeback in the history of football, Washington have won Superbowl XXV 35-34 all down to their plucky rookie Henderson, he truly is a great sportsman...

... And then I woke up! Welcome to this Superbowl edition of CIA, and to celebrate the all-action bonanza I've decided to commit all the tips this week towards games of the ilk.

TIPS

TV Sports Football (Amiga)

Yahoo! Yipee! Somebody has finally sent us some tips on this superb Grid-iron game (just in time to be included in this celebration of muscle mayhem!). The Wide Receiver responsible is **Haydn Potter** from **Monmouth**, but unfortunately he has failed to send us the complete address of his home stadium, so if you're out there Haydn phone in and we'll send you your dosh.

Haydn is running two teams - the New York Giants and the New York Jets (There's no accounting for taste - Come on you Redskins!). The Giants are top of their division after 5 games, playing with an attacking bias, and the Jets are

3rd playing mainly defensive, fortune favours the brave.

Practice is vital. During practice learn to:

- * Kick either side of the goal posts as the majority of field goals need angled shots during the game.

- * Pass to either side of pitch and to halfback.

- * Run with Quarterback after picking a passing play. Despite what the play-book says, the Quarterback running from a pass option will gain more yards per game than a back running from a run option.

During matches learn to:

- * Blitz with outside Linebackers when the computer has picked a passing play. This panics the QB quite frequently into a poor pass anywhere.

- * Alternatively, when the computer has one receiver, mark and follow him closely with an inside Linebacker, once the computer realises this the QB will run to the same side of the pitch as the receiver and attempt to run up the sideline. Bring your inside Linebacker quickly down to tackle him (if your outside Linebacker hasn't already got him) for a gain of only 0-2 yards. Occasionally the QB may attempt a short pass to halfback but this can be covered by the same Linebacker - needs practice!

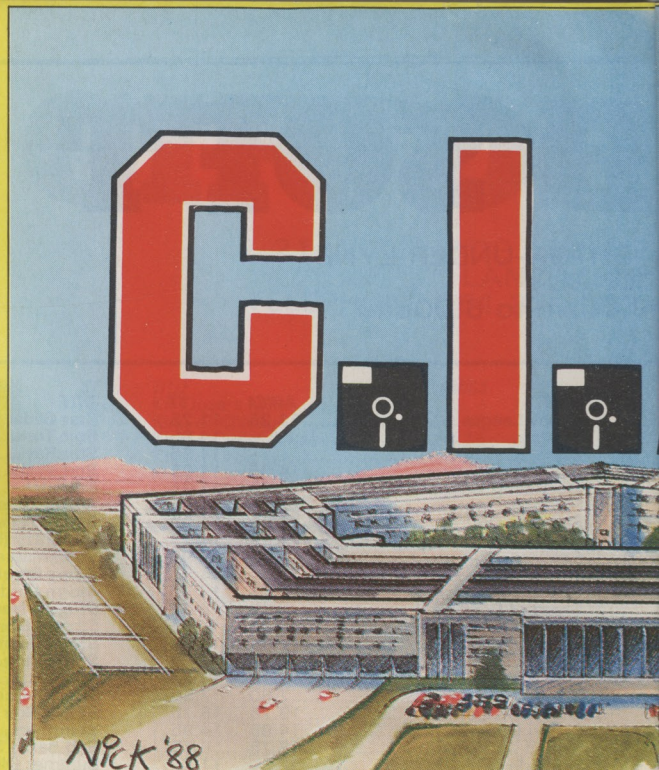
- * Practice punting - my weakness and loses me many yards during a match, causing much wailing and cursing!

- * Practice retrieving ball from fumble - be on guard at all times even with good players.

