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• NIGEL MANSSELL/P74



• STREET SEEN/P180



• BUGGY BOY/P168

W W W W



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◆ **KNIGHT GAMES 2/P8**



◆ **ROLE-PLAYING/P83**



◆ **MEAN MACHINES/P174**



◆ **ARCADE ACTION/P136**

## Inside Story

If this is the first time you've picked up C + VG then you've chosen the right month! Not only are there tons of really great games about of the moment which we've packed into our reviews section, but also we've got many mega-competitions. On the front of this issue you'll find your FREE miniature role-playing figures for you to use playing our exclusive Planet Doom fantasy board game, talking of fantasy figures, Wayne has been hard at work making you C + VG's special Fantasy Role Playing supplement. We take an in-depth look at what US Gold have up their sleeves for Christmas, offer you the chance to win an awesome Electronic Arts design and check out our Super Boy Players Guide. All this plus our executive Nigel Russell Grand Prix preview.

The figures FREE with the issue of C + VG contain lead, which may be harmful if chewed or swallowed.



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# News

## Battle Zone

■ **Universal Military Simulator** is the game which has apparently got war gamers frothing at the mouth with anticipation. It allows you to re-enact the battles of Hastings, Marston, Alton, Artois, Waterloo and Gettysburg. Each conflict is enacted on a 3D grid



system which can be viewed from any angle. Play is either against computer or friend. You can visit the map creator facility to design your own battlefields, and then create your armies. Or, please, in earnest, test it out from different time periods. How would Britain's University have

lapsed in the battle with Napoleon? Or Alexander the Great versus Montgomery's Desert Force?

■ **Intergalactic Development's** *Ullin* will be published by **Rainbird** on the Amiga 50+ on £14.95.



## Take off

■ **Stratton Air Terminal** - the linear in space passenger combat, advanced controls, machinery, waste disposal. The lot. And then, as the official opening, a terrific bomb



explodes on a shuttle. The terminal's meetings are cancelled and the life-support system cut off. The shuttle crashes through three levels of Stratton and triggers a full defence unit. Survivors are trapped, cut off from rescue services.

You are sent to de-activate the Stratton Control Control, rescue those trapped and make the terminal safe again.

Unfortunately the single entry code will last when Dr Steve Brown, the terminal's inventor, died aboard the shuttle. The only other method of shutdown is a systematic de-activation by removing all of the about 100000 computer code lines.

underground levels - where they are in anybody's general. Remove the last data bus and you'll trigger a total shutdown of all mechanical and computerised services inside the terminal.

■ **Stratton** - CBI - will be available on the Commodore 64/128 cassette £9.95, disc £14.95.

## Leather Fun!

■ **Visual life** captured the Amiga version of this French take on the game, **500 Grand Prix**, some time ago. But here it is on the Amiga 50+. Look a pretty ball! Available through **Leather** very soon - with IBM, C64 and the released Amiga version following on.



■ By the year 2000, the Galactic Empire was mightier than ever. One by one, it had conquered all other planets and solar zones. The dreaded forces of the Empire were feared all over the Galaxy, and with good reason. Its fully armed battle cruisers were enough to blow up a whole planet! No one was strong enough to resist the power of the Empire. Except for a small, defence planet called **Ortopolis**. The Empire's leader attacked the planet of Ortopolis for centuries. In space policy games, just a blast

got on the space map, the Zone of the Evil Eye, as they called it. No one even dared to talk about Ortopolis anymore, but in the deep secrecy of the Galactic Intelligence Agency (GIA) a most exact and discrete series of experiments was carried out. They kidnapped several space pilots, and sent their minds that way, and found that somewhere, somewhere, they could find one who was immune to the immense mental power of Ortopolis. If they could get close enough to wipe out the planet, it took this



Ortopolis is a simply brilliant new game for the old **English Software**. It features well over 100 ways of attacking, the fastest shoot-em-up action you've ever seen. Unlimited, 3D, exciting platform screens. Use **Ortopolis** you start by shooting up space walls and tricky alien, space-creatures and you can land and enter the platform sequence of the game. Four planets remain joined with occasionally denied movement sequences you from the next door. You go level. Control by a mysterious, Soviet

## Hunk of the month



■ **Overnight** **Ortopolis** isn't it. Designer's knee exposed **Ortopolis** bill, the better shirt. Craig is modelling one's hair and **Ortopolis** there's no steady **Ortopolis** while could possibly let you down - so they are pretty good as well as too. **Ortopolis** is **Ortopolis**. They just answer the simple question and will your answers to **Ortopolis** only please, to



■ **This is The Hunt for Red October** on the Atari ST which promises to be the best Argon release — well, probably ever. It's based on the international best-selling book of the same name by Tom Clancy.

The **Red October** is the Soviet Union's most advanced submarine. Several new and advanced technologies. The captain and officers have decided to defect to the West. Moving out of the Bay of Biscay, the sub is now heading towards America. But



surprisingly, the Americans want **Red October**. And the Russians want for best ever deal. Russian agents and the world heads for collapse war.

In the game you play the part of the sub's captain. The officer's job on your side but the crew doesn't know where the submarine. With both the Americans and Russians hunting your plot is easy to frustrate. The game is a combination of 2D 1st person to other dimensions, engine speed and navigation. But whether



you make the right decisions in another matter.

■ **The Hunt for Red October**, being programmed by Oxford Digital, will cost £24.95 on ST, Amiga and PC Spectrum, Amstrad and Commodore versions will follow. Immediately there's another Argon game? We hope due out the Quivering Top!

Traverse your own Professor Albert Einstein predicted a great event would be and destroy the earth. Everybody

laughed and the Prof disappeared in full. Well, 20 years on the comet has approached and only the Prof can save the world but where is he?

You have a choice of five explorers — British, German, Japanese, French and American — to guide them. From there you're exploring caves, islands and the land. It is the most real life of problem solving that good fun mathematics. Watch for more Red October your month.

Computer and Video Games, Bigly Knees Competition, Peary Court, 30-32 Farringdon Lane, London EC1R 3AA. We've got 30 copies of these elegant boxes, made specially for

**Infograms**, that show French software company, to GVE only. They come in small, medium and Gerry Williams sizes — so don't forget to get what size you want on the card so well. The question are sent you to answer is: What is the small creature used as a company logo by Infograms called? Is it a) A frog b) a seal or c) a porcupine!

## Knight Knight

■ **Knight Games Two**, the sequel to, you've guessed it already, **English Software's Knight Games** is due soon. But don't expect another simple combat game. This follows up to set in the future and is a compilation of several different new games. Lots of action — but C+ W's favorite sequence was the 2D space shooter part!



## Over the Moon

■ Don't expect **Probes's Ray of the Beavers** to appear before the New Year. Word is that the game is being reprogrammed.

The storyline is that the **Archibacter Beavers'** football team has been kidnapped (and frozen before a fund-raising match to save their ground).

Will Ray Ross rescue them? Will they visit Will you buy it?

■ **Ray of the Beavers** will be out on Spectrum, Amstrad, CMI 64 or 65 85 and G14-85 on disk.

## Arch Zorch

■ **John Archibacter** isn't just a witty old philosopher or Morley's vital old war. It is a bit mystical though as there's only a few of them about. The **Archibacter** is **Acorn's** new mine and already there's a megagame for the machine, sought after by techno-freaks everywhere. **David Brooker**, co-author of them all since classic **Elite**, has produced **Zorch**, a 'shoot 'em up with subtle strategy. **Zorch** features tiled isometric graphics, super-son movement and loads of enemy intercepting. Back from **Superior Software** will set you back £19.95 — and



Archibacter will make me even bigger than in your pocket money. If you can find one that is!

## Amiga Magic

■ **No Amiga software's Tony E.** says about the latest stuff in **Hot Stuff** this issue — and we've got a whole bunch of stuff planned for the next **AmigaST** Special coming your way in January's C+ PC. **Mastermind** (and other Amiga products) **Sky Fighter** is for the Amiga and ST and will set you back £ 15. But **Acorn** are also releasing a bunch of budget priced Amiga games — all at £ 19.95. They are **Dr Fruit**, **Blind Trip** and **Yester**. In **Sky Fighter** you have to attack a central power station. There are nine sectors to be flown across, intelligence to be gathered, and power to the command control before the target is in sight. The target finally makes before ground and the only way to beat it is to drop a bomb accurately into one of the

these sensitive slots.

## Slick Zapp!



■ **This is Lantlath's** in **English Software's** 3D scrolling shoot 'em' up — on the Atari ST and Amiga. The diagonal scrolling on the ST has to be one to be bettered in its incredible Amiga! backgrounds. A very slick and playable game on both machines. Here details in next issue's **Amiga/ST** special.

## Carry On!

■ If you gapped at **Starblades**, then don't miss out on **Bookline's** next game for **Amstrad, Carrier Command**. It puts you in charge of a futuristic aircraft carrier. The 3D video graphics look coming on the first Atari ST version.

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# News



## Choc Drops

■ The **3D Because the Lady Loves Milk** Fry's chocolate ads are to be turned into computer games of the same name by **Superior Software**. **Sound Systems**, also 'n it.

But Superior have taken the names of the all-star ads, where the mysterious **Man in Black** performs all sorts of amazing stunts just to deliver a box of choc to a lady, and is using them as backdrops for ten arcade games spread up with a little problem solving.

The games will last over five levels. The actions will include diving, bike riding, powerboating etc. In the final level the Man in Black must deliver the choc. Those who make it to the end of the game are promised a special treat!

**Castaway's** one-winning or two series of the sub over Christmas and the **Superior game** - available on Commodore, Spectrum and probably Amstrad - will be released in the New Year.

## Fiddled Giblets

■ To spare of "Be..." "Habitat" and "Alamo," C + VG writer and comic-book horror author **John Gilman** was a personal compact disc player in a prize draw run during **Piranha's** first



birthday party. C + VG's editor **Tim Mearns**, rightly pissed at not winning, was heard yelling, "You'll never work for the gods, Gilman!"

The outrage of the estimated 150 odd excited magazine journalists, programmers, artists and distributors, was further compounded by the news that Piranha is to be released in John Gilman designed horror game called **Carven** sometime in the

New year. John, whose first novel, **The Devil's Children**, will also be published in Britain next year, was not available for comment because nobody was prepared to talk to him afterwards.

There is no truth in the rumour that the C + VG team were later seen trying to persuade John to relax any reluctance to the best of piratical links on Piranha's stand at the PCW Show.

## Grove! Grove!

■ Okay, it's a growing time. **Attila's** hugely addictive **Attila** on the Atari ST sells for £14.95 and not £24.95 as stated in C + VG's review of the game in the October issue. Sorry we are.

## Pac is Back

■ Pac's back in Pac-Land. The star mountain, giant scrambling PAC has been stopped up by **Chubb** for release in time for Christmas.

Set on his home island, Pac must help a lost fairy home to Fairyland. To succeed, Pac must pass through rivers, large through rugged mountains, even dangerous ravines and trap zones aplenty.

Throughout the adventure, Pac is flanked by his enemies: **Blitz**, **Pinky**, **Jelly** and **Dinky**.

For more order production outside Commodore call 128, Spectrum, Amstrad CPC, MSX, Atari ST and Amiga for Christmas.



## New Berk!?

■ Berk and his friends will return in a new series of the popular television series **Beastmaster** late in 1988. Meanwhile you can watch the reruns of the first series, right up to March every **Saturday** morning. Or you can play

**Piranha's** new Berk game, **Through the Tropics**, which is reviewed this issue.



■ **Subtle** bits of the reality show. The scores of still shots and facilities to use in the winter sports simulations slip and slide onto the games scene. The pin one from **Timesoft's Winter**

**Olympiad 88** which the



**Timesoft** have released to catch it on the UK Winter Olympics in Calgary next February.

## Fangtastic Competition!



■ A thick fog has descended on Old London Town. A full moon can occasionally be glimpsed. From out of the dank, dark depths of C + VG's office a horrible howling can be heard. It turns the blood of all those who hear it to ice. It can only mean one thing - werewolves are about!

Strange that such odd names should coincide with the release of **Vic Design's Werewolves of London** game and C + VG's **Out Howl a Werewolf Competition!**

Pictured here is **Vic Design's Paul Smith** the man behind **Werewolves of London** and that other horror game **Bride of Frankenstein**. He's dishing a poster of the game and we've now got two of those posters PLUS 10 copies of the game to give away to the readers with the best howl!

Just send us a tape of your very best blood-curdling werewolf howl to **Out Howl a Werewolf Competition**, Computer + Video Games, Priory Court, 30-32 Tavillington Lane, London EC1R 3AU. The closing date is **December 15** and editor's decision is final. And we're sorry but we can't return the tapes.

The two best howls will get the signed poster plus a copy of the game and the eight runners up will get the game.

Don't forget to fill in the printed form and say which computer you have.

### OUT HOWL A WEREWOLF COMPETITION

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## Thundercats

Reviews  
this issue

1 Thundercats

2 Nebulus

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5 Through the Trap Door

6 Jack the Nipper!  
Terrorpods

7 Morpheus

8 Thunderceptor/Blygar

9 Trotter

10 Implosion/Complete  
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Thundercats that if you've been disappointed by certain character games in the past then you could be in for a big surprise. These cats are definitely cool — and the game is addictive enough to make you just wish for more!

Thundercats is a Blygar-like scrolling back 'n' forth role. Fast-moving and packed with action, the game takes you from the rocky hills of Cap-A-Machin to the underground caverns and gorges of the Cat Mountain, where grabbing the mystic Eye of Onar is your goal.

The Amstrad and Spectrum versions have been created by some other than the highly experienced team at Gigawatt Games — and true to form this has come up with a little gem. And the IBM version is pretty neat too!

If you're a fan of the TV cartoon you'll know all about the team of cat-like folk who inhabit a fantasy world and beat the evil Mumm-Ra and his nasty henchmen, the Mee-Mee.

In the game Mumm-Ra has stolen the Mystic Eye of

Thunder, the last remains of the Thundercats' once proud planet — the T-Cat.

This great game Lion-Gra (Sword of Onar) gives powers — so you can jump to a castle wall with Mumm-Ra. On top of all that Lion-Gra makes, T-gra, Panther and Blygar have been incorporated by old Mumm-Ra and Mee-Lee wants to save them as well.

This is the task that confronts you when you've loaded up the game. Easy? Not so much. You're going up there to show that, in spite of your feet, you are a cat and back on the view with the mystic sword if you're going to succeed.

There are no less than 10 levels in this game, levels of varying difficulty and packed with different hazards. From the



4. Complete 84



- MACHINES: IBM AND SPECTRUM
- PRICES: £10 SPECTRUM
- SIBS (AMSTRAD) £10 IBM £14.95
- let alone
- VERSIONS TESTED: CBI
- AMSTRAD/IBM/MSX
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When programmer Steve Russell's Turner and Archer (Shuttle Blygar) suddenly quit Heaven back in September, it may have been the end of one company but it's not the end of Blygar's career. This is the first of many more Blygar-powered games. Would the other Blygar titles ever come?

Even in the absence of their deliver how about this big year for Blygar? It's a new year, new year. With it comes what must

be the most original game this month and what will probably be the most original game released this year.

And that game is Nebulus from the world of 24-year-old John Phelan, who via my reminder may remember my previous article. That game attracted good reviews but probably didn't get the attention here because I doubted, that, hopefully, that won't happen with Nebulus.

So what is it? Nebulus? Well the central feature is a 3D scrolling maze with slots around the edge and diamonds which allow you to enter the maze and cross to the other side. As you enter, the level spins to reveal the hidden back



4. Complete 84

## Nebulus

The idea is to climb to the top of the tower, avoiding the traps and obstacles. Then into a sub-game before encountering another tower.



# mercats



Finals Place to the Final Battle you'll have lots to do — and I'll be getting you to going to need and infuse from P.U.S. to see the end of this increasingly challenging game.

Watch out for the Mole Man and other assorted baddies, beware of vanishing bridges and the capital Hoozlewhin — a high-powered attack — is the Captain of the Fun Demons, keep 'em to you!

Excuse comes at you from all sides — beware those that chase you. Don't hang about waiting to hit them — keep moving! On the Spectrum version you generally outrun these baddies — but the Amstrad and C64 baddies seem to chase faster! Maybe the baddies are slowing down — don't forget to collect the extra lives, weapons etc hidden

3 Spectrum



in various objects dotted along the way.

You'll recognise these objects when you see them — they are about the only things that aren't behaving in a realistic fashion! They are disguised as shields, coins and even skulls.

You'll need all the extra lives you can get your paws on — as well from-up earlier extra levels in preparation for the bosses to come.

Brilliant graphics, a driving soundtrack by Peter Hubbard and top-notch action music. Thundercats a real winner — and we're not just saying that because we had a tape on the front cover last issue either!

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

#### The Levels

1. The Fun the Fun
2. In the case of the Mole Man
3. Rescue TUBER
4. Guardians of the Mountains: Fire — Face the Hoozlewhin
5. Water — Bubbles
6. Air — Packrats and Eyes!
7. Earth — Enemies of Mole Man
8. Rescue Hoozlewhin
9. Meet Mole Man
10. Hoozlewhin's Revenge
11. Mole Man's Bad Moustache
12. Hunting Plains
13. Rescue Wyatt
14. The Final Battle

Power-Dr

C+VG

REVIEWS



If you like the Arcade games Asterix, Saga and Raper then you're going to want to add Thundercats to your collection — all the reasons are neatly listed. I reckon it would rank below the same cut following as Shields and Goblins — and we can't wait for your magazine and tape to start flooding in.

	SPC	AMB	BT
■ GRAPHICS	5	5	5
■ SOUND	5	5	5
■ VALUE	5	5	5
■ PLAYABILITY	5	5	5

# ulus

It sounds a simple concept but it is brilliantly executed, magnificently programmed and a sheer joy to play.

Okay, let's look back for the



job. The game is set on the planet Rulus where someone or something has been building towers in the sea.

The character you play, Pogo, works for Debrisco to fix a communication occupancy given the job of clearing burning the towers. And guess what? You've got the job.

So the game opens as you emerge from a M4 7 helicopter at the foot of the first tower — the Tower of Love.

This character reminds me in some ways of that other massive question Gribble from Gribble's Day-out. Remember him?

Anyway, you have to climb the tower in the set time limit.

The towers are covered with various ledges, tunnels and M4.

Some of these ledges collapse when you stand on them and slippery ledges which will push you left or right.

Flipping blocks and bouncing balls can be destroyed by shooting them but the silver rolling balls can only be stopped in their tracks for a few seconds.

All other creatures are indestructible. If hit by a creature, you tumble off the ledge and land a few levels down, if you fall in the sea, you lose a life.

Entering the final door at the top of the tower sets off the destruction sequence. Joy and awarded bonuses for the time left and for technique and the tower will crumble into the sea. Where a tower has been

destroyed you get back in your submarine and travel underwater to the next tower. In the Commodore version you can pick up bonuses by opening fish. This is done by shooting air bubbles to disperse the fish, which are then collected.

The points are 500 for a bouncing ball, 50 for a flashing block, extra points for climbing the tower and an extra five every 5,000 points.

I have a feeling that from just looking at the bright forward description of Rulus you might say it doesn't sound all that thrilling. But it really is. This is a game you have to play.

If the graphics are stunning, the sound effects brilliant — the sound of the ship's siren is a wonderful sea (ha!).

I have no hesitation in whole heartedly recommending both the Commodore 64 and Spectrum versions of the game to you. There may be an Amstrad version released later on but the word from Rulus is that will depend if the programmers can speed up the action.

	SPC	AMB	BT
■ GRAPHICS	5	5	5
■ SOUND	5	5	5
■ VALUE	5	5	5
■ PLAYABILITY	5	5	5



# OUT OF THIS WORLD

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REAKTOR





- RACING: 80%
- GRAPHICS: 80%
- SOUND: 80%
- PLAYABILITY: 70%

Vooooom! These three burning rubber around the big luscious landscape, all of a sudden, what do I see? A flaming great race in the road in front of me! Man, I thought it was just a dream!

wonderful. What is it? Buggy Boy of course! This track time-based strategy hits the same screen as last. And this has to be the best game of 83!

It's simplicity and simplicity plus great video, you're what that looks no further. Buggy Boy has all of these—and more. All the conveniences look like the steering wheel from the arcade machine. If you'd never played Buggy Boy or Buggy Boy Junior in the

wheels to squeeze through seemingly impossible gaps, look up for hidden points and extra funds by collecting Buggy Boy driving through special "gates." Just add a few by bumping your Buggy off into trouble and you'll love that feature! Driving Buggy Boy is just like driving Buggy Boy—just like driving Buggy Boy. And when you've done another, check out C+VG's special columns guide for all the hints and tips.

There are five different tracks to test your driving skills: Offroad, North, South, East and West. Offroad is a closed circuit—and really simply shows you what we mean by the other tracks. North is the bonus flag which always be collected in the order shown at the top of the screen, and the bonus "gates" plus many of the bonuses.

What a couple of attempts at this you'll probably find you can compete there, and it's time to move on to the REAL test.

North features arena, walls and limited obstacles, South is

# C+VG

## REVIEWS

### 3

is a maze machine. Following the flag and the other, it's simple. They have to be the best, a map showing your location on the track, hi-lo gear settings, score and time. Everything you could possibly want on one great screen.

At the end of each game, you see your score plus other bonuses plus whether that of the track showing how far you had left to go.

The game features high-score charts for EACH of the five tracks, plus sound FX, but straight, or our review copy

# Buggy Boy

bit of an accident here. But not just in front of the rock there's a well-placed tree trunk. So it's up and over the great granite lumps and piles of corn on the cob again.

Oh, what safety I have being careful. So it may have crossed the road but what I didn't know was that there's a whole bush of water on the other side—and the right wheel's where it should've been. Well, the buggy needed a wash....

Yes, it's here and it's truly

amazing. Before, you've not just in driving or the driving seat of one of those VW Beetles Buggy level level by on road racers in the US, UK, you compete against the clock over five demanding tracks packed with hazards and opportunities to get big points into your pocket.

So, old rocks, drive on two

part of season like with points track as an added bonus. And it's only going and you'll see you'll get better Buggy Boy driver time. Most tracks have multiple and another design. North, South, East and West also features obstacle course and play—there's a certain spot on the map and you can continue driving. For that it's back to the pits.

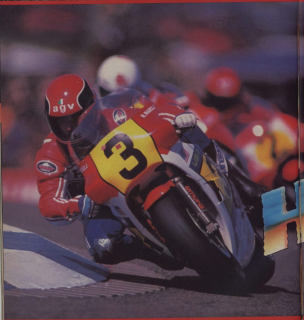
Screen display is like the

city, no, from and music. The tracks are good and different, well, makes it almost even. If the C+VG's answer. Add some of the wood. If you're Buggy Boy fan, or even if you aren't, then buy, because it's a really

- GRAPHICS: 80%
- SOUND: 80%
- VALUE: 80%
- PLAYABILITY: 70%



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C+VG

4

REVIEWS



situated in the Mojave Desert, drains the moisture and destroys the deadly virus. The moisture is known to be added on the lowest deck of the Ocean Taker, which is located deep beneath the surface of the desert.

Each deck contains several rooms or Quarters, which emit a high level of poison energy. The poison energy is the more toxic the type you get, the higher the level of poison energy is present, so caution must be maintained throughout the journey downward.

Your shield is one of two prime defensive weapons that you have in your possession, the other is Cylo's Grenades. The shield is virtually indestructible and is able to slice through the air when thrown. The Cylo Grenades have been designed to destroy alien-level structures, and are only effective at close range.

To travel to each deck an elevator has to be used. Once on the last deck, you must observe which rooms the mission and virus are kept, once found they must be destroyed.

Although the graphics and sound are quite attractive, the game itself is a bit of a disappointment.

Playability isn't too bad, the character's response well to each in every condition that may occur.

Music and sound effects are good as are the graphics, the last deck especially. The only real point about Captain America is its lack of feasibility.

Captain America will need a lot of considerations before you actually buy it. That's the best advice I can give to all you unsuspecting super hero fans out there.

- GRAPHICS
- SOUND
- TEXT
- PLAYABILITY

# Captain America

- GRAPHICS: C-8, 8-BIT/16, SPECTRUM, STARS 3
- SOUND: C-8, 8-BIT/16, SPECTRUM, STARS 3
- TEXT: C-8, 8-BIT/16, SPECTRUM, STARS 3
- PLAYABILITY: C-8, 8-BIT/16, SPECTRUM, STARS 3
- REVISOR: JMS

Ever since I can remember, superheros made up a large part of my childhood fantasies. Hence the Hulk, the Fantastic Four, Spiderman and, of course, Captain America. Even when they first appeared in comic books, there have been a series of cartoons and motion

pictures made about their adventures and confrontations with the forces of evil. Software companies have also realized that there is a substantial profit to be made from these heroic beings, and have recently produced a successor of games to tempt the younger generation into buying their products. So far it has been a success, and their games have shot up to the top of the charts.

Now it is Captain America's turn in the front seat, and prove that he is the captain of mankind on his own two feet, in his own computer game - and

emerge triumphant. The new game entitled, Captain America in The Ocean Taker of Dr. Megalomania (Pacell). The plot behind the game is as follows; Dr. Megalomania has returned from the grave, and has told that the president of the United States of America has and might not be strong enough, and pass his authority over to the Doctor, otherwise he will launch a missile, which contains a deadly virus...into the nation.

Captain America's task is to penetrate Dr. Megalomania's underground bunker, which is



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# Garfield

"BIG, FAT, HAIRY DEAL"

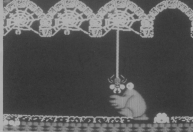


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same as the original. Trap Door game, simple, but effective. The use of colour and sound is of average standard, and could have been inferior to the original. The game is extremely hard to complete, and will require a lot of trial and error practice to actually get off the first region. Getting to the second region is a feat in itself. Through the Trap Door is a game where you must face arduous adventures to really appreciate it. The multitude of problems and puzzles are extremely taxing.

But once solved, leave you with a feeling of satisfaction. Through the Trap Door is an ideal game for all of you who love a challenge now and then.

- ▶ GRAPHICS
- ▶ SOUND
- ▶ VALUE
- ▶ PLAYABILITY

# Through the Trap Door

- ▶ MACHINE: SPECTRUM
- ▶ DEV: AMSTRAD
- ▶ GRAPHICS: MESSIAH
- ▶ PRICE: £14.95 (AMSTRAD) £19.95 (SAS) £14.95 (SPECTRUM)
- ▶ REVIEWER: JIM
- ▶ VERSIONS TESTED: SPECTRUM
- ▶ REVIEWER: JIM

Back is back in his most daring adventure yet! Together with Dora, he must go down through the Trap Door and rescue Dora the cat from the evil clutches of the sorcerer which has kidnapped him.

The aim of the game is to find Dora, and escape.

There are four different areas to the game, each requiring several keys to be performed before you can exit through a door. In the next one, you can play either Berk or Dora.

Choosing between characters whenever the game demands it.

Berk will come across a variety of magic potions which on his travels which give him special powers and will help him considerably. Certain tasks during the game will have to be performed by either Berk or Dora. Instead of the name Dora will be responsible for achieving a lot of the given tasks that are presented to them. The main task in each region is to retrieve a key, which is needed to open the exit door to the next region, and key. A whole host of the most vicious and evil creatures roam each region, and are intent on preventing you, understanding your quest. Very quick reactions and logical thinking can ensure old Berk's release.

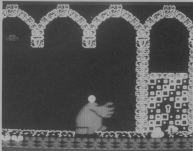
The game begins with you witnessing the abduction of Dora by a headless, winged demon. Then, as Berk, pick up Dora and head down into the gloomy depths of the Trap Door. Down there, you must take control of Dora, and search for the first key. Dora found, Berk must retrieve it from its

resting place.

When he's got it, proceed to the next couple of screens where an enormous pit is located. Dora drops it, the first of the six floors is opened on the next screen. The following three regions are played the same way, and the use of a magic

potion in each one is essential. Each magic potion comes in the form of a particular item, which Dora must eat. They include leucosin, revivilla, lichen, almagost, EOH, beans and mushrooms.

The graphics are exactly the





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# Jack the Nipper II

- **DESIGNED BY** BASTIEN/EPIC/THUNDER
- **SUPPLIER** EPIC GAMES
- **PRICE** \$1.99 (SOFTWARE) OR \$2.99 (SOFTWARE+CASE)
- **VERSIONS** PC, AMSTRAD/ATARI/COMMODORE/MS-DOS
- **REVIEWER** PAUL

The bad fell's back going into in the *Continental Express*. Naughty but nice. Even in a case like this it's certainly a ripper game of single coin.

There was a time when I thought would anyone if I saw another platform and ladder.

side game. They seemed to be everywhere. But now... okay, it really got into my eye.

Jack the Nipper II adventure ended with the moviehouse boy and his family going to Australia following a deportation order on them. Jack is put together with the element of going down into to the jungle again — using his ropes as a parachute.

The idea of the game is simple: to survive in the jungle and to make a score of 100 (or more) in the *Continental Express*. But for most it gets caught by Jack.

And there are plenty of ways for Jack to be caught — including running an engine and animals, being hit by traps and generally meeting all sorts of mayhem.

All along the way he can pick up weapons and some really useful items such as grass, honey and wood worms.

There is an amazing number



of screens to explore, traps to avoid, puzzles to solve. Both the graphics and sounds of these great graphics.

So, don't say. If you're fed up with the masses of shoot-'em-up should find Nipper for some good, old-fashioned platform and ladder fun, you could do worse than Jack the Nipper II.

- **GRAPHICS** 4
- **SOUND** 4
- **PLAYABILITY** 4



# Terrorpods

- **DESIGNED BY** STY/AMIGA
- **SUPPLIER** PICO GAMES
- **PRICE** \$2.99
- **VERSIONS** ATARI/AMIGA
- **REVIEWER** DAVID

Black out on the edge of System 1, Colian was not the most hopeful of places, but it did have one of the richest deposits of rare minerals in the galaxy.

Perseus amongst these are diamonds, a gemstone of incalculable value, an engine giving crystal useful for regenerating molecular structures, Zentis, a metal one good at storing magnetic fields, and Alumia, the

hardest metal known to man — ideal for the production of weapons.

Two mining colonies were set up to exploit Colian's mineral deposits. Each had its own mines, dumps, stores and resource centres, inter-linked by a complex network of shuttles, to transport minerals between the various installations within each colony and between colonies.

Everything worked like clockwork until one day... it happened.

Out there in stationary orbit was an Empire Mother Ship, the

enemy's most potent fighting machine. It was able to quickly link up Colian's defenses and the colonies waited for the end to come.

But come it didn't, for the enemy fully intended to keep the colonies producing, but even it was for the production of components for the most awesome of weapons — Terrorpod Fighting Machines. These combatants would be seen back again the mother ship, for their assembly on the planet surface.

Your mission is to discover the secrets of Terrorpod manufacture, by obtaining components, how start with a Technical Strategy Vehicle (TSV), a small landing device, and an incomplete map of the area.

Everything was OK for a while. You kept a low profile, building a little base and then, boy build up your mineral supply. Then the Mother Ship detected you and the enemy's strategy changed immediately. Now they were intent only on the destruction of every colony on Colian, together with the secrets they held.

To succeed in Terrorpods, you will need to map all ten colonies, and gain an understanding as to how to use the many and varied weapons features, as well as how to



various installations inter relate.

To help you get started, Perseus has supplied a map with the game, with one of the ten colonies already marked, showing the shuttle routes between each installation.

Once you know where everything is on Colian, you must then become a master of trade, learning where different minerals are (produced) available or cheap.

Control the basic aspect of the game with the movement of your reactions which includes or timing out missions fire, and quick thinking when working out what to do next, and you have a game that will not be cracked over night.

Conspicuous are due to Perseus. In the past these games have been pretty but somehow lacked that vital playability. With Terrorpods, everything has come right.

- **GRAPHICS** 4
- **SOUND** 4
- **GAME** 4
- **PLAYABILITY** 4



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ELECTRONIC ARTS

# Morpheus

completely disintegrated, your ship is transported back to the docking bay.

As you progress through each level, the quantity of credits that have to be destroyed increases and all the time the Morpheus becomes more and more aggressive and begins to be less susceptible to your solar weapons.

When back at the docking bay, the points which were just gained are converted into credits.

If you were lucky enough to have gained quite a considerable amount of points, you may be able to purchase your ship with a selection of systems and weapons to enhance your capabilities.

sound effects. Steve Turner has done a neat job so that the music has a good rhythm to it and the sound effects up to Uranium and Alkapan quality.

Morpheus is more of an arcade strategy game, not the usual arcade strategy — um — up that Andrew has been associated with in the past.

Graphics are of the usual Brynbrook quality, playability is tough but after a couple of days you'll get the hang of it.

For those of you who are strategically minded, then Morpheus could be quite a challenge for you. If you're a

Overall, Morpheus is actually very good, only it's playability and lack of back drops let it down. If you had set your heart on playing Morpheus when you first read the previews, I suggest that you actually try the game out for yourself, before you decide.

I'm not saying that the game isn't good, it's just that it didn't appear to me and this may go for you as well.

Give the game a test before you shell out your hard earned pennies.

■ GRAPHICS  
■ SOUND  
■ VALUE  
■ PLAYABILITY

► MACHINE: CEM 64  
► SUPPLIES: HAMMERS  
► PRICE: £5.99/£11.95 (2-DISK)  
► DISTRIBUTOR: GAN

Andrew Brynbrook has earned himself the right to be named one of the top game programmers. In our latest Andrew's first two major releases, Paradoxical Uranium, there has always been much important finger-tapping going on as Brynbrook addicts wait for his next block-buster.

The wait is over, for his latest offering is called Morpheus. The objective is incredibly simple, enter the change bar-headed universe, attack and destroy the orbitals, and shut down the nucleus.

You begin with a standard spaceship, equipped with a short range plasma beam. You are able to build and develop your ship by purchasing and earning extra weapons and systems.

Points scored are converted into credits, which in turn permit you to purchase your own equipment.

In all, there are fifty levels. The mysterious Morpheus is located on the final level.

The screen display is split in two. The top display has player one's total points on the far left, and player two's total points.

A radar display is situated at the top center of the screen and only shows the nucleus and the other gal orbitals that are essential to reach the center. The bottom display shows the playing area. On each and every level you must attack and destroy the changed orbitals, which are denoted by Morpheus particles.

The Morpheus escapes from the orbital once it's under attack, allowing the Morpheus gives you valuable drop points.

Immediately after the orbital has been destroyed, it collapses to become a Reaction Down and the Radar display will turn red.

As soon as the orbital has collapsed, you must whizz back to the nucleus at the center of the universe, and destroy some of the Solar Molecular symbols which are emitted by the beaming nucleus.

The points gained from destroying these is invaluable. Once the nucleus has



been taken has a menu, within this menu is a selection of alternative add-ons which include enhanced weapons, replacement hulls and extra weapons.

It is essential that you equip your ship with as many add-ons as you can, and as early as you can.

The correct choice of add-on is also essential, as you will find out. The best way to get as far as you can in the game is to invest everything that you come across so that you get as many points as possible.

Then when you return to the docking bay you will have plenty of credits to splash out on what ever you heart desires. It's all you the funds, I was very disappointed with Morpheus. The only thing of the game is great but the game play is extremely tedious.

Probably the best thing about the game was the music and



followed of the Brynbrook people about — um — so sorry and some hoping for another, then Morpheus may not be what you expected.



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## Thunderceptor



driven menus and a feature-rich screen. Ever seen that on a zap-to-fill game before? No, neither have we. And it almost works — if only the shoot-up part had been just a straight laser.

Load in the game and you see

a series of icons which allow you to load/save your file-name and position in the game, check out your hi-score and fire mode, modify your threat level, look at the config file and the number of these craft you have finished

out of the die and finally re-arm your ship between levels.

All nice touches which make Thunderceptor stand above the normal shoot 'em up in terms of presentation. Especially, the shoot 'em part is pretty good. Big ships, nice animation — but it lacks the sort of urgency that a classic shooter needs to keep you coming back for more.

If it's a scrolling shoot 'em up in the Thunderceptor mode — but fails at both of the

classiness of those few games. The action seems a little slow — although it is difficult to zap the approaching enemy craft,

which come in many and varied forms. However, all the real fun (even additions weren't included with a better game.

- GRAPHICS 8
- SOUND 7
- VALUE 7
- PLAYABILITY 7

- MACHINE SPECTRUM
- SUPPORT: 160
- PRICE: £24
- DEVELOPER: TM

Thunderceptor is an interesting attempt to turn the shoot 'em up into a sort of arcade adventure. Thunderceptor, developed by Thunder in the Netherlands, features two

- MACHINE SPECTRUM
- SUPPORT: 160/240
- PRICE: £24
- DEVELOPER: TM

Yeah! Aaaa... at last! Got the tape loaded up NOW! Nice loading screen — but what about the game? Well... Graphics aren't that impressive. Rygar looks a bit wimpy and moves a bit odd for the thing. And alas that the first level I've completed is without losing a life! Shock horror! I do to level two — which is a lot more difficult. I'm starting to enjoy this a lot more now despite the floppy graphics.

All some of the effects — like the three reds when being avoided, leaping on each others shoulders — are a bit neat.

If you've not seen the rain-og you won't know that Rygar is a low-bank character. It's a bit of a wonder that he's so big in a world full of larger than life monsters, objects and weapons to be collected and, more importantly, a lot of fun to be had.

The rain-og is a multi-level, horizontal scrolling game with stunning graphics. Rygar, character and great graphics.

## Rygar

The Spectrum version, we haven't seen any others yet, creep into our office just before we start to press on this issue, and initially it looks very disappointing. But ignore the graphics — make use of being sent by all these IT games — and play the game. Soon you'll be hooked.

Although the first couple of levels are necessarily easy to complete you soon work out that almost all the elements of the rain-og are present — so if you have played the predecessor, you'll be able to use all those hard-earned tricks in the computer version.

As you hack 'n' slash your

way through the assorted monsters you'll find some things are transformed into objects or weapons which will be useful to you in the future. Objects like:

- **The Star** — gives you extra firing range.
- **The Cannon** — gives you extra firepower. You can kill more than one monster at a time.
- **The Tiger Head** — allows you to kill monsters by jumping on their heads. Without this you can only stun them using the technique.
- **The Shield** — makes you invulnerable for a short time.
- **The Gun** — allows you to jump higher and have access at

being monsters.

Each level has to be completed within a set time limit — taking away at the top of the screen. So don't hang around killing monsters for too long. You can go back on yourself to pick up objects — but beware wasting too much time.

If you raised a question mark don't pick it up — shoot it first to get rid of what the real boss is hiding.

Ignore the graphics and enjoy the game to its fullest. We've yet to see the other versions — but we believe you'll be keen waiting for this game with fully stretchy Rygar. So watch out for more Rygar games in upcoming issues. Overall, Spectrum Rygar is a slightly disappointing — compared with Elite II Thundercats, which we are keen to say, a similar type of game.

Spectrum owners should take a look at the game before they buy — this version could be for hardened Rygar fans only.

- GRAPHICS 8
- SOUND 7
- VALUE 7
- PLAYABILITY 7





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# SALAMANDER

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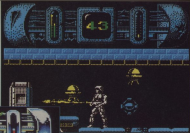
If you've ever had nightmares about falling helplessly into the depths of space, then imagine that space dominated by a tyrannical creature whose evil surpasses even your deadliest dreams.

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The subjects of its cruel regime await desperately to be freed from the horrors of the Salamander's slavery.

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But if you don't...



▶ AMSTRAD



► **PLATFORMS:** SPECTRUM/AMSTRAD/PC-DOS/MS-DOS/CGA/EGA/VGA  
 ► **DEVELOPER:** IOM  
 ► **PRICE:** £9.99 (SPECTRUM) £14.99 (PC) £9.99 (MS-DOS) £14.99 (VGA)  
 ► **VERSIONS TESTED:** SPECTRUM/AMSTRAD  
 ► **REVIEWER:** TIM

When's that terminal? The clock is ticking down too fast there's no time to spare, please in this war my ammo and energy are running low and it's real close to breaching the bomb... if it doesn't hit you as the GFI level kicks off with a real alarm.

Trantor gives you a wide screen with a palette (A) And it's probably the best game the Amstrad has seen for a long time.

The scenario goes like this, Trantor is the sole survivor from a team of star-miners sent to the planet Trantor to discover the deadly Guard Maj bombs and restore peace and harmony to the galaxy.

Servitors sabotaged the stormtroopers' ship which was destroyed as soon as it landed in the underground complex where the bomb is hidden.

Trantor escaped—but faces an additional hazard apart from the alien defence systems. He finds implanted all the troops with a special laser body-bomb just to make sure they completed the mission and came back without planting the bomb for their own evil schemes.

This means that Trantor has to dash between security terminals in the underground complex rearming the laser on his body-bomb. He gets just 30 seconds to dash between the terminals which also dash out other goodies—like energy giving food, ammo and the all-important security letters which, made up into a whole password, will give you your laser-code used to escape this hostile environment.

In between you must fight off

► SPECTRUM

# TRANTOR

## The Last Storm-trooper

forces of void defenders and some awesome looking Alien-type creatures.

Run, shoot, duck and dodge your way through the ever-changing future scenarios. Search the lockers for extra equipment and watch out for the eight computer terminals.

Without the code you're dead. It's easy to access the terminals—no fiddling about with keyholes or switches.

Just position Trantor in front of the terminal and pull down on the joystick. The screen changes and you see a print-out of the code letter you're discovered as your time clock runs.

Across the lockers and the game finishes while the countdowns are displayed in the status-readout at the top of the screen.

Animation and graphics are excellent on both Spectrum and Amstrad versions. And gameplay is totally addictive. The Amstrad game is one of the

most colourful and action-packed that machine has ever seen.

Watch out for the animated loading sequence which shows Trantor's ship slowly landing—and then departing, leaving our hero all alone on the planet.

At the end of each episode you get a percentage rating and a sub-comment on your performance. Get it? You can spot the subtle remarks about Target McGovern—the boss of the programming team Probe Software's.

Score? Isn't that, specially on the +3, Trantor's a first-draft for a new label—and if this is the shape of things to come expect big things from C&I!



► **GRAPHICS**  
 ► **SOUND**  
 ► **VALUE**  
 ► **PLAYABILITY**

**SPECTRUM**  
 : : :  
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▶ SPECTRUM

▶ AMSTRAD

COMING SOON...

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# Implosion

- **MAKING:** ORIGIN/SPECTRUM
- **PLATFORM:** CASCADIA
- **PRICE:** 19.95 (US) / 24.95 (UK) (SPECTRUM)
- **DISKON:** 5.25 (SPECTRUM) / 3.5 (ORIGIN)
- **REVIEWER:** PAUL

Implosion is from the mind of 19-year-old Lee Booth, aided by graphics from John Cassella and scored by Fred Gray. It promises great things to come out, for me, in fact: that vital, almost unadmirably important thing that makes a good game. To be honest, I can't quite put my finger on the reason for it, but I feel like I will.

The plot is weak. The Earth is under threat (apparently) from a warlord from deep-space. Nothing new and original about that, is there? It's the same as a hundred other games.

Some easy intelligence has managed to bypass the power of a White Dwarf star and created an artificial planet around it. This planet is now on a collision course with good old mother earth.

And guess what? You must save the world.

You do this by flying in and around the planet's protective grid. Your task is to zap and out of the grid which is very impressive.

What you have to do is locate and destroy energy cells on the grid and collect the crystals of energy which are released. To get it done you must stick and dive under the grid. But you must learn which are beneficial to your mission and those which will hinder it.

It goes on like this: gray-eyes fly; gray-eyes drag; gray-eyes point; gray-eyes fire; gray-eyes energy; black-sevent beams.

Eventually the grid will begin to break up and you must find the method to gain entry to the next level. In all there are eight levels to penetrate.

Of course there are various maze levels, popping in and out of the grid which must be destroyed before they destroy you.

The game does look nice though, with its colorful grids, 200 degree rotating camera, and the sound effects (it is not that well, I don't get a great deal of fun out of it).

But Lee Booth obviously has a lot of good ideas whirling

REVIEWS

C+VG



around his brain. We look forward to his next one.

- **GRAPHICS**
- **SOUND**
- **VALUE**
- **PLAYABILITY**



# Complete Bastard

- **DESIGNED:** SPECTRUM/CASCADIA
- **MAKING:** SPECTRUM
- **PRICE:** 19.95 (US) / 24.95 (UK) (SPECTRUM)
- **DISKON:** 5.25 (SPECTRUM) / 3.5 (ORIGIN)
- **REVIEWER:** AMSTRAD/PAUL/SPECTRUM AND ORIGIN (UK)

It wasn't long ago that Virgin's Richard Branson undertook a government contract to clean up Britain's litter. A noble cause. So, I ask myself, how come he always finds pieces of rubbish onto the streets?

This game, writes Paul, made me so angry. I heard it made via mail designed to last in an Amstrad-format book of the same name. It's a nice excuse then. The young David from Devon — and that's saying something. Come to think of it, a featured good-old A&E as well. I wonder how he feels about putting his name to a couple of the worst games in existence?

Oh, I'm getting too angry. So let's get over to Lee for his views.

Hi, it's Lee here. Enough of the politeness. This is what I think.

Have you ever fancied being a complete and utter illegitimate bastard? I've been asked by Tim how to use that certain word very often. Have you ever wanted to obliterate a puppy, coffee, and throw up over someone? Well, I can't say that it has ever occurred to me, but apparently the gang at Virgin, and in particular, A&E, think you have, which is why they've released this game.

It's basically a cross between The Young Cheaps from Orpheus, and Top 'n' Top from Busted. The overall object of the game, is to be as vulgar and as nasty as possible, and fight up the phone COMPLETELY BASTARD. (sorry Tim, I didn't mean to use it).

At the bottom of the screen

are four meters. The West and Duckmeters speak for themselves, as does the Fun and the Duckmeters, but these can be raised by pressing the F key, and being out a penny whiffy pool!

At first, the game is quite slow to get the hang of, due to the slightly strange screen layout that lets you view the same scene from two different angles, hence the new display feature, "Bastardview".

As I've said, it's a slightly confusing at first, once you

get used to it, it works exceptionally well.

Graphics, although monochromatic, are very detailed and it would seem the overall structure of the game.

I enjoyed it, and although it's fairly simple it's definitely one for your software cabinet for "Wash-out Paul's coming back to town."