Other tactics

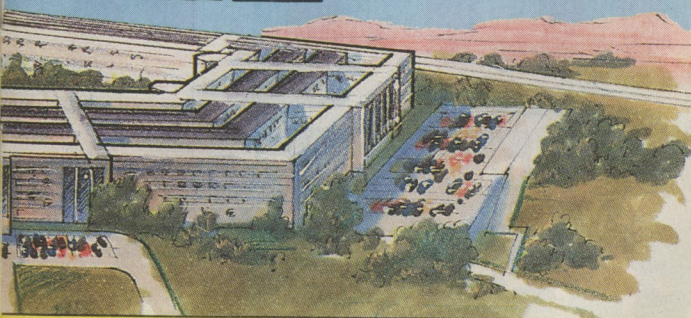
1. Unlike other games the computer will often throw a pass on the 4th down, usually to a wide receiver. Moving your outside Linebacker back 5 yards before the play and then quickly forward seems to discourage this.

2. Running on 3rd & 10 with QB and passing on short yardage situations works well during the first half, but then it's back to



A

Billy MacInnes, the Gamesweek operative, dispenses vital information straight from the corridors of power



variety. Thought for the month "Variety breeds confusion".

Picking team

All out defense does not seem possible, so a balance is necessary. Everyone will have their own preferences dependent upon their personality or practised moves.

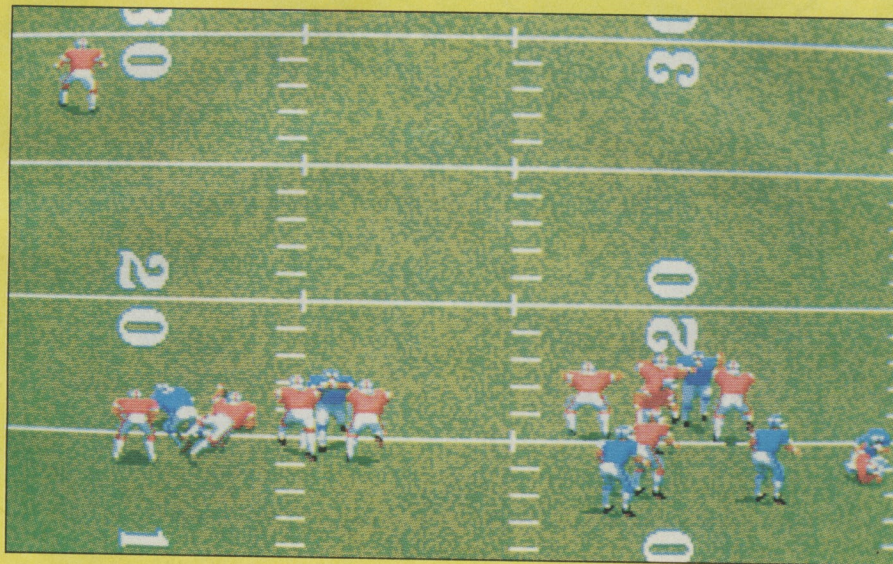
OK! Money where your mouth is time - these are my key positions and reasons.

- 1 - LWR.
- 2 - QB.
- 3 - LOLB.
- 4 - RHB.
- 5 - RC or RS.
- 6 - ROLB.
- 7 - OFFENSIVE LINE.
- 8 - LC or LS.
- 9 - KICKER.
- 10 - PUNTER.
- 11-18 - As you wish, but don't forget the DEFENSIVE LINE.

0-0 draws are not possible so I favour an attacking game. I use my QB for runs and the RHB for good punt returns (an extra 10-15 yards on each punt return is well worth having - speed, strength and hands for less fumbles and run straight). LWR is number one for big gains. RWR + LHB have good hands only for when I need to offload quick. A good offensive line seems to give that extra second to make your mind up.

My Punter needs accuracy rather than strength and the Kicker needs the reverse provided you have practised angled kicks.

Defence is much harder. I favour 2 out of 4 Cornerbacks/Safeties to have speed plus good hands for pass interceptions on blitzes near my goal line and 2 good outside Linebackers (my favourites) to deal with everything else that moves! Crunch, we EAT yellow flags in my team!



John Elway's Quarterback

I have no idea what version Haydn has of this, but he supplies us with tips anyway...

On offense - Shotgun and bomb attacks for run and pass are big gainers, shotgun to halfback is usually good for 10 yards.

Lots of running on 3rd and 10 to confuse the computer followed by punt if necessary, 5 or 6 runs on the trot will usually make a shotgun or bomb a dead cert.