Paul: I don't understand Lee liking this but that's his decision. In the case of B&C's crude, nastiness and, even worse, vulgarity.

- **SPECTRUM ORIGIN AMSTRAD**
- **GRAPHICS**
- **SOUND**
- **VALUE**
- **PLAYABILITY**



HOW TO BE A COMPLETE BASTARD

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As heroes the Post Order team will use technology as you guide your laser beams through a sea of debris. A variety of enemies will be in your way, some to be shot, others to be avoided. Deflect is also a puzzle, as you calculate the correct velocity, direction and time to launch 30 levels of 4 computers and more complex puzzles. Action, Adventure, Composites. Only for those who can withstand defeat.



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From the developers of 007: GoldenEye, Basil and his partner Inspector Drake venture forward in search of the elusive Mr. Bloodbeak without getting killed. However, to truly impress his boss, Basil must also solve complex puzzles and complete numerous sidequests. As they work to identify around the clock, you'll see the atmosphere of the Victorian era around the streets and in the game. The puzzles in the game are the best you will see.



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### TOUR DE FORCE

From the makers of the award-winning game "Mask Two Two" comes "Tour de Force". This is a fast-paced, exciting, and challenging game. You'll be driving a truck through a series of obstacles, and you'll have to use your wits to avoid the obstacles. An exciting game challenge for all gamers interested in racing games.



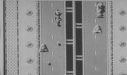
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# EXPERIENCE GREMLIN

# C+VG

# REVIEWS



own games. Set photos is the key word for the kit. All you need to use is the joystick and space bar. The manual is not too long but has some pointers of construction.

and £74.95 on Commodore compatible, you're talking about a value for money buy as well. The whole thing is distributed

has facilities which enable you to slide, mirror and crop.

**Background Editor:** This allows you to design characters, build them into blocks and position them on a map of the game.

**Object Editor:** Makes sure the most complex objects placed and animation smooth.

**Sound Effects System:** With this you can produce the selected firing, explosion and other included effects you will ever need. This is tremendous fun. I spent ages just listening to



# Shoot'em-up Construction Kit

- MACHINE: CEM 64
- DISPLAY: 32K/32L/48
- PRICE: £149.95/£179.95 (inc. £10.00 p.p.h.)

These are some products which almost make you tremble with their power and potential. The Shoot 'em Up Construction Kit is one of them.

Just imagine it. I am to computer design something what our Arthurian Mary Williams is to healthy living. Yes, I admit, I just love the machines and play. But now, thanks to this wonderful product, I actually have the power to create my

and it clearly written. It's from the ranks of those Microsoft wonders, because Software, and will be distributed by Outline Productions, please take from Outline Software, the pioneer who brought you the Marvin — the Ultimate Marvin. That package alone should set you tingling with anticipation about this wonderful system.

It is so good that the Outline team about whether a producer will use the kit to produce their own games.

That says something of the power of the program. And when you consider that it will

from a main menu which gives you options to edit sprites, backgrounds, sound effects, effects, moves etc. Choosing any of these options brings up a sophisticated further options.

The sound effects available are truly amazing. Hearing is not a luxury, coming with four 32-bit voices demonstrates just what you can achieve with it. Right, somebody there is not the same, and a detailed manual will tell you just, so have and try this. **Outline Software:** for those who don't already know, these are the things you see moving round the screen — ships, bullets, planes, etc. The designer

the most wonderful noises.

It is also simple to design a game (messages and credits with the kind of 100 characters).

You can also use the Storage System to save and load at any stage. Hopefully, the guys from Outline will find a way of saving long files to allow this. Remember, if you have even had any desire to create a game, then get this. Quite simply, it's brilliant. There are no savings because they don't really apply. However, you'll be seeing my first game showing in the top of the charts. It's professionally called *Against the Killer Monsters*. Software houses know where to contact me.

# Zig Zag

- MACHINE: CEM 64
- DISPLAY: 32K/32L/32C/32D
- PRICE: £24.95
- RELEASE: 1984

Don't worry, Zig Zag isn't a re-release of the infamous DC Teaming game which was written on the Spectry of those same age!

The game is set in a 3D landscape, with plenty of puzzles to solve and things to tag. You are in control of a small, elongated ship which moves across the Dixon-style, scrolling playing area. Four tasks include collecting all eight crystal fragments which are scattered across a quantity of 16 different areas, and then

making your escape by finding the Exit Zone.

There are two different built-in versions of the game, an arcade version and an arcade adventure version. This gives you the choice of being an all

round blaster or an indirect explorer. In each version, you will come across a variety of obstacles, junctions and areas which should be approached with great care and accuracy.

You control your ship across four-way, diagonal scrolling corridors which are controlled by axes and joysticks. The single, double and triple grouped joysticks are positioned at right angles at the appropriate junctions.

The arcade adventure version offers a host of logical problems to solve. These come in the form of hidden junctions, corridors and rooms. These can

be revealed by passing over small touch pads, which are found scattered along the circuitous floors. Slightly clearing the correct touch pads will ensure that you are able to delve deeper into the maze (and achieve your goal).

All obstacles of this kind are open, and all hidden rooms are revealed. There are no logical problems to solve, just pure alien tagging from start to finish. There are seven types of alien, each with three unique areas of attack. If you let me tell all at an alien, you get a certain amount of points and cash. When you have accumulated enough cash, you'll be able to step off at your nearest shop. You can buy anything from extra power to weapons.

Zig Zag is one of those games where it has to be played first before buying it. It will probably appeal to people who like to grime about an original and full of new ideas.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY





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3.	Renegade	Imagine	Spectrum	7.95
4.	Mercenary	Imagine	Spectrum	9.95
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6.	Taifu	Ocean	Spectrum	7.95
7.	Bubble Bobble	Frederic	Spectrum	8.95
8.	World Class Leaderboard	U.S. Gold	Spectrum	8.95
9.	Golden	Hexon	Spectrum	7.95
10.	Super Sprint	Activision	C64	8.95
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22.	Food Runner	U.S. Gold	C64	8.95
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## Cruncher



- MACHINE: IBM PC
- SUPPLIER: AMIGA
- PRICE: £25
- RELEASE DATE:

Humpf! What am I chomping about? Well, one of my three favourites has finally been powered on the Amiga. What is it? Pac-Man of course.

Yes, they've finally brought out a Pac-Man for the Amiga. I thought that being such an old

game, software houses would forget all about this classic and it would be lost forever. The Pac-Man is not the original as produced by Atari, but it's by Amiga and is called Cruncher. Acorn.

Your aim in Pac-Man is to gobble your little baddy. You eat pellets around a maze and eat all of the little white dots or pills. This would be quite boring on its own, so you also have to watch out for the ghosts. Whooooo!

The ghosts are nasty creatures who like nothing better than to chomping on your bones. There are four ghosts in Pac-Man, and so there are four in Cruncher. But Cruncher has one special feature. Well, it's not exactly a feature, more a gimmick. With the press of a few keys, the ghosts will all transform themselves into little little Angel babies, and your little yellow spherooid will turn into the

harmless 'Amiga Ball'.

This has no real use, but sometimes it is quite fun to see an Angel baby leaping it away from a table red and white ball which has just consumed a power pill.

A power pill? Yes, a power pill is a small green pulsating dot which will give Pac-Man super munching strength for around 15 seconds, more than enough time to get his revenge.

There are four power pills per level, well at the start anyway. You see, one of the interesting things about this great version is the fact that, if you wish, you can create your own Pac-Mans, or edit an existing one. The disk comes supplied with 10 different mazes and 10 some 50 can be added. This brings me to the only poor note.

The game disk is copy-protected, to prevent piracy and the like. Smart move, right? Wrong.

Because the disk is protected it means that you can only use your mazes on the original disk, very badly. Edited Amiga should have done is offer a non-protected version for a few pounds, more if you edit than the original disk. A number of companies are already producing this including Electronic Arts, authors of the fantastic Deluxe Paint.

Well, that's only a little grizzle, nothing to affect enjoyment.

So, what have we got. A really neat and extremely fast version of the arcade classic with extra bits like a screen editor. Nice graphics, although not what you call Amiga standard, and the sound and music are either, but it has it where it counts.

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

## Flight Trainer

- MACHINE: IBM PC IBM PCjr
- SUPPLIER: ELECTRONIC ARTS
- PRICE: £16.95
- RELEASE DATE: 1989

Often when somebody famous announces a computer game, the game isn't very good. The legendary English General Charles Stapp, US Air Force, test man to break the sound barrier, is an exception, and so is this game. It is demanding and difficult, and you won't make it in a week, but like flying it's well worth the effort.

This is a flight simulator, not a combat simulator or strategy

game, as pointed out above. The only things you really need to think about are the joystick and throttle. But anyone trying to fly like an actual game soon learns that reality — the controls are very sensitive and very realistically tuned. Part of the program actually teaches you the basic manoeuvres of flying in a Cessna plane, first with the 'instructor' in control, then with you taking over.

The rest of the program is a flight test simulator which allows you to test by one of four tests different aircraft, ranging from World War One



fighters to modern powerhouses capable of more than three times the speed of sound. You are not told how they perform, it is your job to find out and record it. Particular fun are three fictional aircraft, all smaller-looking modern jets with very different ways of behaving in the air.

The program works in real time in a 'loop' that has three different airports and a number of aircraft 'obstacle courses'. These can also be used for aircraft racing — at below 100 feet in one case — and for formation flying stunts. These are not to be attempted until you've really worked out how to

fly. Some of the options offered seem unnecessary, like the ability to look through the aircraft's floor or tail, or move outside in a flight to see yourself from a close point-of-view, or inspect an eight-times zoom to look at an object.

Altogether this is the best, the most realistic, and the most comprehensive flight simulator that I've seen on the market.

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





- **RELEASED:** 1984 (SPECTRUM/AMSTRAD)
- **DEVELOPER:** WINGS GAMES
- **PRICE:** £10 (Spectrum) £10 (Amstrad) £10 (MSX)
- **VERSIONS TESTED:** MSX, AMSTRAD
- **Reviewed by:** Tim

This is, quite simply, *Vigors*' best release since *Star Wars*. And it comes as no surprise that, like *SO*, *Action Force* has been put together by The Sims of Play. It's based on the comic strip of

The small island of Barnado, and all the mainland, was heavily populated by civilians and military personnel. A chaotic attack by CDBRA, the enemy, meant the opposition of civilians from the rural sectors of Barnado.

The military installation was not so lucky. Despite the latest early warning systems guarding the installation, they only realised that war was being attacked after a few too late to retaliate.

For only stronger options was

more embarrassing questions to answer about just how this was allowed to happen.

Barnado's closeness to the mainland is of great strategic advantage to the enemy. CDBRA (CDBRA) allowed to consolidate their position, nor must they face the daily, intense and constant air surveillance information left behind by the installation.

One of the reasons that conventional forces difficult to use because they (arming and equipment) will take time.

The initial action of the military installation was a spy base which collected information about CDBRA, personnel and games. The main database is now also attached to the computer.

Our happy Developer may



The Spectrum version has changed settings and has and gun-aiming controls — which reminded me a bit of *Blade Runner*, although the game is totally different.

The Amstrad and the Developer chosen are different in both games although the basic principle of protecting the *Strike* by flying the *Daiginsky* around blasting a clear path while at the same time avoiding lots of bridge around are the same.

I found the MSX version initially to be although the Spectrum version is more challenging it takes more time to get into.

You have to move quick — in both versions — dodging enemy fire while moving fast the bridges are in place for the *Strike* to cross.

There are eight challenging levels to complete — each with different hazards and enemies to overcome, lots of tactics to be learned and plenty of opportunities for you (and us) to be killed and plenty of opportunities for all you players to get to the end and see the credits in their own words.

Great presentation, with info screens explaining between levels (giving details about the next set of enemies you'll encounter) plus a newsy short, non-sound effects — the *Strike*! Our two *Vigors* come up with a winner after so many disappointing games this year.

# Action Force

the same name — but don't let that put you off. *Life*. Therefore, also reviewed this in, the game stands up as its own right as a good, side issue.

But there's a lot of arcade adventure and strategy thrown in to good measure — making *Action Force* one of the few games around right now that will see beyond the first few plays.

Just as there's a lot of fun out together, but completely different games on the Spectrum and MSX, so some of the elements are the same — but if you've got a bit, don't expect to be able to beat the game on your main's Spectrum.

Maintain on with the reader, find out take a look at the source.

to retrieve, which was carried out quickly. However, the allied forces destroyed much of the installation to prevent it falling into enemy hands. The eastern sector of the installation could not be destroyed during the attack as there wasn't time, and certain classified information may now be in the evil clutches of CDBRA. The allies will have

will have destroyed it, but the risk cannot be taken as the enemy would be religious information they will know how to change their tactics and defence systems to defeat the allied forces. Also, the information will take years to replace.

A crack squad is needed to recover the information and to get back the information of a well trained and well equipped.

The *Strike* force is based will land on the military sector of the island, cutting its way through enemy defences. A.W.F. *Strike* and *Daiginsky* are to carry out the task.

The A.W.F. *Strike* and Environment. *Strike* has four wheel drive and is capable of speeds of 80 MPH more quickly. It has power (both passengers), its biggest assets are its maximum ability, speed and smooth passage over rough terrain.

A.W.F. *Strike* carries delicate loading equipment necessary to retrieve the classified information from the hard-disk. Explosives vary in all versions.

The MSX version has jets, mini-copiers, energy barriers at on a background of iron grid top-constructors.



	MSX	MS
• GRAPHICS	4	4
• SOUND	3	3
• VALUE	4	4
• PLAYABILITY	4	4

# Zip along with BUC

Vervevent! One of these incredible Karts could be yours if you are the winner of our absolutely amazing *Soggy Boy* competition!

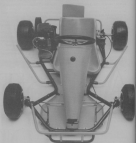
Elite will present the first prize winner with a brand new Cadet class or Britain class kart from top manufacturers Zip Karts.

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- The top prize - a ready to race Zip Kart will be presented to the winner at a special ceremony early next year.
- Ten runners up will get a copy of Elite's brilliant *Soggy Boy* game.



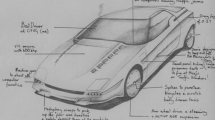


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## START



Going for Gold? Then read on. Here we reveal just some of the glittering goodies on the way from the Birmingham boys at US Gold. Read all about *Out Run*, a potential Christmas Numero uno. Check out coin-op conversions like *Gauntlet II*, *730°*, *Side Arms* and *Speed Rumbler*. Learn the secrets of *Impossible Mission 2* and zap yourself silly with *Laser Tag* on the new Gal label. But first, burn rubber with the year's most exciting driving game - *Out Run!*

#### CONTENTS

**P52 OUTFUN** - the ultimate driving game?

**P63 GAUNTLET II** - Enter the Dragon!

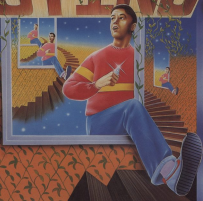
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# OUT RUN

The Christmas number one with a bullet? Well, that's up to YOU, the games playing public. But one thing is for sure, the computer conversion of the year's most successful coin-op is the game that everyone is waiting for!

**O**UTRUN hit the arcade like a steam-roller! As soon as the hydraulic cabinet appeared it was crunched by hordes of enthusiastic gamblers willing to part with their cash to drive a roaring red Ferrari.

Now the thrills of Sega's sensational coin-op are due to race onto the small screen of YOUR games machine. Will it be good? You betcha. Here at C+VG we've seen some early versions and reckon that you won't be disappointed.

Outrun is the successor to Sega's Enduro Race and

takes the state of the art one step further.

In the arcade the game is housed in a moving chassis of a Ferrari which burb the occupant from side to side as each barrel is taken at breakneck speed.

The computer conversion can't hope to give you this degree of realism, but it DOES promise greater thrill power than anything you've ever played before on a home computer.

You can scribe for a short trip in the Vinnyard to

test up your reflexes or go for the coast of a long haul to Lakeside which takes you through almost all of the locations in the game.

This challenge to square this well-worn game into a home computer is a severe test for a programmer but U.S. Gold are post masters when it comes to taking up the Challenge, Goodn?

Enough of these in-jokes. Let's check out the game plan.

Take the wheel of your red roadster at Coconut Beach, choose your route and hit the road.

You can almost feel the wind blasting through your hair as you race against time through the breathtaking landscapes of Death Valley, Devil's Hill, Cloudy Mountain and a host of other locations.

From the heat of the desert to the frozen peaks of the Alpine section, your driving skills are stretched to the limit as you feud with juggernauts for your right of way.

A collision may do no more than dent your bodywork and your ego but wrap yourself around a tree or collide with the walls of a tunnel and the

car will plummet through the air as it carries you off into oblivion.

If you can stay in one piece, the road dips and rises under your wheels as you motor along. The hilly sections of the game make it very difficult to see what's in front of you. It gets very hairy when you're surrounded by towering rocks.

This is a realistic landscape — not one of those flat, boring computer circuits of the past.

The perspiration and excitement may be real but prepare yourself for possible hallucinations. Your joystick may seem to turn into a steering wheel and your computer could take on the appearance of a dashboard as you race along.

Ferds, who simply can't live without the car module, might like to build their own simulator.

Find a good strong springs, an old car seat and the obligatory Squeazy Bottle . . .

But those of you who aren't into DIY might just like to wait for the January issue of C+VG when we'll be GIVING away a genuine hydraulic Outrun arcade machine! Betcha can't wait!



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# COIN IT

The current romance with coin-op conversions looks set to continue into the New Year — and the US Gold guys have snapped up some of the best of the mean machines, including the epic skateboarding fantasy **720°**. And that's not all . . .

**T**HE most difficult skateboarding move is called a 720°. It's a sort of twisting jump — the sort of manoeuvre you see arcade players make when they are trying to play a game and get more coins out of their pocket at the same time.

**720°** is also the name of the most demanding arcade skateboarding game yet seen. It puts you right in the middle of Skate City — paradise for street surfers.

You play the part of a lanky young kid aiming to rise to the top of the skateboarding leagues. In your sneaky gear you certainly look the part but there's room for improvement. Better equipment is out there for the taking. The catch is that it's costly money and the big cash prizes come from the in-park competitions but you're on the outside without a ticket!

The streets of the city is a terrain of killer bees that appeared from time to time. They seem to have it in for skateboarders, but don't enter parks (or probably because they haven't got tickets). The solution is simple: before the bees appear get a ticket and swim into a park. Did I say simple?

Skate City is a tough and dangerous town. As you kick along you're assailed by flying tribbles, kamikaze robots, coney cars and mink manclams. You'll also meet the other competitors who are also hunting for tickets. Hit any one of these obstacles and you'll suffer a spill and lose valuable time as the bee approaches. Skate or die!

Prizes are awarded for negotiating special courses which depend on the class of park chosen. The easiest course is a simple downhill run where you make your way down by jumping from ramp to ramp. If you complete the course within the time limit you'll win some cash and an Olympic style medal depending on your skill. The most difficult run is the slalom where skill, dexterity and suppleness are tested to the full. The



■ 720° ARCADE VERSION

board will be faster. All the better to help you on your way but have you got the talent to use them wisely and complete all twenty levels?

C4 VC's arcade ace Clive Edgely, talking about **720°** said: "This would make a fabulous conversion to home computers and I wouldn't be surprised if the licence is snapped up over the next few months." She was right!

Another coin-op coming your way is **Sideways** this time on the Owl label.



■ 720° SPECTRUM VERSION

who intends to exterminate all living things on earth.

First you must shoot your way through until you reach the entrance to the gigantic underground empire.

Once inside, Bosses attack your hordes. You then find yourself in a cave where huge rocks are floating through the air. You will encounter a lot of hidden enemies and enemies, especially when the cave narrows and you are attacked from the water.

Eventually, after much fighting, you will come across Bosses's ultimate weapon, The Mobile Armour Destroyer which must be destroyed at all costs.

Throughout the game you will be given the choice of various kinds of additional fire power.

**Sideways** is a superb shoot-'em-up game with large impressive graphics that keep you trigger happy!

Great Bomber, the second game from Capcom, on the Owl label, is set in the 21st Century where a terrorist group mercilessly attack peaceful towns. With only 24 hours left, your goal is to free your family and remove peace in your home town.

You control a car that will travel through towns, desert lands and across oceans.

As you travel you must shoot the enemy and release the hostages.

When rescued, you will receive extra power and bonus points. You must develop a technique to break the enemies' traps, and avoid or kill each their trailers and evade the ambushes.

Eventually, you will

Continued on Page 58



**Lazer Maze** rewards are greater for a successful slalom run but your nerves will be jangling by the end.

When you have enough cash you can buy new gear at the skateboard shop. Shoes let you jump higher, pads let you recover from a fall more quickly, with a new helmet you can be more self-aware and a new



**Lazer Maze** **Sideways** is a desperate battle between the human race and 'Bezon'





# Clas Biff & Bones

"All these Bones, how's the old SF going then?"

"Fantastic — I took your advice and went down to the computer shop in town — and to be honest with you Biff — I was amazed!"

"Why's that then?"

"Well, when I got there, every US Gold game was sold out!"

"They must be pretty good then eh? 'ers, 'ave you played Indiana Jones yet?"

"Yeah, and ever since the missus caught me playing it instead of doing the decorating, our house has been like the Temple of Doom!"

"I bet you can't wait to play Solomon's Key, Charlie Chaplin, Descent II or what's that new arcade game they've doing?"

"Oh you mean Out Run. Of course, I know what it's like to race down the open road in a flashy red sports car with a gorgeous blonde by my side."

"Where was that then Cripplewood High Street? They do say though there's none to come on the new Galaxiel, I dunno Biff, they're always one step ahead of the competition aren't they?"

"What? with games like that's, whose the competition then?"

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# GO!

Get is the newest addition to the US Gold software scene – and it promises to bring YOU some truly spectacular games. Witness Trantor – The Last Stormtrooper reviewed this issue. More good home grown stuff is on the way. Here's a quick run-down on what you can expect to see in the next few months.

**F**IRST up is a computer version of **Laser Tag**, the best selling light-gun game. Laser Tag from Worlds of Wonder, is a totally new concept and the best selling toy in the USA.

It is a futuristic game using infrared technology which gives a whole new dimension to the backyard game of tag.

The uniquely designed Laser Tag Specialty Hand "laser gun" sends an infra-red light beam to the Laser Tag Sensor and, if the beam connects with the sensor, sound and LED lights register the tag.

The computer game is set in the year 2070, and you, the player, become a rookie cadet on the Laser Tag training school who must attempt to gain a higher status level and therefore progress through six ranks: Neophyte, Recruit, Lance, Avenger, Professional and finally Duellist.

All the same rules as the Laser Tag toy apply in order to score promotion through the ranks, the rookie must complete target shooting and RoboBoid. The target shooting test is where the rookie follows a fixed path through the Laser Tag Arena and must aim the gun to tag as many targets as possible. You will be awarded a score once the test has been completed. In the RoboBoid test, you must tag out as many computer controlled players without being tagged first.

A small world...

...this is a real battle... and finally meet a new experience



► Captain America

**Laser Tag** is a fast arcade shoot 'em style of game set against a detailed realistic scrolling background.

**Wizard Wars** will take you back to the mystical medieval dark ages when wizards and warlocks ruled the world.

This is a fantasy role playing game with a difference. You will experience as much graphical representation as adventure and strategy.