Goal kicks can be taken quite comfortably from 40-50 yards once you have worked out the wind strength. A few of these at the beginning results in the computer over-passing. It seems to me that the computer plays stronger when it is winning, so these early points are important.

Play action pass near the endzone usually works, but if you are unsure keep piling on the field goals - they soon add up.

On defense - Plenty of blitzes and stunts, especially near the opposition goal line after a punt, quite often results in a two-point safety plus a return of ball.

Never, never tackle. Pull your man back as a last resort and let other players make the initial tackles. If you try and miss, in any situation, the computer will probably run the length of the pitch and score. This is especially true on kicks and punts.

Finally, and this is worth 4-6 interceptions as the computer never learns! When you are in pass defense and the computer is in shotgun formation, move a defender to the same side of the pitch as the computer halfback. The halfback will come out of the backfield to receive the pass and you just move forward to collect it.

Practice on level 9 to perfect the plays before trying level 1. I made the million dollar rating for my QB (well it's 999.000 really!) after 3 games which is where the tough matches start!

Well that's about it for this fun bundle of padded extravagance! Haydn wins himself a two-week holiday on Clapham Common (or anything else that 40 quid can buy) for his troubles and may we all live to see Superbowl XXXIV (held in the year 2000, no less!).

Don't forget, the address to send those hints and tips (and bribes) to

is:

RICHARD 'NOT QUITE A FRIDGE, MORE LIKE A TOASTER' HENDERSON, CIA, COMPUTER GAMESWEEK, FOCUS PUBLICATIONS, GREENCOAT HOUSE, FRANCIS STREET, LONDON SW1P 1DG.

Bye for now, and always remember the immortal words - when all is um... er... I've forgotten...

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If you think you've got the credentials to join our team, please write (enclosing a C.V.) to Duncan Evans, *Computer Gamesweek*, Third Floor, Greencoat House, Francis Street, London SW1P 1DG. All applications should be in by February 8, 1989.

January 22nd 1989 is a very important date for any American Football enthusiast, because on that date thousands of Americans shall be taking their seats in Joe Robbie Stadium, Miami, to witness the greatest gridiron event of the year, the Superbowl. Luckily, those of us who cannot afford to cross the Atlantic can see the game live on Channel 4. Alex Bardy supplies a run down on the two teams involved.

offensive line, which is held together by great centre Bruce Kozerski, with Munez and Walter performing a very handy task as excellent tight ends.

The biggest success story of the season, though, must be that of rookie running back, Ickey Woods. He has shot to popularity with all of the fans and has been at the heart of many short yardage plays. This was best illustrated when he scored the first and last touchdowns in the conference championship against Buffalo, both with one-yard drives.

Defense

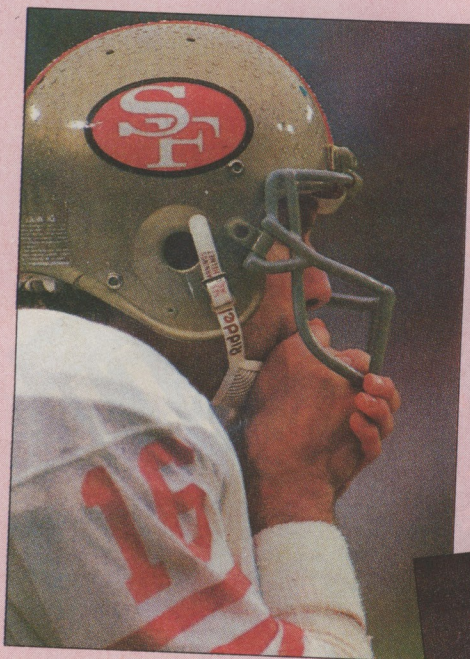
Ah, now we get to the Cincinnati Achille's heel, well not so much a heel, more a dodgy back. The linesmen are a trifle disappointing for a team which has come so far, and they are no better than any other team which has not made the playoffs this year.

One saving grace, which goes some way to explaining how the defense has stood up, is Tim Krunrie, the Bengal nose tackle (not nose biter as de Ed may say), who is considered by many critics to be the best in business. Apart from him, there seems to be no other redeeming feature about the Cincinnati

defense which could prove their downfall at the end of the day.