See the action as you command it and do real battles with the opposition. See the effect of your spells as they battle across the screen.

When you enter the game it is at a time when the world is to elect a new Chief Wizard. The new chief will have to

displaying the map and action as it happens.

As you lose health or become weak, the map screen will shrink. If a visual spell is used the screen will increase in size thus greatly enhancing your view.

When you are in combat, the master's spells will be



► Capt' America

and collect spells to fill your spell book, ready for the later stages of the game.

The screen will be split into various sections, an information section, the characteristics and spells of your many battle opponents and a larger center

► Captain America

Displayed as you may use your spells to counteract them.

For instance, if the wizard or monster you are doing battle against is using fire spells you will have to use ice spells to win.

In the second stage, you

will visit the towns to start entering contests to prove your worthiness to contend in the ultimate contests. Also in the towns you may be able to buy spells and food to increase your health.

The third stage will be the local contests. You will be

may use precious energy, thus reducing your health and vision.

Once all seven wizards have been fought you will have become Chief Wizard and rule the World!

It's back to the time of flying carpets and the mystical city of old Baghdad when you get to grips with

#### Real's Turfiness

You take the role of a flying carpet mechanic, more commonly known in the trade as a carpet beater, who is fed up of living on the poverty line and decides to earn himself some extra money.

An opportunity arises to work in the USA (Undercover Security Agency). Your first mission is to transport some valuable documents to a military installation which just happens to be the other side of a vast desert full of putouts, monsters and other flying carpets.

You must board your magic carpet and begin your mission — watch out for the pitons and buildings — these flying carpets can be tricky!

The enemy are sure you might away and you will be confronted with scores of other flying carpets, the brighter they are in colour, the more dangerous.

Look out for the three big scorpions and the four-eyed monster which must be hit four times before they are dead — let alone the huge dragon and killer centipede!

Once you have flown across the desert and have survived the outlaws and monsters you will have to land and do a deal with the leader of the gang, or the Desert King, to make the next stage of your journey a little easier going.

You will have 60 seconds to complete the sub-game where you must select the right icons and land over those you have already collected.

If you satisfy the Desert King your steamer will be increased, but if you should fail to keep him happy, the flying carpets in the next level will be more fast and furious than ever!

Once you have satisfied the desert leader you can proceed on your way to the military base. You will play through five levels of fun shoot 'em up action and will have to play the sub-games of

the beginning of each level.

One of the most famous and enduring Marvel comic book heroes is brought to you by Goli! Follow the adventures of Captain America as he tackles one of his most dangerous enemies yet in **Captain America and the Doom Tunes of Dr. Maglommans**.

It is the fourth of July and the whole of America is geared for the biggest celebration since the bicentennial. At dawn, however, the President has an unusual visitor — a figure clad in black who has alternative suggestions to the planned celebrations.

Dr. Maglommans leaves his ultimatum, either the President abdicates his high office in favour of the doctor or the unsuspecting nation will be plunged into terror and suffering supplied by a virus.

The President has just four hours to make an impossible decision, to either stand down and condemn America's citizens to a rule under Dr. Maglommans's inhuman or inflict upon them the horrific consequences of a deadly virus. What else can the President do but summon the help of Captain America.

Responding instantly to his country's call, Captain America boards the Avenger's sky cycle and arrives within moments for a full landing.

The President has information that the most sinister is operating out of the Mojave Desert in California.

The deadly missile is encapsulated in an indestructible outer growing bunker. The man who is the symbol of freedom and the American dream leaves for the bunker site knowing that the toughest task of his career lies before him.

You must navigate the revolving Doom Tube which is housed within six underground levels. Through the centre of the tube runs a core which is the missile's access to the outside world. The first five levels contain your quadrants which revolve round the sinister core.

You must desperately search for a way to descend to the sixth and lowest deck which houses the missile. If you locate the missile in time you must destroy it.



challenged by seven other wizards competing for the favour of Chief Wizard. In this stage you will visit their castles and learn to do bombs.



Not only will you have had to build up a large store of spells in your spell book but you will need your skills of arcade fighting, as they will be tested to the limit.

If you are a good action fighter you will not need as many spells, as you will have the speed and agility to dodge the oncoming spells with ease, but beware — you

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Major Bill at the joystick!

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# GAUNTLET II

The success of Gauntlet will pass into legend. But the powers-that-be at US Gold were not content to sit back on their laurels. They threw down a fresh challenge to their programmers: Do it again — only better! The result is Gauntlet II. Will you take up the challenge?

**T**HEY said it couldn't be done. But Gauntlet turned out to be a real winner — especially on the Atari 512. The four-player coin-up was the first of its kind and spawned quite a few imitators. Atari themselves had another crack at the game, producing a sequel called, imaginatively, Gauntlet II.

An ordinary sequel this, however, lots of new features were added to the frantic gameplay, and total addictiveness of the original and most of them are included in US Gold's new computer conversion, keeping your way very easy.

Over 100 different levels have been created with more nondescript maze features to provide further variety.

You will be able to choose your favourite original Gauntlet character, even if that hero is already in play. So you can get lots of rewards or barbarians playing together.

Another major new feature is the additional game play objective of Gauntlet II's Secret Room while the other player is temporarily suspended from play. If you complete the task given, you are rewarded with a large bonus score as well as permanent potions and food.

All of the original Gauntlet opponents remain with the addition of many new creatures.

Among the newest observations is the Dragon.

The fire-breathing Dragon is found guarding the exit to the maze and requires several direct hits to overcome.

By slaying the Dragon, you are rewarded with a

permanent potion and a bag of treasure.

At the start of the next level, there will be a hint as to how to find the secret room.

Another new creature is the IT creature. You will be followed around the maze by this creature and then it will tag you.

Once this happens, you will become "IT" resulting in the monsters homing in on you, regardless of the other player.

Look out for the Super Sorcerer who will teleport around you, shoot out then disappear.

As you fight your way through the complex mazes, you will now be able to actually move walls. This will enable you to block in Demons or drop all the other enemies you came across.

Secret walls are also incorporated, but do not allow you turn out to your advantage.

If you shoot the wall, it can turn into food or treasure if you are lucky — if

not, the wall could turn into another attacking monster!

You will also need to keep a watchful eye open for star tiles and gold puddles. Star tiles will be hidden in the floor but will be spotted as they rotate. If you step on one, it will start you for a time leaving you a sitting duck for a hungry monster!

Gold puddles also travel around the maze and will again do you damage if you step on them.

Even leaving a level is no longer straightforward. Exit now tend to move, just as you are about to reach them. They will close up, disappear but reappear somewhere else.

Troops are set up in the various levels but can now be up to three in a row.

For instance, if a wall is blocking in a number of more monsters, or chests overflowing with treasure, or even a room full of potions and food, if you tread on the trap it could remove any one of those walls.

Hopefully, you will be able to spot the poisoned food and potions. If you eat or drink it you could lose 100 health points, but if you shoot it you will slow down

the incoming monsters. Also beware of locked treasure chests that can only be opened with a key.

Gauntlet II does have some new features to help your sword however! These take the form of extra abilities which last for the duration of one level.

These include:

- **Temporary Repulsiveness** — Gerry Williams has this permanently — where a monster will run away from you for a short time.
  - **Transportability** — when wearing this amulet you will be able to walk through walls, but you will not be able to pick up food or treasure.
  - **Super Shots** — This amulet gives you ten super shots that will keep travelling and killing monsters until it hits a wall.
  - **Reflective Shots** — these will bounce off the walls up to a maximum of three times.
  - **Involubility** — monsters can't hurt you but your health does not decrease twice as fast.
- The many new game play features of Gauntlet II, make it a whole new experience.



# SCREENSTARS

Charlie Chaplin, James Dean and Marilyn Monroe — unlikely subjects for computer games? Not according to US Gold. Boss man Geoff Brown has snapped up the rights to these famous names. What we all want to know is what he is going to do with them. Start finding out here . . .



**C**HARLIE CHAPLIN is a totally unique game with a whole new concept. This is your chance to become a silent movie director and produce the world's greatest slapstick comedian Charlie Chaplin in an epic production.

To start the game, you have a choice of hilarious scripts to recreate.

Each script will tell you how many scenes you will have to produce, the characters and backdrops.

The next step is to select from a large choice your backdrop scene, investigate the props room discovering the various articles you will need — and then cast your film from a choice of budding actors. Now you are set for some one and action.

The action sequence plays like a level in a fast-moving arcade game.

You control the amazing antics of Charlie Chaplin with your joystick and avoid getting caught by the inevitable hoolies.

If you do get caught, the hoolies will hold on to you for a certain length of time acting as a penalty because each scene is timed — and in the movie business time is money. And you don't have much.

Once your scenes too have been recorded you may retire to the edit suite. Here the scenes you have just directed will be ploped back to you, if you like



it, then it's on to the next scene. If you don't it will be the cutting room floor and you will have the chance to do a re-take. But beware, as mentioned before — time is money and you will have been given a budget for the production of this film.

Obviously, if you have to re-shoot a scene, it will be more costly and you could risk going over budget, turning success into a failure. Remember — you have to produce a box office hit!

Are like working on C + VG really.

Once all the scenes have been shot, depending on the requirements of the script,

you are ready to release it on the eagerly awaiting public. You will see the cinema on the opening night with the noise of your film up in lights.

Once inside the cinema the crowd quiets, the curtain

falls and here high box office earnings, you can make a sequel, with more scenes, more action and more entertainment. As long as you're making money, you will be making movies.

The disk version will have the facility to store your silent movie classics, so you may play them back at anytime.

The Atari ST version will give you a review from a celebrated film critic in the *Variety News*.

Charlie Chaplin will be available for the Commodore 64, Spectrum, IBM PC, Amstrad and Atari ST.

As news on the James Dean or Marilyn games — but, as always, watch this space!



draw back and your very own silent movie will be recreated before your eyes. Between each scene, a storyboard caption will appear and your black and white silent movie is completed!

Now all that's left is the reaction from the audience if the applause is loud and long, you will be awarded higher box office earnings. This is the crucial time when you know if you've made it . . .

NO  
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MAY THE FORCE BE WITH YOU. ALWAYS.....

# STAR

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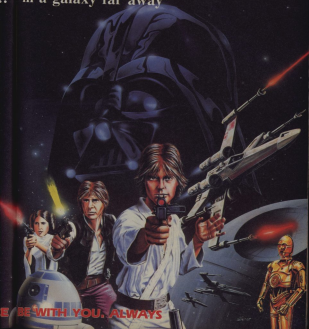
Atari Games

MAY THE FORCE BE WITH YOU



# STAR WARS

... in a galaxy far away "



... BE WITH YOU. ALWAYS

**KNIGHTMARE.** Another TV's magical mix of adventure game and ultrasophisticated computer graphics, is the television hit of the year. Did you catch C + VG's feature on it last month? The series has now ended but, hopefully, a new one will be dawning on screens next year.

Activision has snapped up the rights to the television show and has now released the game. The arcade adventure is set—as to the TV programme—in a mysterious castle.

We can't arrange for you to appear on the television show itself, thanks to our friends at Activision, we've fixed up the next best thing: the chance to encounter the scolding life role-playing world of *The Labyrinth*.

*The Labyrinth Club* is run by former steel engineer Paul Farmer. It operates in two locations—and has all the usual mysterious caves, the other is an island known as *The Isle of the Dead*.

Adventures are usually of four classes: Warrior, Wizard, Priest and Pathfinder and are pitched to undertake a quest.

How long will it take? About three hours for the standard adventure. In the first hour you will be taught safe combat with our weapons and briefed on your chosen character class. However, hidden messages deep within the environment, if caught by you will be operating. Hordes of goblins, dragons will be missing, evil necromancers will be revealing vicious incantations, dark pellets will be warning their undead hordes, generally the monsters will be getting ready to meet you.

We've got 15 places for winners of our competition to experience the *Labyrinth* caves and the next 50 winners-up will get a copy of *Knightmare*. But to get to the caves you'll be 12 or over.

# KNIGHTMARE COMPETITION



## KNIGHTMARE COMPETITION

1) Activision released a game called *Labyrinth* based on a film starring a famous pop singer. Who was he?

Answer \_\_\_\_\_

2) What is the name of *Knightmare's* dungeon master? Is it: A-Treguard, B-Trollie, C-Trollid.

Answer \_\_\_\_\_

3) Activision is bringing out a game based on musician Arnold Schwarzenegger. What is it called?

Answer \_\_\_\_\_

Send in your answers together with the printed form to *Knightmare Competition*, Computer + Video Games, 34-35 Farringdon Lane, London EC1R 3AU. The closing date is December 10th and C + VG's Dungeon Master will have the final decision. Don't forget to say which computer you own.

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Captain's Log. Stardate 16.12.87.  
C-VE's John Gilbert, who boldly goes where many people can't be bothered to go, reports on *Star Trek — The Next Generation* now being filmed in Hollywood. What will the final frontiers of space be like without Captain Kirk, Mr Spock, Bones and Scotty?

Four successful movies, a non-stop deluge of fan mail and the continued popularity of science-fiction prompted Paramount Pictures to reinventate *Star Trek*, the television series.

It's taken ten years for the moguls to reach their decision and, because the original cast has grown older and technology has overtaken fiction, they have set the new series amongst the Next Generation of *Star Trek* officers and crew. More than 75 years have passed since the original USS Enterprise was launched for its five year mission of exploration. Captain Kirk, Spock and even Mr Spock are dead, the Federation has inaugurated seven consecutive versions of the legendary Enterprise, and the implements of exploration and warfare have changed.

But, the Federation has not found the edges of the universe, despite Kirk's early efforts, and continues the search for new life forms, minerals and phenomena. The Enterprise still has that job and the way in which its new captain and crew go about it is the central strand of the new series.



### Pre-flight Check

Gene Roddenberry, creator of *Star Trek* and now in his mid-sixties, is the man behind the Next Generation. He was Paramount's previous choice as Executive Producer but was initially sceptical about the project.

The company has in the past treated him shabbily. Roddenberry sold Paramount the complete package, scripts, crew and lights, in order to get the company to take the series and push it for a prime-viewing time slot. Paramount was not convinced that the show would work and, during its first two seasons, Gene was comfortable at war with television executives and eventually resigned as producer when he'd had enough.

He returned to *Star Trek* as Executive Consultant when the series hit the big screen and, when *Who's Who* was doing the cinema circuit in

the States, staged discussions with the new Paramount regime about another series. Preliminary details were finalised in late 1986 and Roddenberry was given a free creative hand and a budget of approximately 10 million dollars for each episode.

### Crew Cut

A fresh, fairly young, production team was put together but Roddenberry wanted some continuity with the old series so he brought in two older firms advisers. David Goodall was responsible for the famous trouble with Trip Tucker episode and, more recently, wrote the original short story for the film *Enterprise*. Bob Bell, original Associate Producer of *Star Trek*, was also brought in to reassure Goodall's wiser eye with expertise of film making.

Both joined a brain-storming team who's job it was to come up with not only story ideas but also a new future reality. According to Roddenberry the creation process was made easier because they had to move the futuristic technology of *Star Trek* forward twenty-one century rather than looking forward from the reality of the 1960s.

The original sets have been spoiled, rather than redesigned, to keep continuity with the old series. The bridge of the Enterprise with its Captain's chair and surrounding control stations and panels do not look a great deal different from those you'll have seen in the movies.



The crew's costumes have gravitated towards boiler suits, the living quarters are much more suburban — because of the increase of storage fixtures on the ship — and the production team has been able to lay different looking corridors, rather than having to use the same one to walk or walk down every time, in an effort to make the ship look larger.

The special effects, from spaceship propulsion to alien fire will be of the forefront of movie technology. Roddenberry has hired California-based industrial light and magic, on earth created by Steven Spielberg, to produce the effects on Polaris and other movies — including the *Star Trek* one-off, *Enterprise* film, which is about to start filming at Pinewood.

The result puts the big movie effects of *Star Trek* on the small screen. It also assures that the planet exterior, which in some episodes

out-number views of the Enterprise's interior, are as detailed as present-day earth, and as imaginative as the landscapes produced at Pinewood for *Battle* (both territory film legends).

The series has its scientific, rather than military, goals as rather than use the constant "shoot to kill" directive of the original series, the Captain has to rely on thought, rather than weapons and a big mouth, to escape disaster. He's also more of a co-

which was never shown but you can now buy on video. The job of second in command and science officer have been split—because there's more money to spread around. A handful of scientists has been added as well as a number of Star Fleet personnel.

The cast is headed by British Shakespearean actor Patrick Stewart, who recently starred in *Diana* and, two years ago, took to the television in a BBC series called *Intelligence* (he plays Jean-Luc Picard, who is the only normal-sounding in the series).

One criticism of the old series was that the Captain put himself into too many dangerous situations and he beamed down to planets when he should have stayed with his vessel. The criticism has been heeded and, while Picard does step into



Stokes for his theatrical work and has appeared several times on *Discovery*.

The second brainy Enterprise passenger is a 19-year-old movie genius called Lee Custer. The boy is too inquisitive for his own good and, in most of the first series episodes, requires rescuing from situations over which his brain (but not his body) has control. His role is played by the now Hollywood starlet Kelly Rowland.

His mother, Dr Beverly Crusher, is the ship's medical officer who has little time for sleep. When she's not on her feet in the Bay she's keeping files, the spotted bird in check. She's played by Cheryl Hanks, a director and actress who works mainly on American television.

Women pay an important role in the running of the USS Enterprise. The vertigo officer is joined by Trip Tucker, Officer Roderick Tri-Ton.

Her job has changed and expanded since the original series and she now has the power to order on-air, be consulted about all planetary missions and, unless the Captain has a preference, choose landing parties. She's played by Denise Crosby, who's main claim to fame is a co-starring role in *Billie Murphy's* 48 hours.

### The Search For Success

Gene Roddenberry doesn't pretend to believe he's onto a sure fire winner. The series, like any other, will have to prove itself before Paramount supplies more money for the next one.

The elements of failure are there. It cannot rely on the old series for success because it uses a different formula and characters. It's not certain whether viewers

will like the new, more often level characters, and it's also not certain whether *Star Trek* will continue to support the movie moguls (but avoid the series which could be seen as a cynical manipulation in order to make more money).

But the signs are clear: there, both week's story will contain human interest as well as action and special effects. Also, the science on the show is more positive within the context of the 21st Century, and the story lines are built enough in the believable within the 21st century setting — the writers have been careful not to use any present-day Americans which appeared in, and dated, the first series.

Unfortunately, it will be the American public who will decide the success or failure of *Star Trek* — the Next Generation. The show started in the last week of October with a two-hour television called *Enterprise 41* (a *Trek* written by Gene Roddenberry and the late D.C. Fontana—script editor of the original show). The BBC has not yet picked up the rights to the series and if it doesn't show an interest soon Paramount may pull it off.

Liked or-loved press looks claim that the series will not come in Britain until December 1993.

Well, who knows? We could see the *Next Generation* when it has already flopped and been dropped in the States. It's a good thing of officials, but if you want to see *Star Trek* over here before you give up take the initiative Gene Roddenberry gave fans when they wanted a new *Star Trek* series in the late 1980s. Write to your local television station.



control than the *Next Generation*. *Trek* was and allows his crew the luxury of solving problems themselves. The cost extra who you know will always be killed by the others is also gone and replaced by the opening possibility that the main characters may be seriously injured — a possibility explored in the movies but not the original series.

### Cost All Set

As Leonard Nimoy and William Shatner step back to consider the possibility of directing a few episodes of the new series, a new cast, which includes a 19 year old boy, takes control of the Enterprise.

Roddenberry has gone back to the original *Star Trek* pilots, set out in the *Cage*, the two-hour pilot episode

dodge an invasion, it usually the wackiest created characters brought to crew who are always in the firing line.

One of those anti-heroes is Commander William Riker, played by Jonathan Frakes. He's called Number One—the original *Trek* speak in the *Cage* pilot—and a Captain Picard's new apparent.

Riker's science officer is 100 years in treatment Commander Decks, played by Brent Spiner. The character's on board with Spiner's insouciant head for facts and logic, combined with the strength of the *Star Trek* Doctor Man — that was how it was described to meet his role reminiscent of *Star Trek* from *Space: 1999*, in *Star Trek* Blue and *Chewy*, but he's most renowned in the



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By the time you read this, Nigel Mansell, Britain's fastest man, could just be the Formula One World Champion. The last Grand Prix of the season takes place in Australia and our Nige will have been going all out to make sure he comes out on top down under! What ever the result, YOU can be sure that Martin's new F1 racing game will be on pole position when all the driving games line up on the starting grid this Christmas. We've been taking a stroll around the pits to bring you this exclusive preview...

Nigel Mansell's Grand Prix racing game promises to be the most complete representation of Formula One racing yet seen on computer. The programme, father and son team David and John London, have released it themselves in technical data supplied by the Canon Williams Formula One team to make sure every aspect of the game is accurate to real Formula One racing as they can possibly get.

The game will put you in the cockpit of a Canon Williams Formula F1 team - complete with major personnel like the changed engine! You'll be able to practice, take on full length Grand Prix events for championship status, experience the thrill of pit stops, take on the world's leading drivers and, just maybe, win the World

Championship. Before you take to the track however you'll be asked to "set up" your car. That means you can choose which tyres you want, adjust the wing settings - these developments increase on the race of the car - and play around with the ride height - how the three cars down the track handle. If you're not satisfied the handling around you'll be able to select a standard setting and simply start racing.

During races you'll be able to look up to see the pits to change tyres if you think your car's doing great or if you receive a radio message from your team to come in. If you do ignore their advice however... if you realise you can't cut, and the end of the race is the same set of rubber.

Like the real thing, your computerised

# EAST LA

also being built into the game. You could end up driving a terminal race in England or watching your engine temperatures rise to a dangerous level in Brazil.

Remember to use your 100% ability to overtake because the race is both 100% - which shows you your position in the race. Unlike methods in the opposition, the useful use of wing mirrors which show where other cars are attempting to overtake and grab that first place over your car!

Who wouldn't make the game so

was too much really - made it so easy to be able to use!

"We play every day in Grand Prix for me of their racing school, sometimes get the best of driving a single motor."

Many hours and lots of professional work has gone into producing Nigel Mansell's Grand Prix - and it shows. You'll really feel like you're competing in a Grand Prix.

Driving games are in this year - but you can't get one that's more realistic than Nigel Mansell's Grand Prix!



## Championship

Lead up the game and you are presented with a view of the track and all the output information.

Oh, you had racing driver inside's an extra breathing system if you want - but it would have all the info about that, suspension, fuel, handling, and more. You can't even see the other cars in the game because there's no other cars in the game.

If you're serious about going for the World Championship, you're going to have to take notice of this info... but forget it for a while and just experience the thrill of driving a Formula One car around any one of the 10 beautiful circuits in Europe, the US, Japan and Australia.

The reality is fast and silly sounds - and there's added realism thanks to the realistic scenery and competing cars on the track.



Williams thanks for a very good year - operated with the spirit... and a better level below. The last time in your greatest year... but it was all back at a moment's notice, it was that fast game while you are racing.

It has been known for racing drivers in the past of that on the race lap a new year as they were about to win the race - you don't want that to happen to you!

Watch your gear change too - if you see you the engine runs the after you might just end up with a pile of unspooled metal where your engine used to be. The gear is that essential! When you see another helmet - you might just end up spinning off your car around your tyre by oversteering into the corner and so on.