Special Team

Scott Fulhage, the punter, has not been impressive and is prone to 'underkick' the ball. Jim Breech is good at the extra point attempts, but his range is considered too short for the longer field goals and kick offs.



● Nail biting stuff!

CINCINNATI BENGALS

Cincinnati were awarded a franchise by the AFL in 1967, thus making them a rather new team in professional gridiron. They have never won the Superbowl, and have only reached the final on one occasion (Superbowl XVI) when they were beaten 26-21 by this year's opponents, the 49ers, and a rather younger Joe Montana.

Offense

The Bengals have one of the strongest, physical offenses in the NFL, and although they have not been noted for their flair, the technical methods used have proven to be very effective.

Quarterback Boomer Esaison has already established a large following, which would be credited to the fact that he has lasted longer in the mainframe than many of his previous counterparts. Although his passing skills have not been used to their full extent this season, it is his leadership qualities that make him stand out in the public eye.

'Boomer' is protected by a very solid



SWEET BOWL SIER

SAN FRANCISCO 49ers

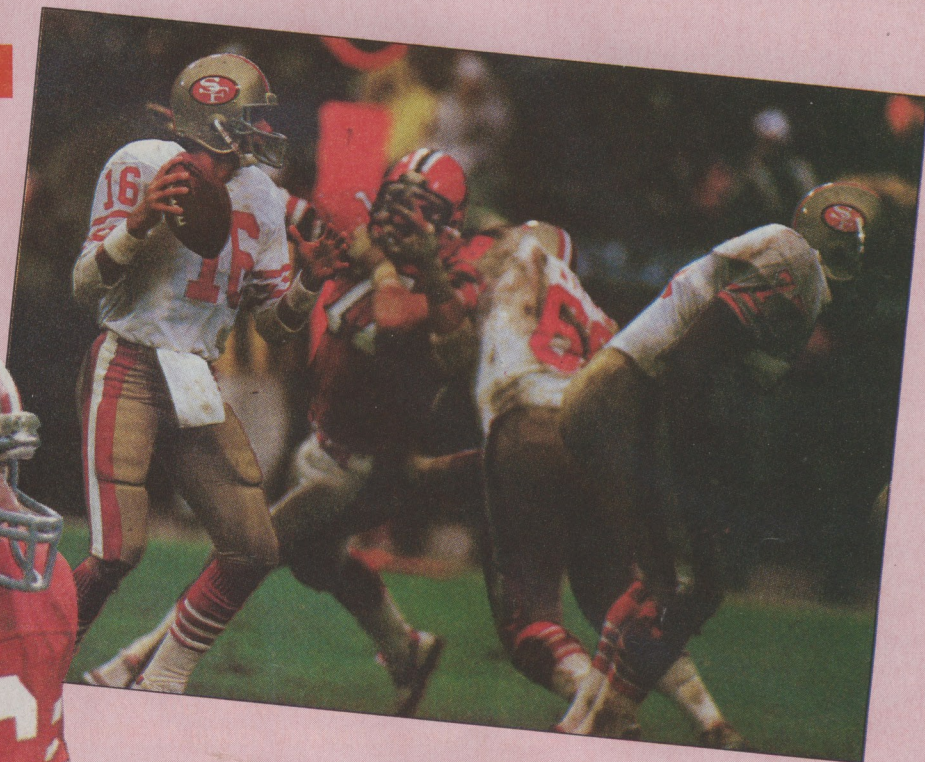
San Francisco have been to two Superbowl finals, both of which they won. Apart from their victory against the Bengals, they also beat the Miami Dolphins by a convincing 36-16 in Super-

Defense

San Francisco have a very young defense (anybody that can keep the Bears down to only 3 points must be pretty hot), which features yet another very strong nose tackle. He comes by the name of Michael Carter and he has already struck up a fear barrier with opposing offensive lineman.