Weather conditions are another variable factor in Grand Prix racing - rain and heat affect the performance of cars. And this is



increase as possible - but without making the terminal it gets people off," and progression John London. "I've got either play the game on this was, my Pub. Finally, it was on the whole was and complete in World Championship season."

"Nigel is a professional but often the Canon Williams team team. He's a professional but often it was not up. There





# LANE



## 300 MPH CHIPS

The modern Formula One car is almost 100 mph compared. Microprocessors control many aspects of the modern Grand Prix car — the fuel consumption, engine management and revs, even the suspension system. In the pits the F1 teams monitor the performance of the car throughout the race via a radio link to all these chips, relaying the information back to the driver via his helmet radio. Outside the cockpit complex computer systems run the highly advanced timing devices used to check speeds of the cars — splitting



time down to fractions of a second. And it's these fractions which can separate the cars on the front row of a Grand Prix grid — that's when competitive F1 racing is.

How will you measure up the computer World Championship?



### ANNY NIGEL MANSSELL

- Nationality: British
- Age: 33
- Home: Isle of Man
- F1 Team: Lotus 1983-4, 1985 onwards; Canon Williams-Roads
- First Grand Prix: Australia 1983
- Number of Grand Prix Wins: 1987 (5)
- World Championship Finishes: 1983-1985, 1987-1988, 1990-1991, 1994-95, 1998-99, 1999-2000
- Favorite Drink: Rosetta



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# COMPETTION



Want to win a VIP day out at next year's British Grand Prix at Silverstone? With grandstand tickets, pit passes, ASE's free lunch? You bet you do! Well, Martech want to make sure YOU can attend the premier event in the UK's motor racing calendar, so they've given us free tickets for a C+ VIP meal and a Grand. And they'll make sure you'll get that VIP treatment we were talking about earlier!

Then 10 runners up will get a copy of Martech's Seasonal game, available for the Commodore, Spectrum and Amstrad. And anyone the high octane Formula One spirit, fill in the coupon and learn whether to get it in Commodore and Video Games, Martech Grand Prix Competition, Priory Court, 88-92 Eastleigh Lane, London EC18 1AE. Closing date is December 1998, normal C+ VIP rules apply and the editor's decision is final! So be there to know everything about Grand Prix racing and to assist for our 10 winners.

## C+ FORMATCH GRAND PRIX QUIZ

- 1) Name the driver who has won the most Grand Prix races.
- 2) Name the team Nigel Mansell drove for BEFORE the Canon Williams Honda team.
- 3) Name the driver of the Canon Williams team.
- 4) Name Nigel Mansell's wins year in the Canon Williams Honda team.
- 5) In what year did Nigel Mansell last win the British Grand Prix?

## C+ FORMATCH GRAND PRIX COMPETITION

Name: \_\_\_\_\_

Address: \_\_\_\_\_

My answers are:

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

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# IDEAS CENTRAL

To our readers —  
who I am doesn't matter — FIT  
But if you want to see *Wings* again  
that you have start coming in hints,  
tips and other more Pokés! Or also,  
The Kidnappers

ALERT... ALERT... ALERT... ALERT...  
ALERT, Melissa Ravenflame has been kidnapped. Send help to IDEAS Central Computer + Video Games, Priority Court, 30-32 Farrington Lane, London EC1R 3AU. Until this crisis resolved IDEAS Central is operating on remote control.

## RED L.E.D.

For success at Walker's **RED L.E.D.** you must get to know the abilities of the three cloaks and a good few maps.

1. **FANG** sticks to surfaces, very useful for the centre (red) hexagon and for the top right and bottom left green hexagons, but is immune to acid lakes — even when they are ice. Take him to an acid world of your own.

2. **HOVER** floats over the surface and so is immune to acid. Isn't as manoeuvrable as **FANG** or **BALL**, but is a lot safer until you learn where the top and bottom right and top left green hexagons and many others. A very handy droid.

3. **BALL** doesn't have the abilities of either **FANG** or **HOVER**, but can manoeuvre anywhere if the acid does not kill him. Also he does not take as much damage from the natives trying to eat you

game as the other two droids. A good choice for the most of the "city" landscapes and usually safe anywhere else once you find the top switches.

Learn the maps. Each of the hexagons will always go to the same landscape and on level one there are fourteen extra capsules. Ever needed an extra seventy minutes? You'll find a couple of handy ones in the hexagons just below centre. Just make sure you can tell the difference between the positive and negative ones. It's a good idea to have a route across the hexagon grid which takes you through as many landscapes as possible, with time plus capsules in. You can always just die in to grab the others.

Don't be afraid of storing a level if it doesn't harm your route. It can be worth going in just to get some time or to get energy for a weak droid, where you know a safe spot where you can't and defend

yourself. Always try to enter the next grid level with all the time you can get your hands on.

The **BONUS** is a critical part of playing **RED L.E.D.** Sometimes even that extra 70 minutes is not enough. An extra bonus letter is awarded every 10,000 provided you picked up the last one, and only one is given for each hexagon. Learn where the bonus letter appears, so you can take it as soon as it's there and get out for the next one.

Always try to collect the **S** on the top and bottom blue hexagons, as the bonus phrase starts you to the exit for a massive 20,000 points and saves very handy minutes. Decide on your favourites and save them for that **S**.

The Smart Seventy really comes into its own on grids two onwards. After level one, the energy drains really go for you once you have collected your last energy pod. Try to make the last one you collect the one nearest the exit. Having a smart bonus on boards can make all the difference, so you dash for the exit.

Always leave the last pod until after you have collected everything else you want to

collect on the level. A good trick on a few landscapes is to shoot all generators you meet and then carry a smart bomb to the exit, when there is both another generator and your last pod. Find the smart bomb, and you're all done and completely safe.

Droid teams do work as a handy backup at any time, but like smart bombs, can be a real droid-saver on higher grids if you can save them until just before collecting the last pod. Again learn where they are.

The most crucial thing to remember about **RED L.E.D.** is that you can save a lot of time by getting to really know the maps.

A lot of landscapes have short cuts over the edge of cliffs which can make the difference between a good bonus and a poor bonus, and between life and death as your last ice breaks is running out.

The teleport network can also save a lot of running around but as I always use the quickest route — a pod that is three or four teleports away may be just over the edge of that cliff you are standing on.

## THE LAST NINJA

Following on from where Ian Walker left you hanging about on level 8 of the Last Ninja, Trevor Fox of Norfolk has come to the rescue with the final solution, start at the beginning of level 8 and go NW to NE, and get the blue

both of sleeping position, go SW, NW, NE, and then follow the path up to the room full of rats. Open the door by pulling the flower in the blue/white vase nearest the door. Go through and see the dog by using the sleeping position — fire button/switch left to right

— but you must not be holding any weapons. Go NW through the door. In this room there is a giant stone archer. To get past him touch the small brown patch on the floor to gain Ninja Magic and just walk past. Keep going until you reach the evil Shogun, hit him

with your sword. You are then sent to the room with the scrolls in, there are two squares on the floor, jump in to the inner one. The outer one lets you. Once in the inner square pick up the scrolls and you have finished.



# IDEAS CENTRAL

## ARMY MOVES

Chris Packard's *Armed Forces* has spent the last few weeks seriously pounding his joystick and German plunger pinching and has finally completed Dynamic's *Army Moves*, but as he says: "rather than waste my time giving you hints and tips I'll just tell you to expect the sequel to be *Navy Moves* and the final important part of the code on the Amstrad is 15372."

Another quick tip to join Chris if the code on the Spectrum for *Gate Over* is 14324. When you are in the helicopter and Jedi stages of *Army Moves* you will find them awfully difficult. However, A O'Donnell of Barnsley had found the way to complete the stage one — after jumping the first gap move the jeep as far right as possible. This may

been successful by continuously pressing fire one and fire two one after the other you will not be jammed down her crash. Use this tactic all the time even though it may become exhausting. When a gap appears wait until it is directly in front then drop the jeep back to the left, still firing, until the screen scrolls enough for you to jump across, leaving as far right as possible.

The best strategy at the 2nd, 3rd and 4th stages is to keep the helicopter tightly centred on the screen. Drop bombs continuously and destroy aircraft before they launch the missiles.

Finally — don't use a joystick — unless it's a joystick. Operating two fire buttons on a joystick and keyboard is impossible.

## GUNSHIP

Help from Cde Foster of *Hearts in Gunship*, where he has worked his way up to Captain level and has got the medals to prove it. Start off by getting used to your aircraft, always try to get used to realistic flight, it helps later on. Also in practice, circle around with your engines. When you see a couple of hundred feet, spend five translational bits, try to shut down one engine, it saves fuel.

Now the real missions, this is important if you have acquired some points. Keep updating your saved states, if you do (never) and destroy at least one of your objectives — don't just quit.

When it gives you the option

to retry, type No if your mission status says you are seriously wounded behind enemy lines then you likely to become 'missing in action', so you would do better to switch off and start again. But, if it says you are dead, don't switch off, wait and review your record — you may get a campaign medal as a consolation and at least some points for your record.

So, it may be better to die fighting than go M.I.A. Also something obviously but helpful, copy out your counter signs and stick them up and copy your objectives and their position off one of those 'help off' plastic sheets — it saves time.

Two weeks when you get killed. Or sail into a port and then having to load the Gating section to get in sea. They think it suits the game completely.

Okay guys, these cover get on with the tips. The first thing you have to do is go to the restaurant and not to a meal. You will then be lent \$300,000, by your benefactor and must repay it in six months time. This done you will be placed outside the restaurant, but don't go and buy a ship just yet.

Go back inside the restaurant and refuse the meal, you will then be offered the chance to gamble on a strange game. Accept the offer and you will be able to gamble. Put the largest amount you are allowed to bet (\$10,000) onto the Ocean animal which is a 25 to 1 bet.

It does not matter how many times you lose, keep having another bet and always bet the maximum amount, as you will win \$250,000 every time you win.

No matter how many times you lose, keep having another bet. You will win more than once with your \$300,000 so it is well worth being patient as you can soon get the money you have been loaned in winnings and then have all the extra money to play the game.

As you walk around the town you will see something on the ground. This is a franchise and when you have probed it up you can knock sailors on the head and your son will carry them off to your

ship. If you attack one of the dark characters that carry a stick around — the *Darkman* — you will go to the Base for 30 days, so be careful who you attack. You can also go to the Inn and after buying — or refusing — a drink you can buy drinks for \$100 a man.

Don't drink too much — or visit the ladies chamber! — or after three visits you will be asked to meet being pissed galgled and to end the game.

If you attack a ship make sure that you don't lose your compass, and hit it after it had slipped off. If you do then it will sink. As soon as the ship has stopped then press space and get into the pilot mode. If you do it quickly enough you will not be boarded.

If you are near enough to the other ship, then you press fire and you have boarded the ship. The captain is at the far left of the ship, but you have to get through a type of maze to get to him. The crew will be out to stop you, and there are lots of them, so good luck.

If you have boarded, the only advice to give you is to get to the far right of the screen and use your gun to shoot the invading crew. If you lose too many of your man's lives, then even if you repeat the invading crew you will find they have mutated and you will have to restart the game.

## HELP

Miss R. Mackintosh of Norfolk writes. Recently I bought the game. Fluffy. I have played it but cannot get past the last problem. I have tried every possible way and have not succeeded. In the second room there is what looks like a spring board and I have tried using this but when I attempt to go through the door with it I am immediately blown up by a ferocious guard. I was wondering if anyone can help me how to get past this — even Paul who released it could help me. Oh, go on Paul, why don't you write to me."

Michael Naylor, of Dorset, is also looking for help. His problem is an *Tanpan* for the Amstrad 484. First up — how do you get on and off the ropes? How do you get into the caves and transport is

By a no matter —

and it will probably matter — P1

and it will probably matter — P1

and it will probably matter — P1

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# NIGEL MANSELL'S

# GRAND PRIX



"NIGEL MANSELL'S GRAND PRIX" is ready to take you and your computer into the fast lane of game excitement. As well as capturing the speed and adrenaline pumping danger of the world's greatest sporting spectacle, the game is the first racing simulation to reflect some of the enormous advances in car design and technology that have taken place recently.

And yet the game still offers an excellent opportunity for even the most inexperienced novice to blast round the track at excessive speeds with the turbo-on maximum boost and not a care in the world for fuel consumption, tyre wear or racing line. However, for those who know, or want to know a little more, there is an opportunity to race a selection of the world's greatest circuits as the quest for valuable championship points.

The red lights are on - you strap into your engine room - your grip tightens on the steering wheel. The crowd goes wild as the lights flash to green. 900 brake horsepower is suddenly unleashed and the Williams battles to the first bend. Ahead of you lies 31 weeks of the world's most grueling and spectacular sporting championship.

Just over half the race completed and you're lying second to your main rival - 5.5 seconds ahead of you.



Your pit crew are in constant contact with you throughout the race.

Control gear selection is vital.

Use your Turbo for extra power - but watch the fuel.

This panel gives you vital information on your race performance.

Wing mirrors. No sign of the third place car yet!



Technical Consultants - Nigel Mansell's Prize Windows, Williams Grand Prix Engineering Ltd.)  
Nigel Mansell celebrating victory.



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# DREAMS COME TRUE!

Fantasy Role-playing Special



## Over the table

**T**his is where it all started. The first thing you should do is have a word with a few of your friends who are interested in playing and decide what kind of F.R.P. game you would all like to play.

The list is almost infinite, but the most popular games played over the table are of the *Advanced* and *Legacy* type.

However, the type of games vary immensely. For instance there are *cut-throat* games, where you can play nothing from a full foot tall robot to a wind, chaos alien. There are *operational* detective games,

where you have to find the solution to crimes caused by mysterious beings, super-hero type games, where you play the superhero who has powers of your own creation, *holocaust* games, where the detailed *A-beasts* has been dropped and you have to survive.

Once you have decided what game you want to play, you either go out and buy one or hire the party, the relevant F.R.P. system or just a liberal F.R.P. club so that you can give it a try to see if you like it.

A few things have. Any shop worth its salt will let you have a good look inside the books or boxes, so that you can see what you are buying. Don't be put off by what you see, it may seem all

giftbooks at first, but after a couple of practice games you will find that it all falls into place.

One other kind of thing you need to play the game is a table included with it — but buy some mats, as you'll need them.

Finally, contemplate investing in a few metal figures and other metal items — monsters, boxes of treasure or vehicles — that are relevant to your game. These will enhance your enjoyment immensely, as it's easier to relate your characters to a painted metal figure than a piece of paper.

Once you have your game and before you read anything in detail, decide between yourself who is to become *Gamers* *Blades* (G.M.). The duties of a G.M. are many and varied, but the main one is to become a sort of umpire. Just as in football F.R.P. games require a

referee who is loyal to neither side, can make unbiased decisions.

There is no art to this and it is as enjoyable as playing the game itself.

The G.M. shapes the world as he sees all the adventures take place. They are allowed access to every piece of information,

whereas the players are not. You, as G.M., must know the game's system inside-out so you are able to tell the players what dice to roll, work out the combat situation from the charts provided and generally enforce the rules.

The players play a game you create and it is your task to play the part of every person that your characters meet.

For example, if the players enter a room a barmaid, a thief that has just been caught, a noble lord on a long, it is your task to play the part of these characters,

continued on page 81

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## The Living Sword

Fantasy Role-playing Special

A R.P.G. game is only as good as the G.M. that runs it. To give you some idea of what characteristics a good G.M. should have — they should like to see their players squirm with fear; they should have an inventive and imaginative mind; they should be able to think on their feet, making decisions at the drop of a hat.

Once the G.M. is decided upon, the other players read the books that they are allowed to use and then create their characters as allowed by the rules. You should put as much background, detail and personality into your character creation as possible. The closer you are to your characters, the more you will role play in a game. Again this is an important process, an ultimately, where your character gets killed a little bit or your team should be broken.

Just imagine the G.M. telling you this: "You are sitting in a dark, damp cavern which is thick with smoke. There are about seven other people in here with all kind of crazy ideas as to why they're here. Some of these fall are small, squat, hominoids, some are dark skinned and reptilian looking, while the majority are tall, humans with a variety of magical looking weapons. While you are mulling your options over a small, old, strange looking man approaches you. He is dressed in black robes and looks like he is going to pull something out of his pocket. What are your reactions?"

As your character, you decide what would you do. You could attack him, talk to him, run away or do something else that may come to your mind.

This is the gateway to adventure, and now you hold the key!

background, source books, notes of historical interest or current events plus various pieces of background info.

The next step is to read the rulebook several times to make sure you understand the rules. Then, you create your character or team, adding a full background of your choice. This may include name, attributes, beliefs, morals and history. It may be a few things.

You keep a copy of this information, called a start-up sheet, for your own reference and send the original to the company. After about a week or so you should receive your turn-in sheet and it should contain detailed information of your starting position, summary of happenings that you may care to investigate plus additional info that your character or team may have discovered.

Then it is up to you to use your skills to explore the unknown, develop your team, make friends — or enemies — use your diplomatic skill and generally

This is the chance for you to actually show your skill — or the lack of it — with a sword. You get



you have to "earn" it and the ability to wear it.

You get instruction on the use of various pieces of weaponry, safety explanations, the rules of the game and how they are applied. Then, as to the way F.R.P. is, you are asked to enter what character you want to play. Then you are informed about your powers, abilities and weaknesses.

You usually get the chance to play either a warrior, scout, mage or a priest.

Once everything has been explained and all your questions have been answered, you are set as an adventurer. This can be done in many ways, but here's just one example.

You will be approached by a merchant, who tells you that his daughter has been kidnapped by an evil magician. He will pay you a princely sum if you will rescue her and return her safely. The money he pays is real in game terms and with this you can buy better armor, magic potions or more vicious weapons.

If you agree, he takes you to a dangerous entrance and your party is left to investigate. You usually have three real minutes between the time of you and the merchant; if you cannot see more than two feet in any direction! You then receive along a mass of passages and it is up to you how you deal with the wall like monsters, traps, and people that you encounter.

A typical adventure lasts from two to three hours. It is advisable to wear some old warm clothing that you don't mind getting dirty (or damaged). Books are allowed. If you are under 18 years of age, you MUST get a letter of approval signed by your parents before you go.

Continued on page 87



## Play by mail

This is a form of F.R.P. in print, which also can include diplomacy, tactics and strategy. The G.M. lives in the F.R.M. company and they send you all the information you need.

You are spoiled for choice at the moment as there are F.R.M. games covering all the following topics: "fantasy war", "adventure", "epicness of the galaxy", "fantasy and fantasy", "fantasy, dragons", "old-school world domination" (When you have made your choice, you may have to send off an amount of money — ranging from \$10 up to \$25.00. However \$25.00 is the average for a start-up and some companies charge nothing at all.)

Within a few days you should receive a rulebook plus any additional info about the game. This usually consists of

service. The main aim is to survive in the hostile environment you face.

Once you have entered your ideas and decisions on the turn sheet you return it to the G.M. In doing this you have completed your first turn. In about two weeks time the G.M. — be it human or a computer — then examines your turn and using dice, imagination, ancient magic formulas or computer programs, and gives it, enters various comments and returns it to you.

Each time a G.M. analyses your turn, sending you back the service. You are informed of this when you get your start-up package and it is usually a fixed price. The average price of a turn at the moment is approx between \$1.50 and \$2.00.

the chance to play the part of a hero or heroine you create in a few minutes.

If you fancy choosing an in-armor, wielding a sword — made of wood, wrapped in a lot of foam and covered in gaffer tape — running around in dark, damp, cold, wet caves fighting totally covered in mud then lightning snakes, skeletons and goblins. Live Role Playing is for you!

If your character is not if you are as simple as Conan or as witty as Ullin the Dwarf!

The way to get involved in this is to telephone a few role playing companies. Make a booking, send your money off — in savings. Or 0000-advance — and within a couple of days you will receive full details of what the game is all about, where to go and when.

You can book individually or for a group of five people. On the appointed day you travel to the caves or castle where you are killed out with all the accessories. If you want to bring

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## Solo role-playing books

This has got to be the ultimate in solo roleplaying! You need nothing but except a pencil, a couple of dice and some paper.

Just since the introduction of F.R.P. there have been solo roleplaying books. But so far they were just a means for someone to take gaming and you needed to have the large rulebooks handy or a very good memory, to remember all the rules.

The first book from the model was Fantasy And Death A Wizard and Dwarves solo game from a company called Flying Buffalo. They produced a game that could be played fairly simply with lots of luck and also involvement in being

back into the past to stop a treacherous Time Lord meddling with history.

Instead the first goes on, but out of all these solo adventures there has only been one book which is called the Fighting Fantasy books and this was the Lone Wolf series by Joe Devlin and Gary Chalk. The series was in fact so good that it made the game book of the year award three years running in 1982, 1983 and 1987.

The Wolf series allowed you a lot more control over your character. After your character reached a certain level you could choose his weapons skills, magical powers and various other abilities. You get the feeling that you are



the player happy. This was not exactly a challenging task and when you had done several of them, they became a bit tedious.

However, solo gaming re-emerged as a force to be reckoned with when The Wizard Of Fantasy Adventure was released in late 1982. This solo book had its own unique role playing system, called Fighting Fantasy which was

simple, easy to play and very fast. It not only contained the book and dice element, but there were problems for the player, puzzles to answer and maps to be reproduced.

Steve Jackson and Ian Livingstone, who wrote and produced the game immediately realized that they had a magic that they put on their books, so they went into producing many others, including another notable adventure called *Darktopia*.

*Dungeons*—know that there have been many other solo adventures, written by many different authors. *Witch*, *North* and *Jungle*.

There were produced when The Dungeon Lord, which was eventually turned into a computer game.

It was an adventure set in 1833 A.D. and your aim was to travel

around, meeting the characters and that you were not being cheated from one part of the book to the other by random chance.

If you survived a Wolf adventure, you were allowed to take your character onto the next book, where not only could you start off a new adventure at one stage, but you could continue to develop your character further.

The latest state in adventure gaming though is something to do with playing solo, before it is out. You play an adventure against your best friend. You buy a set of four books, then one person plays a game and the other a helper.

Then, you roll out to each other a number on the bottom of the page you are on, and then each of you turns one page where you see a picture of where you are in a situation.

If you roll out certain paragraphs you will meet your opponent and perhaps catch them off guard.

The way most adventures are played through are direct ones. The book gives you a system whereby you "roll" you a situation using a six sided die. You add your die and to certain points characters

and that gives you attributes in weapons or all, stamina, luck etc.

These final attributes tell you how well balanced your character is. You are then allowed to pick your characters' magical skills and equipment. Then you maintain to operate the combat system when you meet monsters and the like. This is very simple.

Usually you compare your weapon skill plus a random number you roll on a six sided die to that of a monster. If your total number is higher than the monster's, then you do a certain amount of damage to it and you score that down. After the monster has taken a certain amount of damage it is dead.

You usually get a brief history of your land and you can see some land, like obtaining a magic stone to cure the unity amongst your leaders. You then turn to paragraph one where you'll read something like this: "As you make your way down the corridor a powerful wizard with a long flowing blue robe is the doorway you behold you. Unimpressed, you walk down the aisle, cold, silver corridors and finally you come to a door. Here you can see a strong looking man in blue in front of you with a sword, the first sign of what is awaiting you as the sun sets a story well to be

## Board games

There are probably the most restrictive forms of role playing, but none the less very enjoyable. They vary enormously from solo board games, where you play a predetermined character but make the decisions yourself, to games where up to 100 people can play at once.

The rulebooks are usually simple to read and easy to understand. There is a good possibility of "option cards" being involved and you have to place these on certain parts of the board.

One of the first board games I played many years ago, which involved an element of role playing was the *Arab* by The Lone Wolf. It was a game for two people where you recreated the famous battle, one taking the part of General Custer and the other of Chief Sitting Bull. However, times have changed and *Star Wars* games have led the way for many years, with games such as *Star Wars* and *Star Blasters*. See Board Games for a full review.

Games Workshop has also come up with the solo board game *Chainmail Wars*, where you play



with Wolf pieces to open the door on the north side, you have the stairs to the north (25) or examine the wall to the east for secret passages (30)?

The book is divided up into hundreds of numbered paragraphs and the figures in brackets refer to those. So, if you wish to take a certain course of action you turn to the appropriate paragraph, which is open from a preceding movement with a number, which you transfer to the combat system, you are given another chance.

The game goes on like this until you achieve your objective or die trying. If you die, no problem, a couple of dice rolls and a more character is thrown in right again.

A special bonus operative who has Fantasy has hours to kill a person with his dimensional being which is threatening to pull the whole of New York through a time warp, destroying it totally.

The same company has also produced a game called *Football* which is a game between American Football and *Jeopardy* and *Monopoly*. You create teams of one, with in any other manner for that matter and you put them on a typical American football pitch, where they have ball out of each other most of the time, with some thoughts of a special thing called a time machine creating their mind occasionally.

Continued on page 10

# DREAMS COME TRUE!

## Fantasy Role-playing Special

### Computer role-playing

For many years the source for computer gamers has come to creating role-playing games via the adventure. However, although they were very popular, they left a lot to be desired as far as role playing was concerned. The games were based on obtaining an item (often a password) and using them at the

moment, then retreat, get healed up at a village and come back for more or you can game on regardless, losing a couple of your party on the way, hoping that you can arrive in and restore your objectives.

Games can be saved at certain stages to stop exploration and the



appropriate time to progress further in the game.

Recently though, there has been a new style of computer games entering the market and through into computers. That company is S.S.I. They have released some role-playing games, which are totally unique. These, they have only a limited form of role playing, but their games get better and better. They have also taken the initiative by copying up the rights to T.S.R.'s *Dungeons and Dragons* F.R.P. game and they are bringing producing the computerized version as I write.

As in F.R.P. in general the way the games work are as follows. You create a team of characters with randomly selected abilities, which range from the magical powers of a wizard to the sword power of a fighter.

You then set out exploring the world, picking up traps and objects as you go.

You usually meet your group and you get in a combat situation, where you can move each character independently and select various options which can include fighting, moving, spell casting or using both or a mix of powers.

You meet various monsters on the way, find magic items and meet various interesting people. You can fight until you are badly

wounded, then retreat, get healed up at a village and come back for more or you can game on regardless, losing a couple of your party on the way, hoping that you can arrive in and restore your objectives.

The best F.R.P. computer games are at present running and available for both the Commodore 64/128 and the IBM. I suspect that as the new releases future you will see a mass of these type of games occupying the market for the Atari 512 and Amiga. People are at present saying that the Amiga has the better capacity to run games, but it will take time for the programmers to get to grips with it.

There are other companies out there at the moment making F.R.P. type games and it will be nice to see how they take them up. For example, *Warfare* from Omega was an attempt at making a computerized F.R.P.

Fourth software company Intergames also produce a role playing game called *Manegeon* — which is a big one the Channel but wasn't received well here in the UK.

It's hard to have released all the Ultimate series of FRP's — all of which have a big cult following in the country.

But as yet computerized FRP's have not taken off in a big way —

but here at C&GM we confidently predict that '86 will be the year of the role-playing game.

We reckon that *Conquest* and it's clones will have given you the taste for the real thing. And computers are the ideal medium for FRP's — role games of collection.

Dedicated adventurers will enjoy them, casual players will choose to try out something more demanding will enjoy them — and most of all this type of game represents great value for money and will last for a long, long time.

The biggest release of the New Year will be S.S.I.'s *AD&D* computerized FRP — we've seen some early screens from the game and it looks truly awesome. Watch this space for more news on this impending release!

have started making figures with plastic detachable limbs and details. You can also buy figures that have the ability to wield a varied array of weapons that are included with the model.



## Fantasy figures



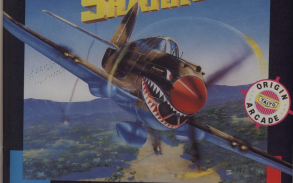
These are an essential aid to F.R.P. as they give the user the extra game's greater depth and sense of involvement. There are now thousands of figures to choose from ranging from fighters to full plate armoured walking huge sword wielding knights in chainmail to intricately painted huge dragons.

Most figures in the F.R.P. world these scale and are usually made of a soft metal plus a liberal quantity of lead. Most of the figures come completely unadorned in certain cases with hand bases, but some companies

Collecting these models has now become a hobby in its own right. Some people like nothing more than to buy the figures and paint them, collecting them to make out a race, imperious army. Other people make "characters" with them. Basically this means painting your models and mounting them in highly detailed model dungeons or villages. This takes a lot of time and dedication.

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## Table top games *Fighting miniatures*

◆ **GAME: FANTASY MASTER TOWNS OF BALDUR'S DOOR**  
 ◆ **AUTHOR: ROBERT J. MARRAS**  
 ◆ **PI: BALDUR'S DOOR INDUSTRIES (PRADEPTER INC.)**  
 ◆ **PRICE: \$7.95**

He's back! Yes, E. Gary Gygax, the grandfather of F.R.P., has returned with a new company and even newer product.

The first thing that catches your eye when you open this book is the detachable, well-produced, full-colour 1 1/2 by 2 1/2 inch town map. It is divided up into four major areas with a river and a major road responsible for this divide. On the reverse side is a chart in which you recall the current political situation of the town and a list of the most important townspeople.

It gives an in-depth description of over 125 citizens plus the shops and the guilds they run. It has a helpful introduction which contains many useful hints and tips. It even has a section so you can create your own political power struggle between whatever version of society you want, be it the church, the guilds or the ordinary populace.

My only criticism of the booklet is that the artwork leaves a lot to be desired and some of the statistical charts are complex. However, if you are feeling lazy and want a complete town setting in a medieval-style which is compatible with any F.R.P. system and that is good value for money, then this role-playing accessory is for you. As the man said, you can have this converted to your system within an hour.

◆ **GARY GYGAX'S** book is back and it's good to see him.  
 ◆ **RATING: 90%**

◆ **GAME: LORDS OF THE MIDDLE EARTH — Vol. 1: THE BELLETTON BATTLE & FANTASY COUNTESS IN A TOWN**  
 ◆ **COMPANIES: M.P. PUBLICATIONS (BON CHAFFIN ENTERPRISES)**  
 ◆ **PRICE: \$5.95**

This book is NOT a game in itself. It is a source of subsidiary information for a role-playing system called Middle Earth Role-Playing (M.E.R.P. for short).

For the uninitiated, M.E.R.P. is a F.R.P. system based on J. R. R. Tolkien's The Hobbit and Lord of the Rings. It provides the structure and framework for role-playing in Tolkien's mystical mythical world, so you can play characters and enjoy the universe that he so stylishly wrote about.

If you have read any of Tolkien's books you will really appreciate the work that has gone into this supplement. Basically, what it does is allow you to have at your finger tips access to almost all of the harnessed that occupied the Middle Earth realm.

Spread over 108 detailed pages are hundreds of descriptions of the most procedures or powerful individuals Tolkien created. The descriptions are written in two formats either long or short (short being up to 50 words). They contain detailed notes on the character's personality, as well as their history, traits, abilities, magical powers and special weapons, if any. Furthermore, it gives a full breakdown of a character's statistics from level rating to Skill bonuses and is cross-referenced with the Tolkien's several books and other M.E.R.P. aids.

You also get a fairly lengthy précis of the history of the Middle Earth plus a very handy abbreviation table. To top this all off, it gives a massive 23-page spread to the Nine Nardgal, which is worth reading on its own.

To be honest, when I first read it, The Mithrandir takes took my breath away. From the minute you look at the exceptional artwork on the cover to the time you finish the last page, you can appreciate the awesome amount of work that has gone into researching this. The artwork throughout (and there is a lot of it) is of a high quality. The tables provided are easy to understand and the family trees of the most important humans are a sheer joy to read. It is also written in a very friendly manner, which makes you want to get up and play immediately.

If you play M.E.R.P. it is an essential buy, if you play another F.R.P. system buy it anyway, you'll get years of use

Tabletop Games (formerly August Miniatures) have sent me most of the figures in their newly named 'Tombweaver Chamber' range amongst others. These little beauties vary from The Monk, where you get a victim, a torturer, a sadistic colorado and the actual monk itself, to the Iron Maiden, where you just get the spiked maiden and screaming victim.

There are 12 models in the Tombweaver Chamber Range and they vary from 75p to £2.50.

The set I got did not include assembly instructions and without them an inexperienced modeller could run into a few minor problems.

All the figures are relatively flash free and only a small amount of gluing up work was necessary.

Some figures have to be glued together, so a small amount of modelling skill with lead figures would be an advantage, but not essential.

I was also sent a selection of Tombweaver Orc range and you'll have a hard time finding a more nasty, evil looking bunch of characters. The models come armed with a frightening array of weapons with massive bases to whopping whips. Well worth a look! The cost is anything from 45p upwards.

Turning now to Prince August Gaming. They sent me a selection of figures from their Fantasy Armies range, their catalogue and a poster. The poster, which can be obtained by writing on a v.c.p. and three banking cards to any of their models, shows the full range of their products.

Out of all the figures they sent me I was most impressed with their ranges. It is posed in an all action fashion, sword drawn and ready to swing, while his ankle length cape flutters behind him.

A neat touch that I liked was the addition of groundwork to the base. It means that even if you are inexperienced at modelling, you can still give the figure a presentable base setting with a few strokes of a brush. All models come in a blister pack, with a foam backing.

One thing that makes Prince August different from the majority of the modelling



companies is that they give you the chance to mould your own models.

You can buy casts, moulds and soft metal at very reasonable prices, or you can create your own figures.

Their handbook (which is free) shows you step by step how you can turn loads of soft lead into crag cherty painted figures in a fairly short time.

It also contains a handy finding table to tell you what happens if your models go wrong.

They have a large range of fantasy models ready and waiting to be used. If you want really big armies then this is for you, because after you make the initial outlay for the moulding start up set, figures cost around 15p each to make. For full details of start up packs etc, please contact Prince August at the address below.



# Board games

► **CRY HAVOC**  
► **SUPPLIES: STANDARD**  
**GAMES**  
► **PRICE: £18**



two players (or more if you play team games) controlling various counters, that can represent anything from a mounted knight to a peasant, which often fight until they surrender or die.

You move your counters over the two full-coloured maps that are supplied through the use of message pegs (or tokens for short). Using the less systems it's easy to keep track, just how far up your characters can move in one turn. It is also possible to re-arrange the maps in 18 different formats and this gives you various options to change the game.

There are three easy-to-read booklets supplied with the game. These are: The Rules of Play, Historical Background and Playing Pieces, and The Scenario.

The Historical Background and Playing Pieces booklet gives you a detailed background of 13th century life. It details the characters involved and the way to use the playing pieces. You learn the way the world was run then and how each character was respected or feared.



Have you ever thought of playing board-based F.R.P. games, but been put off by the look of the awesome skin rulebook and the complex combat tables? Well, don't be put off any longer.

Cry Havoc is a simple game aimed at beginners. The idea is to slowly, but surely, get involved in a tremendous battle, step-by-step. C.H. is based on 'medieval' times with

11 you have never played a role-playing board game before, then you should give C.H. a go, as it is just what you want to start you off.

● **RATING: 8/10**

► **DARK BLADES**  
► **SUPPLIES: STANDARD**  
**GAMES**

► **PRICE: £11.95**

Dark Blades is the expansion of the Cry Havoc board game

revised above. It includes the full rules of C.H. and uses the same basic system, but it goes much, much further, introducing the element of strategy by bringing you a magic system, magical beasts and monsters by the score.

In the tradition of Standard Games, D.B. is simple to play and easy to learn. If you can master the C.H. system you are half-way there. In this set you only get one booklet called, naturally enough Dark Blades.

Basically, mankind started to make the world perfect by developing all the land. Some non-human regarded certain places sacred, but mankind ignored them. They then started to use non-human creatures for only menial jobs and this made them change over time in attitude and appearance. Finally, the non-human became fed up with being second-class citizens and revolted. The humans tried to wipe out the creatures, now called mutants, but some escaped and hid from man. In their exile they adapted to the environment they were forced to live in and after the years they became Ikon-Ogges, a mighty nation of man. One day, the mutants with eyes. Once the Man-Ogges had sufficient numbers, they launched a series of attacks against humans and led by their most powerful warrior, The Black Fox, they quickly turned the tables on the humans.

There were many, many battles and the humans lost most of them. The only successful human general was a warrior called Tardus, who fought with a mighty black sword, that legend has it, can cut through any armour. As his reputation grew he became known as Dark Blade.

This game, for two players, is suitable for those who enjoy a good deal of Luck and Size on a regular basis. You need not play one of the two leaders all the time, as you can play aspects of certain forces and fight the strange places, paving the way for The Fox and The Blade to meet in a grand finale.

Overall, I thought it was a great game for a novice to start off with as it is very playable and highly enjoyable.

● **RATING: 8/10**

Standard Games can be contacted at: Arlon Blouse, Station Road, King's Langley, Herts WD24 2LP.

# Live role-playing

The Ladybirds has done it again! Not being content with having two of the most unusual places to run live role-playing adventures, namely a mansion-cum-pirate dungeon complex and an island in the middle of the Midway, it has obtained the rights to use an intricate cave system under Dover Castle!

Needless to say, the location is ideal, being a number of tough level caves that were discovered in the 17th century as a part of the castle's defence system.

The adventure we went on was up to Ladybirds's usual good standards.

The action of an evil wizard being a merchant woman, who had her fair identical sister kidnapped by an evil demon. We were asked to rescue her and the game got going with the cast, we agreed.

As first we tricked above ground on Dover castle itself taking on very powerful magic guards.

We at last found our guard half asleep at his post, so we quickly overcame over him like ants and disposed of him. From this encounter I "observed" a rather long long sword? We entered the gate behind him and entered the dungeon proper.

Finally we came to the last room and found the captive maiden. Two evil people were casting spells at us, but I managed to get in and attack the man, man himself.

I started attacking the other man and disposed of him quickly, freed the maiden and then we all made a run for it.

That was our big mistake, as we got lost in the maze of caves and, separated, we were very sad.

I understand that the Ladybirds will be running fully residential holidays based on the location and you can get more details from the address below.

Write to: The Ladybirds Club, 77 Hinton Rd, Herne Hill, London, SE22 8BT.

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Each Ultima game has a well-illustrated manual, map, and map of the other Ultima games. For more copies or other catalogues, complete and post the address above.

- In a major coup R.J.C. Games has obtained the rights to run **Trails Bottom** from Project Baseball.
- I would appear Baseball is going into the development side of P.B.M. and is more interested in creating games rather than running them. This leaves R.J.C. with the two most enjoyable computerized P.B.M.'s in the country.
- R.J.C. players can expect an announcement about the matter in their *It's A Crime* form shortly. Meanwhile, check November's C+VG for the review of **Trails Bottom**.
- Now for an update on C+VG's *It's A Crime Game* #4. The subscribers (182) and *The Seven Of Batman* (200) have slipped dramatically down the notoriety table. The Nemero Uno gang is now *The Killer Hawks* (164) with 332 points, but they are closely followed by the *Boogie Man* (112) with 329 points and the *Scantlets* with 105. Less than 50 points separate the top ten gangs.
- Licensed Incorporated Ltd the company which runs the A.E.'s, apologises to players for the delays in the turn around time. Despite taking on more G.M.s they are still overworked and some delays were inevitable. But by the time you read this they should have all their problems mostly solved. However, they do NOT want any more new players to apply for playing positions as there are none left. It is pointless sending in applications for role books, set up etc, as they will take ages to be processed. I will let you know when normal service will be resumed.
- Two Fantasy role playing companies are moving into P.B.M. Games Workshop is contemplating running a P.B.M. on **Warhammer**!
- It will be fully computerized and should be running by late summer 1988. They envisage large players attended events where two major armies face each other in the game and need to re-instat the actual battle over the table with the appropriate figures. This could be very interesting, but also costly and hard to present.
- Meanwhile, Standard Games, the company who produced the excellent miniatures figures for C+VG, have also decided to run a P.B.M. based on their board games, **Dunk Blades** and **Gry Harro**. I was talking to Richard Cuskerell of Standard Games, and he is very keen to



BB, everybody, Wayne here again. Signed, sealed, delivered, it's yours! The Play-By-Mail pages have a new look this month. Hope you like them. Meanwhile, as the festive season approaches, I'd like to wish everybody a Merry Christmas and a Happy New Year.

start the game in the next or distant future. It will also be computerized, but for the sake of advantage of having a well-known programmer, who has to remain neutral at the moment, at his disposal. Also, being a man who likes to give value for money, Richard is more than likely going to have a stall at the Third British P.B.M. conference in February and he will hand out questionnaires to find out what kind of game YOU want. This is a highly original one and one that could really pay dividends.

■ The Third British P.B.M. Conference takes place at the Pheasant Centre, Chaweswater, London, WC on February 28 between 10.30 a.m. and 5.00 p.m. and we are expecting a great sell out. People with advance tickets will be given priority entrance on the day.

Not only are at least 20% of the major P.B.M. companies taking part, but there are at least 20 small ones. We have the usual situations of the **Labyrinth**, U.E.'s leading **Live Role Playing** company, will be running mini-tournaments for free, a leading Fantasy role playing and board game company displaying their latest wares, an open AD+D

competition, P.B.M. miniatures, computer competitions, booklets, the British Play By Mail Players Association will have a stall and there will be a board and mini sale. You will also get your chance to vote for the various contest P.B.M. awards, including magazine with the best P.B.M. coverage.

Entry on the door will cost £2.50, but if you apply to: The British Play By Mail Association, 7 David Court, 208 Lambeth Road, Edmonstone, London N17 5NW, enclosing the logo above, a S.A.E. and a cheque for £1.50, you will receive your advance ticket. All overseas PCs should be made possible in the organization.

■ A few copies of the booklet 'The B.P.B.M.P.A. Guide to P.B.M.' are still available. If you are interested in obtaining a copy, set out the PBM logo and send it to me at C+VG with a large S.A.E. First come, first served.

■ Spellfinder has just taken over a Football game called **Rickshaw**. In fact it is the biggest football P.B.M. in the world. The first full season has just finished and a new enhanced version of the game

with inter-league European Knock Out tournaments and representative World Cup matches are about to commence. I've looked at the rulebook and will be reviewing it shortly. Meanwhile here is a selection of options.

**Aggression:** You can get your team to play harder in certain areas and you have a increased chance of injuring one of the opposing teams start players by getting stuck in. But with this tactic you also stand a better chance of getting booked.

**Schoolboys and apprentices:** You can create a Maradona by training him and giving him first hand experience in a league game. Your teams performance may suffer at first, but as time goes on the youngsters get better.

**Transfer Markets:** Can you play Big Ben Adamsen and make a profit on the transfer market?

■ Spellfinder's traditional policy of freedom for all continues. They are giving away copies of their rulebooks for FREE to people who write into me via the mag and endorse a S.A.E. When all the applications are in they will pull two names from the hat and they will be entitled to play the first season free.

## Reviews

- **AD&D: Double Comment**
- **AD&D: More Games**
- **AD&D: The Official Digest**

**AD&D: Ladies and Gentlemen of the party, do you find Miss Games' game of not quality of producing top-quality, affordable and very playable games?**

**JOE: Guilty, you Honour!** **JORDA: Miss Games, you have been found guilty of producing sub-standard games. It is my judgement that you shall be taken from this place as a building full of computers and data banks, news and essays, stories and adventures, where you will be contained in a sealed chain and shall produce, concrete, wood and oilbar to the general public a brilliant concept that is affordable to anyone with a weekly income over £1.00.**

And so into the sunset, surrounded by armed guards you die quietly, at the new incident game **Meaning** **Commentator**. For what a minute, old lady 'BUBBIT' game? It is, surely the most lack of quality, quantity and clarity ever!

Nothing really, because if you examine closely what it

Continued on page 42

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Continued from page 83

get for your \$3.00 set up fee and \$1.00 per turn, you will be pleasantly surprised.

First you receive a rulebook that isn't really a rulebook, but it is a second document designed to give you an overview of the game. It starts off telling you that as a newly recruited commander, you have been assigned command of a B.O.T. army ship.

If then you explore four parallel time planes areas were discovered more than 80 years ago and finally colonized by the Omega System. Unfortunately, these were already occupied, not only by humans, but by alien animals. Some of these animals are good, some are neutral, some by far and away are diabolical. In their reading shows a new planet and that has been discovered, namely shift 4. They claim they see a spaceship. Clearly it is up to you to determine whether to go to Omega Commander to get his authorization to shift 4 and set up bases, colonies, factories and a ruling organization with humans and alien alike.

You then have to collect materials and power crystals that in your matter system for credits, which can be used to raise the level of your base. From a money for thing to a money for thing, you are destroying stuff. The problem is that somebody else has the same goal.

The set up has examples of events and results which help with the first. This part is not a considerable, as this move is about the hardest.

Once the setting portion of the rulebook is read, you then read the How to Play section. This part of the rulebook is excellent because it follows the playing system in a nice easy flowing manner.

This game is fully run by computer and you get your orders in via a special code explained in the rulebook!

#### MEETS

The only criticism of the game is the results always get in a 50 minute, but as it is only one \$1.00 a turn I can only say that it is the kind of game that would appeal to a person who had given great thought to starting up a 3-D computer modeling game, but was undecided what to go for.

If you are interested in joining Omega Commander, it costs \$2.00, but if you write to Blake, including the logo above, he will pass you money and then they will send you with two free turns. All orders and PO's payable to Mike Gates.

- NAME: Electronic
- ADDRESS: South Enterprises
- CREDIT: None

Electronic is without doubt the biggest money thing in the fantasy P.B.M. in the U.S. I can remember starting the game early in the '80s. It became one of the G.M.'s. Not because of a party in another

P.B.M. game that we both played and through the game we met at a party then. While playing, he casually mentioned he was taking a new P.B.M. with a partner called Omega Commander, under the banner of Mike Gates and he invited me to try it out. To date, over three years have passed and I am still playing the game. I think this speaks for itself.

Admittedly, I do have a soft spot for the game and wanted to review it for some time. However, Mike had declined my offer of a review on several occasions because they had as many players as they could handle and they did not want anymore. I really respected this attitude. Now, Mike has changed and they have employed quite a few new G.M.'s and they are quite available for new players.

The world of Omega is one of monsters and magic. (Just imagine Michael, Blake, Gaters as a magician, wizard of all different kinds mark the point, might make more than for glory and you have to try and achieve magical goals.)