Their defensive end, Charles Haley, is also a young man with a promising

● Will Joe Montana lead the 49ers to victory?



bowl XIX, where QB Joe Montana became only the third ever player to win the MVP title twice (MVP being the Superbowl equivalent of man-of-the-match!).

Offense

Although the 49ers offense doesn't look too impressive on paper, on the field things are very different indeed. The major driving force behind all of the plays is the veteran Quarterback, Joe Montana, who has sampled multiple success in the past. This is quite strange, because at the beginning of the season it looked as if his prosperous career had finally reached a climax, and Steve Young was to step into the master's shoes. After the way Montana played against Chicago, if he were to be dropped now, the 49ers would surely crumble.

career and if his confidence is riding high on the day, Boomer Esiason could be in for a hell of a time (he may even get the sack!). The defensive lineman of the 49ers are also dependable and this could well win them the game.

Special Team

John Taylor is a rather special man who is in his second year. He has lead the NFL at various stages with his lengthy punt returns.

Now I find myself in the unfortunate position of having to name my tip for the title. I would dearly like to predict that Cincinnati will pull it off, but alas I feel that they have peaked too early, and Joe Montana will prove just a little too much for the Bengal defense to handle. Therefore I think it will be a four point win to San Francisco, with Joe Montana winning the MVP for a record third time. Nevertheless I think it will be a lot closer, and a lot more entertaining than last year's match.

Who cares what computer it is (or never mind the quality, feel the software!)? Despite the dozens of letters I have read on the subject, I have never seen one that describes why I bought my present computer. Am I unique? Missing out? Why don't I care what other people are using? Why don't I even care about the capability of my present machines? Is everybody out there an expert games writer, musician or artist? Well, I don't think so. I think that most people buy their machine for the software it runs. Take my case.

I bought an Amstrad PC to run my business accounts on, having never even looked at a computer before, let alone used one. I bought it to be compatible with my accountants, not IBM! After a few weeks I had learnt how to handle my accounts and started playing **Mean 18 Golf** during breaks. Finding this fun, I bought a small CPC and discovered the fun (!) of **Football Director**. Having cracked that, and finding that I was quite good at sports sims, I looked for others.

Now anyone with half a brain will soon determine that the best sports sims and flight sims (my two favourites) are American, so I chopped in my CPC for a C64 and "discovered" **Microprose** and **4th & Inches**. If you think I'm wrong, then pick up any Amstrad magazine and read loadsa-moans about this. Then I saw your initial comments about **TV Sports Football** and thought . . . Amiga.

My whole point is . . . if I preferred arcade conversions, shoot-'em-ups, music and a whole host of other types of good games, then I would buy an Atari, like the majority in this country have. The choice is far greater and available quicker. But I don't . . .

I wanted **TV Sports Football** before Xmas, not next Sept. (sorry, I couldn't resist that!), **F19** in Jan., **TV Boxing** as soon as it comes out (not 1991), so I have an Amiga. In fact, I cannot think of any sports sim that runs better than the Amiga, which is what I enjoy on my computer. Now, if I was marketing Amiga then I would read this very carefully, but that's their problem!

A happy and prosperous 1989 to all Atari owners and a dipstick (wrong end) to all who disagree.

Haydn Potter, Amiga Owner, Monmouth.

P.S. Keep up the good work with your great mag – give my regards to Cinemaware . . . I'll test **TV Boxing**

for them, it's my game . . . Giants for Superbowl 90, 91, 92 etc. . . Bruno to upset everyone except me . . . unfortunately, Arsenal to finish second to Everton . . . and Bobby Robson to be everyone's favourite manager by this time next year. Bouquets to Soft Centre for getting me **TV Sports Football** and **Falcon** before Xmas. Bliss.

Ed says: A very sensible letter. Not sure about Everton winning the league, though.

Z

I think I should express, to all readers, my deepest sympathy for any owners of Commodore computers. After all, it is not their fault that Commodore graphics look as though the cat has just regurgitated its dinner all over the screen (and who wouldn't at the thought of owning a Commodore). So I think that we should all join together and send any donations to the Commodore Owners Mental Institute Fund at CGW.

Andy Smith, Wakefield.

P.S. Anyone feeling the same way, please write to CGW.