The mechanics behind this game are simple and are as follows. You control a single character, whose personality and background you create. From each turn you decide upon the actions you'd like to do in whatever turn. You can spend in whatever turn you want, this game has an "open" format, so it really up to you how much you play. This is a good thing for people of limited funds. The more you play, the more powerful your character becomes, so there is a slight disadvantage to not playing in every turn.

You are given a total of 200 points to create your character with. These can be divided up among the five various attributes your character has, which are:

**Combat Ability (CA):** A measure of your offensive and defensive weapon skill plus overall strength.

**Magic Power (MP):** This measures what spells you are able to cast, what your powers you are able to learn and how resistant to certain magic spells you are. I can also determine how magically resistant you are.

**Wisdom (WIS):** This gives you an indication of your character's overall health and physical condition. If you go to 0 or less, you are dead! A score of 4 or less will usually insure that you are very healthy.

**Stealth Ability (SA):** This gives you an idea of how in the shadows, pick pockets and climb walls.

**Perception (PER):** This measures how observant you are. How much you can see, hear and perceive out of the various places. A score of 5 PER means you are blind. A score of 10 means you could spot a candle on the floor of a room the minute you entered it. You then give your character

a background and history, plus traits and skills. You are encouraged to go into great detail, as this gives the G.M. the best initial idea of character you are trying to play. You can also determine one of the 18 skills the rule book allows, through every level I would advise you to read about the skills before you do!

Once you have created your character and you get your first turn back you are then set loose on one of Omega's eight islands and expected to survive.

When you start wandering about actually doing things which can help you in your major spells, you always some of your total scores start to drop. For example, if you were a thief and you reap a good amount of a back yard and some gold then you have a potential future robbery, you would limit your loot points from your PER and SA over 5000. What you have actually done is "waste" most of the effort you've put into your spying and sneaking about. These losses are dependent on the G.M. who decides when you have lost through a non-acceptor of personal opinion and contains dice rolling.

Major spells are quite easy to learn in they are usually available cheaply from temples, wizards and mages throughout the world. This magic system and divine system are one and the same, being very easy to handle. Basically, you need 100 MP to "learn" a 10 point spell, 200 to "learn" a 20 point spell, 300 to "learn" a 30 point spell, etc. up to a maximum of 500 points, which can "buy" you the most powerful spells.

#### WISDOM'S VERDICT

Omega is the favorite game. However, when I started playing, it was the only game of it's kind and there were not many people playing. Now it is bigger and more commercial, I personally do not think the game's success has made the quality of it deteriorate.

## Tips

Good news for you if you're a Crime player who can't be the top 100 or are struggling to find your first in this game. Jason Gilbert, who plays a bunch of hoodlums called Dark Justice in game street of Crime, has written including a few hints and tips for the C & H's game. I have added a few of my own and I hope they will be of use.

If you want to make sure that you take over a certain block, work out how many mob and marine guns you need from the following table:

Block Type	Combat Value
Final	Woods less than 1
V. Weak	less than 1
Weak	less than 1

Crations	11
Alert	15
Guarded	18
Strength	20
Steady	24
V. Steady	more than 24
Very Steady	more than 42
Invulnerable	more than 100
	you'll ever have!

This table is approximate and success is never guaranteed! For high scores play Firebomb's Character, attack other gangs and use Control cards for other blocks that other gangs own.

The minimum criteria for becoming a boss is: At least 30 blocks, two sub-machine guns 13 guns, 500 necessary points, 15000.

You also have to be the most notorious gang within a square of blocks and exceeding 30.

When rolling try sending only one pin, one punk and two more with and make it the first order on your card. This usually has the effect of obtaining a lot of money.

Finally, never work with your warden-walker on. The police boss is and have a greater chance of catching you.

There is still time to join in the C & H's B's A Crime game. Just send me your name and address, which will pass onto E.J.C. They will send you a FREE rule book, two FREE Rounds and a FREE Start up.

#### WISDOM'S WONDERFUL OFFER

Instead of a start up fee Omega is now only \$3.00 and future rounds are \$1.75. However, after negotiating with the people's SOFT, I have come up with the following offers:

- Start will pull 20 applicants
- Name out of a hat and they will get their Omega PD sent back to them, with a FREE start up package and rule book.
- Anybody else who applies will get a 50 DUCAD start up for \$5.00 and will also get three 500 DUCAD turns which is 50 turns of \$5.00.
- Anybody who can't see already plays Omega can get a second chance for FREE and also get three FREE rounds.



Yes, you can win a copy of any item that has been reviewed on these pages if you write and tell me what you think of the C+VG Fantasy Role Playing Special. I want your thoughts on what was written and reviewed. Do you think that the fantasy special is a good thing? Do you want a fantasy problem page, a letters page or both? I want to know YOUR views, so I can shape the next special into what YOU want to read. So write to me via the mag and I will pick out the most interesting letters and send the lucky winners one item of their choice. Be sure to let your name, address, age and also give me a list of what items you would like to receive in order of priority. I look forward very much to hearing from you all soon!

■ Talking about giving things away. I have a couple of items of fantasy merchandise to give away as well. **Rinder Design**, had sent me a necklace and a couple of earrings! For those of you that do not know Rinder Design, they are the UK's leading fantasy jewellery manufacturers.

They produce a large selection of rings, badges, belt buckles, pendants, clasps and key rings. Rinder hand make all their items, using traditional methods combined with the latest metals of pewter and bronze. Their designs are unique and highly original.

All items range from £2.00 up to £20.00, so if you are interested further, please contact: Rinder Design Ltd, 3 Brimstone Gate, Leicester LE13 3JH.

I've got a necklace with a intricately designed lionhead hanging on it, with the words "R.I.P. Say Ya There!" engraved upon the stone and two earrings, one which is in the form of a large stone looking barbarian and the other which is the shape of a small grinning skull.

Rinder Design have also gone into those miniature figures suitable for F.R.P. Their range is called **Dungeons** and they include a battle pack of basic adventures, consisting of a magic user, cleric, thief and two fighters, plus **One Wizards**, consisting of two changing wolves with separate cat riders.

■ **Gamesday** is one of the largest meetings for F.R.P. in

# NEWS



in the U.K. and it takes place once a year. It's run by **Games Workshop** and is the place where you can come and look at all the new games, play games, you have never seen before, meet loads of people with similar hobbies and much more. There are also demonstrations of free role playing, painting competitions, artists drawing new futuristic F.R.P. characters and competitions to enter. Furthermore, you will find that Games Workshop try to tell you as many of these products as is possible can.

This year it took place on the weekend of the 9/10/11 October at the Royal Horticultural Hall, Victoria, London.

Over the weekend there was a lot of C+VG readers around and I had a chat to most of them.

One major event of note was that there was the annual F.R.M. meet with a lot of players from R.I.C.

**Games, Myth and Art's** all chatting away.

The hall was quite full and getting a place in a game was difficult, but not impossible.

After those days, I felt that, on the whole, Gamesday was a disappointment. There were not many tables where active participation was possible.

The food was as bad as ever and even the independent trade stands had been vastly reduced in numbers, but to be honest that came as no surprise taking into account Games Workshop's policy towards their rivals.

■ One of the highlights of Gamesday for me was meeting the authors of various fanzines and chatting to them for a while. I managed to "acquire" a couple and promised them a review, so here goes.

**U.K. (8p)** The biggest fanzine of the lot with 60 interestingly filled pages. Editors, Don Goodrich and Gordon McMan are certainly newcomers to the

'scene' and have been around for many years. They have music columns, F.R.M. reviews, articles on F.R.P. and science fiction. It also runs a F.R.M. itself, which is unique to say the least. It is well printed and the front cover is absolutely brilliant. Well worth buying.

**Race 100 Continues (8p)** This 'zine was the funnest. It takes the micky out of a rather infamous daily gutter press paper very well indeed. However, it also does a great job of gaminging. D+D. My favourite article was the interview with a imaginary **Thru's/Spool** metal band. It makes the **Comic Strip's** **Bad News** band look stupid. It also covers F.P.R. and P.R.M. and has very good artwork. To my mind the best out of the lot. Buy it!

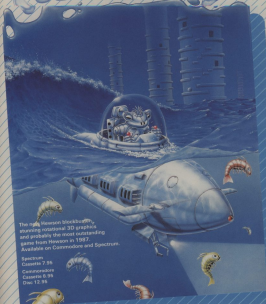
**The Blue Station (8p)** Not my cup-of-tee as it's ahead. Really printed, lack of interesting content and too diverse for my liking. It has two redeeming features, namely the review of the F.R.P. **Warhammer Fantasy Role** and the discussion on **Assault**, but overall it's pretty poor.

**Brain Damage (8p)** Good F.R.P. coverage, it even has it's own fantasy continent and the rules to run it. A very interesting read, but the printing quality varies from page to page, making it hard to read at times. I agreed with a lot of what was said and like the style of the short, sharp reviews (jumping from words to fantasies on one page). It has a silly game called **Sleep-Kill** **News** and after a cursory glance it looks like it could well be fun to play. It also has a few quizzes that are enjoyable. Highly recommended.

**Dungeons & Deal (8p)** I liked this 'zine a lot. Good cover, excellent letters page and quite a few stories of a high quality. It has a **Call of Cthulhu** scenario, which is set in India and quite unique. Reading the scenario made me want to play it immediately.

**SL-ARMS (8p)** The smallest and weakest of them all. The **Young One's** of fantasy!! I loved the solo adventure **What The Hell Do I Do With This? (8p)**. However, which is cheap. The editor must be mad, hence! The reviews of the F.R.P. material on the other hand are well written and well mature. The artwork is failed to say the least, but understandable.

# NEBULUS



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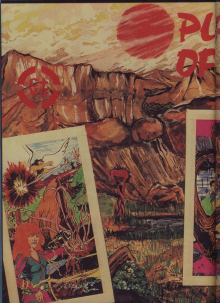


UNITE A BEASTLY



LOAD THE ORE  
AND BLAST OFF!

YOU  
FIND A  
CAR THAT LOOKS  
MOVE HERE TO  
THE NEAREST  
< SAFETY ZONE



PL  
DE

YOU ARE ATTACKED  
BY EVIL GRIFINS.  
YOUR POSSESSIONS  
ARE LOST!

YOUR POSSESSIONS  
ARE LOST!



NOW YOU HAVE A  
SHIELDED BOX.

GO FOR THAT ORE!



< SAFETY ZONE >

Produced by Psycho Geography  
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THE 'SLIMP' TREE  
IS TOUGH  
RETIRED 5 SPACES



THE BLACK MARSHAL

YOU'VE DONE IT!  
NOW HEAD FOR  
THE SPACESHIP





WORKS  
TO  
ST  
NE 3



A STRONG WIND  
BLOWS  
YOU HIGH IN THE AIR

CHANGE  
PLACES  
WITH  
ANYONE  
ON THE  
BOARD.



WHEN THE DETECTOR  
ALERTS!

LOSE 1 TURN.



LAVA BLOCKS  
THE PATH.

GO BACK 3  
SPACES.

# PLANET OF DOOM



A ROCK SLIDE REVEALS LADY CRUSHFIST

A HIDDEN PATH.

TAKE  
A  
FREE  
TURN.

TH  
OR  
P.

A SECRET WELL GIVE  
YOU FRESH WATER.

MOVE AHEAD  
1 SPACE.



DUKE BENGETON

WHOOFS!  
YOU'RE  
CAUGHT IN A  
ZERO-GRAVITY  
ZONE!

LOSE A  
TURN.



< SAFETY ZONE >

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# PLANET OF DOOM

## C+VG's Role-playing Game

### How to play

You said it couldn't be done! The C+VG team transformed into miniature figures and stuck in a plastic bag on the front cover! Please excuse them before they relocate! These are them from certain deaths on the planet of doom by playing our exclusive fantasy role-playing board game, created by none other than intended to... (Don't tell Marshall) transported the C+VG into the 11th Century by shipping them using a real lot of hi-tech machinery of his New York headquarters. He also made up the rules, designed the board and took all the pin turns. Pretty good for a miniature figure you'll agree! Read the rules and play the game. Meanwhile, the barflies at C&AG Central are harrided attempting to find a way to dematerialize the C+VG team in time for the next job, but meanwhile vice mini figures at Lasky, Stee, Paul, Coby and Marshall M. come complete with heavy-duty weaponry, designer space suits and various life hats ready for you to slip around on the Planet of Doom! Just like having the whole team always available to use and abuse. Go to it!

Here's the lowdown — and it isn't good! Being a criminal in the 11th century is no better than any other time. There are good days and bad days. Good days mean getting away with a plentiful of plunder. A bad day means getting caught. Which is just what's happened.

But even that isn't so bad! You've got a chance for a quick parole. All you have to do is die down to a good-for-nothing planet out in the sticks and pick up the special ore that the Federation of Mining Planets want to take a look at. What's the catch? Well, seems that the place is rather lifeless, overgrown with mutated, single-celled creatures, and is definitely not the vacation spot of the Galaxy.

Plus there's some other slight catch to the whole affair. From other planets have been observed the same chance for parole. The first to get the ore and blast off wins freedom. Everybody else gets to stay!

#### RULES

Place your figure on the corresponding picture of the character. Use a dice to take turns as you move counter clockwise on the square.

The object is to be the first person to recover the ore and blast off in the spaceship. To do this you must:

- 1. Find land (on the shaded hex square).
- 2. Move land (on the ORE square) to you.
- 3. Finally land (on the space ship).

If you don't land on a square occupied by another character, you can move his/her to:

- 1. Take the next hex going backwards.
- 2. Exchange places with anyone else on the board.
- 3. Exchange places wherever it is if there are hazards. No one can do anything to a person while he/she is on a safety zone.

#### YOUR FINE FIGURES

Just a few words about the figures which come FREE with this issue of C+VG. There are FIVE figures to complete the Planet of Doom set. You get two different figures with each issue. Why not swap them with your friends to get the exact team you want!

If you want to play the game with more than two people you can always use colored counters or simply cut out the divisions to opposite and use them to represent your character.

Please write and tell us what you think about this board game idea. Would you like to see more games like this? How about getting more figures to play with? We're waiting for your letters and phone calls...





# COMPETITION RESULTS

## BALLBREAKER

Daniel Fulkoll, Twickenham, G. Vines, Birmingham, Alan Shelton, London, Owen-Williams, Bath, Owen-Hodds, Bucks Paul O'Brien, Bradford, D. Thompson, Newcastle, Mark Smith, London, Alan Potts, Luton, Steve Hill, Surrey, Glenn Rivers, Potts, David Cross, Liverpool, John Lewis East Sussex, Michael Hughes, Somerset, Paul Sower, South Gloucestershire, Paul James, Wiltshire, Richard Evans, W. Ireland, Robert Johnson, Dorset, Ley-Cook, Bathampton, Anthony Cook, Oxford, Alan Pallen, Warris, Richard Burton, Cornwall, John Peary, Glasgow, Kevin Gilling, Mr of Alan, Edward Walling, West York.

Joe Spaul, Sheffield, Martin Riley, Coughtry, Ian Shaw, Manchester, Guy Wyllie, Milton Keynes, Stephen Clark, W. Yorks, Mr J.H. Barrow, Dorset, John Miles, East Sussex, Steve Southwood, Bath, Michael Burton, Dorset.

Geoff Williams, Leicestershire, A. C. Pearson, Newcastle upon Tyne, Alastair Taylor, York, Andrew West, Ipswich, Geoffrey, Leeds, A. Milham, Peter, Alan White, Essex, C. A. Wood, London.

Richard Long, Surrey, R. D. Mangan, Peter, Richard Walker, Dudley, D. Hield, W. Ireland, Stephen Russell, Dorset, Russell Cook, Norfolk, Jonathan Everett, Somerset, Duncan Turner, Devonshire, Robert Horton, West Midlands.

## MILK RACE

John J. Dredyford, Cornwall, Gus Allington, Bucks, Michael Ahmed, Essex, Malcolm Jenkin, Norfolk, Clive Dew, Cheshire, London, Saunders, Mr Clompton, Stuart Smith, Devon, Steve Whittier, Bedford, Gabriel Long, Bath.

Anthony Connolly, Lancashire, Trevor Pigg, Kent, Joe Harris, Essex, Rodney Treggle, Slough, Martin May, Albany, Simon Hall, Rutland, Joe de Cought, Clompton, Gareth Houghton, Cheshire, Matthew Davis, Sheffield, Michael Fox, Wilt, Patrick Oliver, Birmingham, Jonathan Rans, Leicestershire, Fergus Mullin, Ireland, Kevin Brock, London, Dean Bell, Kent, Richard Stansell, West York, Martin Wicks, North Devon, Nigel, Newcastle upon Tyne, P. J. Roberts, London, Ben Whittier, Wiltshire, Simon Hain, West Yorkshire, Philip, COBE, Leicestershire, Andrew Little, Aberystwyth, David Heath, Staffs, Andrew Collins, Surrey, John Sumner, Aberystwyth, Neville Matthews, Bath, Nathan Taylor, Hull, Kevin Taylor, Alld Loftholm, Warr, Devon, Wexford, Steven Deale, Aberystwyth, Adam Pinn, John, Wilton Knapp, Suffolk, R. Green, Bathampton, Mark Smith, Essex, Trevor C. Moore, Staffs, Jamie Hank, County, Cumbria, Andrew, Hudd, L.C. Sordell, Sheffield, P. A. Richmond, Co. Durham, Adam Weston, Bath.

## PROHIBITION

Brian Brooks, London, Ian S. Halls, London, Guntledge, Essex, Richard, Andrew Loughridge, Co. Antrim, Michael Bond, Leeds, Tim Sutton, Leicestershire, Peter, Co. Durham, Kirkbride, Leicestershire, Manchester, David Huxton, Manchester.

Chris Mearns, Cheshire, Aquil Moore, Essex, Robert Bell, Cheshire, Simon Wain, Beds, Hal Drew, Cornwall, Michael J. Owen, Sheffield.

Richard Pargeter, County, Mark Wilson, Staffs, Luke Swann, Norfolk, Robert J. Honley, Cheshire, Robert Douglas, W. Ireland, James Marshall, Essex.

## CODEMASTERS

Jason Wells, Devon, David Wong, Surrey, Chris Andrews, Sheffield, Wayne Nelson, Dorset, Ian Lewis, Cheshire, Nathan Hunt, Dorset, Matt Scott, Wiltshire, Philip James, Bradford, David Stewart, Manchester, Leo Gould, Wexford, Tim J. Ryan, Surrey, Ben Smith, W. Ireland, A. M. Barrow, BPP, Dorset, Brian, Somerset, David Lupton, J. Susan, Felicity King, Wilt, Wyned, Llanos, Andrew Bell, London.

Peter Burton, Lincoln, Mark Hain, Lancs, Essex, Worcester, H. Schiller, The Netherlands, Mark Goodwin, Essex, Stewart Campion, North, Michael Whelan, Leicestershire, Lewis, Roy Lewis, Leicestershire, Paul Seaman, Bedfordshire.

Raymond Hill, Somerset, Stuart Kemp, Leicestershire, Mr. Tubb, Essex, Mr. Pinn, James Atwell, Staffs, Lee Quinn, Birmingham, James A. McQuillan, Bedford, Marcus W. Harbig, Lincoln, David Jankin, Cheshire, Chris Reynolds, Belfast.

Simon Baker, N. Hampshire, David Stephenson, Gloucestershire, Bob Goodie, Cheshire, Andrew Baker, West Sussex, Danny Robinson, North Yorkshire, Elyon, Essex, Paul Tolbot, Ian Kamelars, London, Anthony Goodley, Kent, Paul Kallian, Dorset, Peter Jay, Liverpool, St. Adams, Manchester, Ricky Hood, London, Craig Cooper, St. Albans, Paul J. Maxwell, Kent.

## THING BOUNCES BACK

Boger Tokarski, Wexford, A. J. Whitehead, S. Gloucestershire, Stephen Barker, Staffs, Bruce Scullion, Devon, Mr. A. Daley, Cheshire, David Barnard, W.

Luffkin, Per Johnson, Sweden, Anthony Glynos, Somerset, Dean James, Kent, Andrew Howley, Manchester, William Colquhoun, W. Midlands, Jack Weston, Cheshire, Adam Bolton, Surrey, P. G. Roland, Lincoln, Simon James, Surrey, Sean Dwyer, W. Yorks, Dorset, Peter, Stockport, Sammy Barber, Wiltshire, Tony Kirby, Co. Cork, David Jenkins, Cardiff, Brian Salway, Kent, Richard Symonds, Bradford, John, Cheshire, Coventry, Leon Quinn, Birmingham, West, Clapham, Hampshire, Nader Adami, D.A.E., Mark P. J. Miles, W. Sussex.

David Jones, Wiltshire, Stuart Scott, Wiltshire, David Ross, Tyne & Wear, Paul Croker, Middlesex, Stephen Crawford, Wiltshire, G. Stephen, West Midlands, David Jones, Cheshire, Elin Tommerville, Essex, I. Smith, Hull, Mike Sanders, Huddersfield, Peter Bell, Northumbria, Nicholas James, Co. Durham, Roger James, Normans, J. Wright, W. Midlands, Ben Petersen, Sheffield, Gavin Coates, Aberystwyth, Mr D. G. Shaw, Devon, Mark Smith, North, John Park, Peter, Chris Reynolds, Dorset, Martin-Cheer, Gloucestershire, Lee Bennett, Northampton, James Riley, Hull.

## GOBOTS

Wei Hong Tang, Beds, Janet Le, Manchester, Peter Thomson, Aberystwyth, Mark Lee, Aberystwyth, Spencer L. Ginnerton, London, Benjamin Early, Aberystwyth, Andrew Hall, Peterborough, Mr T. Saxon, Swinton, Robert Byers, Wiltshire, Peter, Devon, Birmingham, Greg Le, Southampton, Christopher J. in Co. London, Adam Solomon, Essex, Philip Collett, Wiltshire, Lee Wilson, Middlesex, Gural Colquhoun, W.A.S., Simon Colquhoun, Nottingham, Alan Hoare, South Gloucestershire.

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1) What is the name of the evil organisation featured in Gremlin's Mask and Mask II? Is it A) VENOM, B) SPIT, C) BILE.

Answer: \_\_\_\_\_

2) What is the name of Jack the Nipper's second adventure?

Answer: \_\_\_\_\_

3) What animal is Monty? Is he A) Mole, B) Badger, C) Rabbit.

Answer: \_\_\_\_\_

4) Gremlin's expected Christmas smash

is based on which character? Is it A) He-Haw, B) Ho-Hum, C) He-Man.

Answer: \_\_\_\_\_

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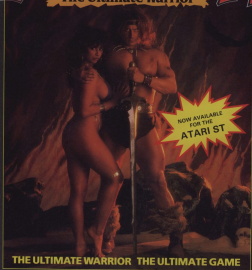
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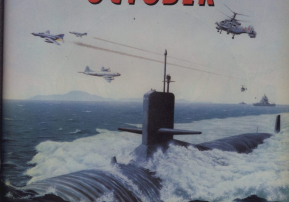
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# TOP TEN GRAFFITI COMPETITION



**H**ere's the first person to win his way through to the final of our wicked Graffiti Comp. The winner from October's issue is Nick Adams of Plymouth. If you think you can match Nick's graffiti skills, or perhaps you think you can do better, start working, now!! In case you've forgotten the rules, I'll quickly remind you.