Ed says: Well, it looks like World War III is set to break out on the letters page. Again. What do you C64 owners think of young Andy Smith?

Z

Hello, my name is Martin and I am 21 years old at the moment. I've got a Spectrum 128 early version (not brilliant, but all I could afford). It's not very often I use it, but every now and then I go through a "buy lots of games" stage. During this time, I usually purchase a few magazines, computer ones that is. I am entering one of these periods at the moment and I was very pleased when I picked up your publication. "Um! How very impressive!", I thought to myself. Many congratulations on such an excellent piece of reading, very helpful, good reviews, etc.

Anyway, please could you help me? (Oh no! Another one after free advice.) When I bought my Spectrum, one of the free games was **The Never Ending Story**. I can't seem to do it. I have managed to find use for the gilt-covered horn, the branch and camp fire and bushes, and the food in order to get the velvet cape, also the tough



STYLISH

leather which is used to pick up a fragment of glass after smashing the glass case with the crystal in it. I have found a few other things and bit of advice. I think Falkor the Luckdragon flies, but I can't seem to get him to. The problem is that I seem to be stuck in about one-fiftieth of the game, unable to get anywhere. I can't even open the door to the tower. Please help.

Recently, I bought **Predator**, but I find it difficult to locate the beginning of Level 1 – any ideas? Also, just after the start of Level 2 (the bit where the fallen tree is a bridge over a crevasse), I can't seem to get near enough to have enough time to hand-grenade the machine-gunner before he kills me. Please help, again.

Finally (about time too – Ed.), in **The Hobbit** I've got just as far as Lothlórien, well I think it's just before there, near the river where you meet an elf. I've tried talking to him and everything, but with no luck. I know there're some elves up the "big tree" who fire arrows if you displease them, but I can't make any contact at all, to any elf. Do I need a certain object or character with me?

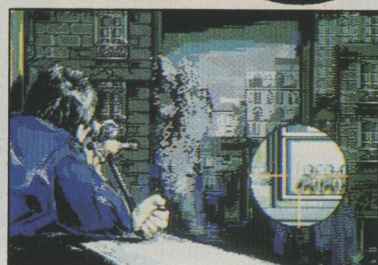
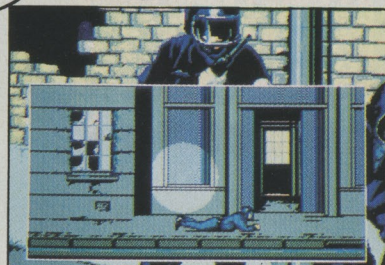
I hope you can help me or advise me on where to get help. I have included a s.a.e. for any return. Thanks.

Yours faithfully,
Martin Banks, Burton-on-Trent.
P.S. Great mag!!!!

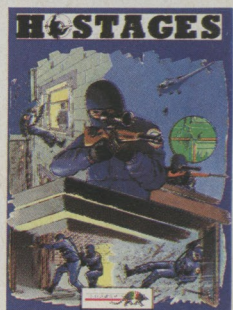
Ed says: We've forwarded your letter to Tony Bridge. In the meantime, can anyone else help Martin?



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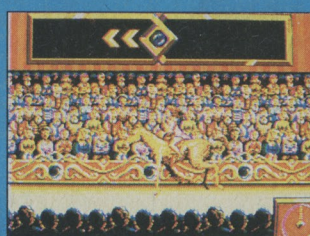
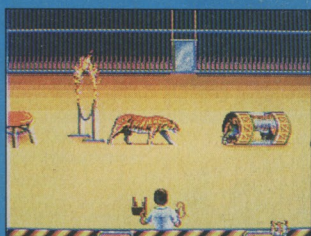


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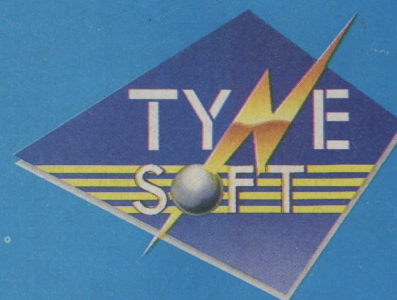




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