Just create your own *original* piece of graffiti — the only restrictions on your creation are that it **MUST** include the Top Ten and C+VG logos somewhere. You can either send a photo of your work or simply send your completed artwork to Computer and Video Games, Top Ten

Graffiti Competition, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. And the prize? An all expenses paid trip to New York to see graffiti artists at work!

Remember to secure the coupon to your entry.

C+VG/Top Ten Graffiti  
Competition.

Name \_\_\_\_\_

Address \_\_\_\_\_

Age \_\_\_\_\_

Computer owned \_\_\_\_\_





**THUNDERCATS**

**GHOST IN THE MACHINE**

[PART 1]





AT THE VERY END OF THE STAIRS... THE STRONG CARDBOARD...

IT'S ALMOST LIKE A... AND SCRAWLED WORDS... IT'S AN INTERESTING REASON BY IT...

HOW THE LARD OF THE CATS?



THE CUSTOMER'S MARCHING VERY THROUGH THE... THE CAP'S JAW...

HEY YOUR CUSTOMER... SHE NO INTERESTED IT ISN'T A PERFECT COPY!



WHY NOT A "RECKONING" AND I GET THE FEELING OF MY FEELING A WILLINGNESS COMMITTED?

THE MOTHER IS... THE MATCH...



I'M NOT TO GET THE ONLY... THE ONLY... THE ONLY... THE ONLY...

WHY NOT A "RECKONING" AND I GET THE FEELING OF MY FEELING A WILLINGNESS COMMITTED?



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 CHALLENGED

AMIGO  
 KARTING GRAND PRIX  
 AMIGO

AMIGO  
 SPACE BATTLE



THE GARDENERS  
AGREED WITH  
ALL THE POINTS  
HE'D MADE --  
AND HERE COMES  
NEXTSTEP!

MUSTANT  
WILL FIGHT AGAIN!



WAS THAT  
CRITTERMAN!

**THRATTISSH!**

THEY'RE JUST  
LIKE THE OTHER  
LAWYERS -- JUST  
COULD DO THEM  
EARTH CREDITS.



...AND THEY'RE  
USING AGAINST  
THEIR OWN  
SIDE US.

DEAR -- THE  
EYE -- BEAR --  
NOT EVEN THAT  
BIG -- THOUGH  
I'M A BECKY  
PAPA -- I'M  
GO...



STAND THROUGH  
HELL -- AND  
WALKMAN ON  
THE -- BEAT!  
WALKMAN ON  
THE -- BEAT!  
WALKMAN ON  
THE -- BEAT!  
WALKMAN ON  
THE -- BEAT!



**KRAK!**

LET'S GO  
ON TO THE  
NEXT -- THAT'S  
MY NAME!



IN THIS  
MOMENT  
THEY ARE  
NOT...





NEXT PAGE



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# The Big Screen

There are thrills-a-plenty as Ward R. Street hunts for his film of the month — and finally finds it in heaven!

Ward's World's weather forecast is for getting raw and icy while this month. Better shelter in a new movie theme, then, with a thriller to scorch you out of winter.

Remember all those bait movies that were so popular in the twenties, when some big star would play a bait reel to minute detail and almost get away with it? You do! Being wren's! Go!

**BILLMAN AND THREE** is a bait movie too — but you won't fall asleep on this job! There's no waltz on Fort Ross, just a bait outside (Beverly Sussman). There are no big American names but Howard (Towner) still proves just again what a brilliant actor he is. And superlatives and epithets are replaced with computer-aided electronic trickery for this crime as business — crime for the night!

Billie arrives at Paddington station with his program, and from the moment he steps off the train he's a marked man. A customs operator for a moment, he presents a criminal candidate (John) of a security system but failed details. To force him to complete the job, they take the big baitage. Shortly he's drawn into their plot, and when he becomes inevitable he's forced to accompany them on the road.

So this ordinary, honest man is drawn deeper into a world which he hates, but from which he can't escape. Every day, from London to the Suffolk coast, becomes hellish as the story unfolds. And as the promise of wealth tempts him, Billie tries to remain clear to his end.

William and Four will hold you hostage because it's not just about an ingenious robbery, it's about people — people you really care for. It reads up the tension until it's almost unbearable. It'll be appearing on TV eventually, but it'd be a crime to miss this great British thriller in the cinema.

Competition is a different sort even in up-to-head to **HOUSE OF LAMBS** (12), a low budget American movie set in Nevada — which appears to be the Statewide equivalent of Manhattan, if the weather is anything to go by!

Margaret Ford is a sensational psychobiographer who's just published a best-selling book, but is still worried that she's not really experiencing life, and that for all the knowing, she's unable to do anything positive to help her patients.

When one of them, a manipulative gambler, claims that a local doctor's going to kill him because of a debt, she

goes to Dr. Leonard Street, the "House of Games", to talk to the head. But instead of the police players and petty criminal the cops in the back hallway dress into the violence world of wilderness prisoners.

From this point the film is like an onion, and every time she thinks she's reached the truth there's another skin to be peeled away, more lies to be

**F. Bellman and Traci Louson** there to how to make a Spectator



**A. House of Games: O'Keefe, found over my copy of Barbarian**

answered. By the time Margaret discovers the truth it's too late, and she's been drawn into the dark heart of the confidence ring.

**ITZELMAN** writes the best movie, **HOUSE OF GAMES** takes a fresh, less conventional look at the territory worked by *The Sting*. It's an intelligent movie with several small leads, but the resolution of debt, after this is compelling, like watching a master conjure all sorts.

But that's not all. The thriller's a tightly-wound form, and the third variation on the theme is a guaranteed four-filer.

In 1972 **LA-500** Dennis Morehead carries a girl by masked individuals which leaves two of the colleagues dead. Fifteen years later he's become a

best selling writer of police procedural novels, though he remains on the loose.

Then, into his life comes Lisa, a woman's words who claims to have been an assassin for a top businessman. He wants Morehead to write for story, answer the criminality in the big corporation... and putting her on a sympathetic light while he does not.

Morehead takes a little convincing at first, after all, Lisa appears to be

**F. Bellman and Traci Louson** there to how to make a Spectator



**A. Best Seller: Morehead, gov. if never picked that C-102**



totally shocked out, but slowly comes piece together and as money that goes between the two men, and a sudden revelation reveals a link between the present and that fatal raid.

The film is held together by the two central performances of big Brian.

Clearly as the top and James Walsh, eventually superb as the creepy killer. They play psychological games, circling like suspicious dogs, sniffing each other. And what is the truth? You'll have to stay to the last page to find out!

After this month's one, **SLAM BANG** (12) wishes to end things with a real bang. There are many twists and turns to its plot that it ends up

**F. Morehead's Tom Morehead is quick on the draw**



well to knots and makes itself

Tom (Lester C. C. Cook) as most gentle customer whose customer Morehead is rigged upon the one of his drawings when a reward feature with a mysterious inside makes up on the. With the police on one side and stolen ornaments on the other he has every reason to feel persecuted — everyone is Li appears to be out to get him.

Unintentionally developer Wayne Page has opted the style over content, but instead of adding to the sense of confusion it merely serves to egg-off any real interest in the high-minded conspiracy on screen. Still, there out of

her on? Well, and any one of them could have been my film of the month, but...

Just before my deadline, I saw a movie which is a fantasy novel, a love story, a war movie and another war story. The war was behind it, but it's so fresh and imaginative it's hard to believe that it wasn't actually MADE IN HEAVEN. PG.

**F Made in Heaven:** "What's a girl like you doing in a swing like this?"



In the 1940s Mike Snow (Timothy Dalton), young and unemployed, decides to look for a new life in California. But only a hundred miles from his home he becomes a family man a married man... and loses his own life. Suddenly he is standing naked in a painful event as his final quest comes to a great end. This is the afterlife.

There is a place where anything can come true — and that includes killing to live, which Mike promptly does with lover Holly McGill (a beautiful girl who has never been sent to earth). Everything is — well, heavenly — until the time comes for her to depart to her fate.

**F Crieshow 2: Well, don't you enjoy biting your nails?**



**F Surrenderer: No Michael, I won't let you make more than two films a day.**



from dancing to delight to be realized that here is a place where all his long dead friends are still alive, and like the Land of Oz where dreams really do come true. It's heaven down earth. I sure hope it's like that!

Next month there'll be a leader out of bed, you and admirers, but the new I have no intention of recommending the brilliant, mind-expanding leader and fan — yes, truly divine — music!

If music there are still plenty of

lady for Mike it's possible to be entertained) and he manages to persuade Edward, God's manager, to let him be chosen. But for only he will be through his birthday to find him — and also could be anywhere in America!

Once, so it is outside pretty eyes but don't give up, because director Alan Rudolph's clever thought to give the whole production a rich texture, to balance out the whimsy of his song, the result is exquisite — witty, funny and clever.

For most of all it's darned imaginative in the way it handles what's shown called the last great talent — death! Mike's reaction was born

gone hands out there, so far you know it! (REDFISH) I, myself to the collection of Stephen King stories from a couple of years back. This new compilation has got a better edge, though, and varied well as an anthology.

The three tales are so great that, but they do have a ghostly feel, as they tell of a woman (later who comes to life, an unforgettable thing) in a lake and a fish (later who just won't take to be an ocean).

Actually, the 19 seems rather considering that it's all planned for him, and there are enough rough edges to long any kind of nightmarish realism of his. But it's actually perfect this to the original. Creep in if you want some lightweight laughs in the popular world.

This month's other comedy offering is produced by Aaron Spelling of Dynasty fame, written and directed by Jerry Gold, a veteran of 15 sitcoms, and features Holly Hunt, who started her career as TV manager Gidget. With credits like that your reaction may well be to SURRENDER.

SURRENDER is a smart one, mostly about love, money and drama in L.A. It also stars Michael Caine, looking somewhat out of place as a much divorced but willing author who breaks his own of ordinary when he meets Blue Field, but decides to keep his status a secret to test her.

The pace is rather slower than and it's all very stuff, packed into one hour, a few of which are very funny, the others making a smile or just falling flat. Whether you surrender to its outlandish plot will depend on your tolerance to American television comedy.

In the other extreme there's BLEND (14), a very well handled allegory about a happily middle-class man who dies for five minutes after a heart attack, then discovers that life was never the same again.

We think out the truth about his company's involvement with dangerous products, his wife's infidelity and the rest of his rotten world — all of which makes him expect that hell is, in fact, on earth.

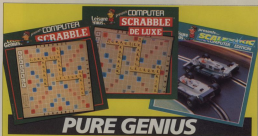
This is truly novel, unlike any of Hollywood's attempts at machine. But it rambles too much for its own good, and individual parts tend to be better than the whole. But if you're out of an adventurous nature give it a go — at times it's shockingly bizarre.

At the other extreme you could spend a MONTH IN THE COUNTRY (PG), one of those nostalgia films, harked in the golden glow of the years following the First World War, which the British do so well.

It's not all pretty pictures though. Two ex-soldiers are brought together in a small Yorkshire village to cooperate for an ancient battle site and uncover a medieval secret. But during the long, hot summer the years left by the Great War are forgotten. It's a small-scale picture, but it's one the more for that.

4. **Bliss:** You'd look better if you read *Shoes Machine*

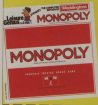




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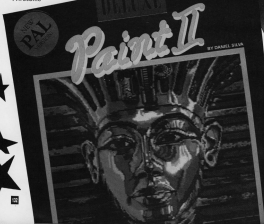
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2. Name the pharaoh who has his golden image in the front of EA's Deluxe Paint II box.



# AMIGA



3. Last year EA translated one of the really popular arcade games on to computer. Was it A) Pacman B) Marble Madness C) Space Harrier?
4. Name the odd one out and say why. A) SkyFox B) ArcticFox C) FireFox D) StarFox.

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# ARCADE ACTION

## ► PREVIEW '88

**Preview '88** was held last month and gamers had an early look at the best of the latest arcade action games. **Street Fighter II**, it's all about this time of every year that the show is staged to inform aficionados and gamers alike are going to enjoy new games in the coming year.

Sadly there wasn't a huge number of new games to be seen, and the really good ones aren't really out on the ground. **Operation Wolf**, **Narcosis**, and **Full Throttle** have been covered in some detail and Sega's **After Burner** is already filtering through to selected markets.



After Burner

In fact, After Burner's already been updated to include some new features which are a welcome addition. The most important feature which I felt was missing on the early model I played was the lack of a throttle which you can't see. Speed could be reduced slightly to negotiate some of the more tortuous sections. That has now been added and works in the same way to that of a gear shift in racing games. Full Throttle is now down or backwards to speed up. The graphics have been further updated down to the new version too. Now when enough enemies in which you bump through the wire in the pen track and all you see in the distance is the burning jet streams of enemy fighters swooping towards you. Landing on top now causes you to catch up as landing is now just to refuel and ground crew patch up the damage.

A great game which comes in three models, upright, the Commodore version which incorporates a seat but has only two-way control (left and right) and the Super Deluxe model which features all most-thing plus four-way control options. Enough to make you an addict but it's a hell of a ride.

**Free Kick** from Sega/Ataris is an interesting football game. **Arkanoid Breakout**, **Roll**, **Arkanoid** and **Roll** are always available and **Free Kick** is based on **Arkanoid**. You still control a bouncing ball which must be used to catch and bounce the ball back up the screen. However, instead of knocking out a lamp post, you

must send the football back into the football team which is waving innocent civilians around the screen. The ball, as usual, ricochets off the players, knocking some out instantly, while others have to be hit more than



Free Kick

once. Paper screens can only be reached when you've eliminated all the players or by scoring enough goal points. If you're lucky, and ball does come into it, a goal for top scores through you have to get the ball past the goalie from **Motocross**, jiggling up the pitch and then quickly disappearing, though apart from deflating the ball (couldn't you just get that?) this seems fun. **Break Out** comes from Sega's former death, but **Free Kick** is well worth trying.

Sega's **Rollback Islands** is **Rollback Islands II** and is just as nice. The game is made up of seven islands and there are four points to clear on each island. Climb to the summit of each island by jumping from ledge to ledge and climbing windows. Platforms can be made to appear and you can structure them in steps to cross large gaps. Push fruit to increase your stamina and fill a magical elixir by using the umbrellas as weapons. This is really a bit strange and it won't be able to move for a short while, or spell a raincoat into the path of a monster to kill it. And you can even use windows as a small level to sit on the window, sneezing up from behind. Amazingly bright and colorful graphics. **Rollback Islands** looks set to be well another hit.

**Capcom's Street Fighter** is another of the martial arts games with some huge names. The characters are among the most realistic I've seen and the action is intense. At least it is when you've mastered the

Street Fighter



controls. If it is a one or two player game and you find enough eight match fights systems from Japan, USA, England, China and Thailand. Each game is won by winning the best of three rounds and the competition is intense. **Fuchs**, **Rocky**, **Street Fighter**, **Big Boy** and **Backward Flip** are just a few of the moves to master. The cabinet comes as a standard upright with the usual joystick and button controls, or a Deluxe version where it's much more fun.

**Road Race** from Eurocom is a bicycle simulation which you are more likely to find in



Road Race

recreation and shopping centres, gyms and the like. It's an excellent example with a built in bike game and seems to be interesting quite a bit of interest. Perhaps do you have to look at it think well while pedalling away the road to keep fit. Just get up on Road Race and play the other games. The more you pedal, the faster your bike will move on the screen—and it keeps an accurate account of your speed. Would you want a track eleven with obstacles and beat the other riders up the winning point while keeping a watch for penalties, all sorts and many, see above.

**Way Wolf** is a very different strategy game which is more well similar to **Choplifter**. Beat your chopper through enemy lines and shoot down squadrons of attacking helicopters and jets. These don't shoot at you as early as they do if you hit one you're a general. Not correct, particularly which must be needed in the same way and then you're attacked by surface



My Wolf

to all various level flying right and though it's assembly playable, the sprites are intricate and the movement of the chopper must be about the proper simulation it is very good.

**Charge** is one that is in a fight against the enemy's life. Guide your tank into the enemy territory, shooting down the alien forces. It's really your tank will auto weapons and through your way through a maze of tunnels and light rays.

**Arkanoid** and **Roll Wars** are two titles from Ataris—Masteronic's 300-up arm and



Arkanoid

that's balls a lot more pick than **Rockford**. Whoever programmed **Arkanoid** must have played **Arkanoid** in which you have to use your skills in the ground with your ball. The same seems to be true of **Arkanoid**! It is a two player game in which you play a huge or giant. Both are really more through the screen seems to have the edge as he can send out flames to knock attacking enemies. The graphics are pretty good though a little cramped. In **Roll Wars** you control a battle sphere which is a swirling egg up a never ending highway. The objective is to become King of the Road and to do that you must cover the road of roller balls, spikes and other obstacles. To get some more levels, certain points at the side of the road must be blasted out.

- 1) 1942
- 2) Wonder Boy
- 3) Arkanoid
- 4) Tiger Heat
- 5) Gilbert 'n' Goblins
- 6) Bubble Bobble
- 7) Raptor
- 8) Choplifter
- 9) Star Force
- 10) Commando

Capcom  
Sega  
Taito  
Taito  
Capcom  
Taito  
Techno  
Sega  
Taito  
Capcom

The Top Ten is compiled by Eurocom and shows the most popular games nationwide.

# Comix.

"When stars clash . . ." That must be the biggest cliché in the entire history of Marvel Comics. How many times has that title been used to tip off eager Marvelites that two of their favourite super heroes are heading cut-out of each other? More than I can be bothered to count. And more than ever it's been used to describe a confrontation between The Incredible Hulk and The Green Goliath (blue-eyed) Thing.

All of which is my long-winded way of saying that Greenberg and Rothbard are at it again. This is a titanic clash with a difference or two, however.

This time around, it takes place in the (needed) just-to-mention expensive surroundings of a Marvel Graphic Novel - a large-format, high-quality - printing square-format book of the same kind as the Machine albums I raved about last month.

Another unusual aspect is that this particular "comic novel" is scripted by Stan Lee, doing his first Marvel super-hero story for quite a while. Stan, better known as an artist, was responsible for the very first Marvel Graphic Novel, "The Death of Captain Marvel", which he wrote and drew, and had himself to be his own advocate for it (he'd checked for some years, or so, and off, in his latest work, however - perhaps because he's already drawn one or two Hulk/Thing confrontations - Stan has provided only the script, leaving the artwork to his occasional collaborator of the mid 1970s, Bert Wrightson.

Wrightson, of course, is best known for being the co-creator, with Len Wein, of the Swamp Thing (Dread). And I thought I could bury Alan Moore out of the comics (his merit . . .). He was one of the first (and acclaimed) superstars of comics in the late-50s/early 70s, and one of the first to depart from comics for the more lucrative pastures of limited-edition pulp, pulpies and book illustrations. Probably his finest work during this period is his magnificent illustration edition of "Frankenstein" - which,

incidentally, has recently been reissued by Marvel in the States, and may be available at your local comic-shop for as little as \$3.95.

During this time, Wrightson shared a studio (imaginatively known as "The Studio") with fellow ex-comic artists Jeff Jones, Mike Kaluta and Barry Smith. Wrightson, though, maintained rather close links with the comic world, contributing the occasional cover to, say, a reprint of his Swamp Thing stories. A year or so ago came his first Marvel Graphic Novel, "Rocky" - a largely unconvincing depiction of Spider-Man up against a chaotic green-skinned Wrightson monster in full ghastly colour.

That brings us to his latest work, the aforementioned Hulk/Thing "story" (if you can call it that). Here his portrayal of two very well known characters is much more convincing.

On the other hand, though, the idea of yet another typical meaningless Marvel diatribe must have seemed an idea a turn off to Stan and Wrightson as it did to me - because they've pulled out all the stops to find a new approach in a tired old idea. In fact, they've chosen to play it mainly for laughs, and in so doing have come up with unusual and satisfying satire on that old Marvel standby, the all-but-infinite "when you're out-of-plot ideas, spend a while more on a pointless fight between two heroes and call it a change of pace".

What is it about this story that transcends the clichés, then? Not the plot, that's a simple affair concerning our heroes being teleported across the galaxy to a distant planet, where they must track down a kidnapped scientist. After facing a series of obstacles, they succeed and are sent back to Earth.

Not exactly, there's rather more in it than that, so we realise early in the story when the narrator informs us.

"I am the Watcher. I see all and record it for future generations. Some believe that I am only interested in tales of comic proportions. This is not so! I am also a keeper of small stories. Human stories.

"By the time you finish reading this tale you shall realize that I view every city and trivial story.

"No one's perfect."

There's a lot more good stuff in here, too - such as Wrightson's river scene (which had inspired several others). And one character deserves a special mention: a small (recreated) alien who is involved sometime by the Hulk and used as a head-bow. One that utters his own last!



In short, quite apart from my original expectations, I find myself recommending this book. The full title is "The Incredible Hulk and The Thing: The Big Clash" and it should cost you around £4.20 at your nearest comic shop. Write to your nearest comic . . . Just in case you weren't at the UK Comic Art Convention in London in September, here's a rundown of the winners in the Eagle Awards, voted for by British comic fans.

## UK CATEGORIES

- **Covers** 2000 AD
- **Albums** D N & Quinch's Truly Awesome Tale To Life
- **Character** Judge Dredd
- **Villains** Torgomeda
- **Supporting characters** I Tio The Dwarf
- **Most worthy of own title** Captain Britain
- **Continued story** Hala Jones Book Three
- **New comic** Indica
- **Covers** 2000 AD vs 500
- **Specialist comic publications** Spookhouse
- **Ball of Honour** Frank Miller

## US CATEGORIES

- **Covers** Watchmen
- **Graphic novel** Dark Knight
- **Character** Bat man
- **Group or team** X-Men
- **Villain** The Joker
- **Supporting characters** John Constantine
- **Most worthy of own series** Wolverine
- **Continued story** Dark Knight 1-4
- **New titles** Watchmen
- **Covers** Dark Knight 1
- **Specialist comic publications** Amazing Heroes
- **Panelists** Frank Miller
- **Editor** Terry Austin
- **Writer** Alan Moore (surprise, surprise . . .)

If any of these sound unfamiliar to you, what are you waiting for? Find your nearest purveyor of fine comics and give them a try . . . My favourite comic shop . . . is London's Forbidden Planet, at 22 Old St, St. Pauls, London WC1H 9EJ, 01-4759. If you live closer to the west coast, you'll be glad to know that there's now a new Forbidden Planet at 22 Berkeley Street, Brighton BN1 1SD, 01323 712121. It is not a huge development, much of which is devoted to the latest imports.



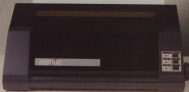
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For release schedules, please contact Helen Holland at the address below. Piranha games are available from all good stockists or, in case of difficulty, direct from Helen Holland, Piranha, 4 Little Swiss Street, London WC2R 1FL, Tel: 01-836 6633.



A close-up photograph of a hand holding a joystick. The joystick is black with a textured grip and is mounted on a red, angular base. The background is dark, making the red base and the hand stand out. The overall aesthetic is sleek and professional.

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How do you get your hands on this giant grab-bag of good games? Simple, just answer the questions below and rush your completed coupon to **Computer and Video Games**, Computer Hits Competition, Priory Court, 39-32 Farringdon Lane, London EC1R 3AU. Closing date is **December 16th**, normal C+VG rules apply and the editor's decision is final. So whaddaya waiting for?!

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2. Give My Regards To.....?
4. Codename.....?
5. Contact Sam.....?
6. How to be a Complete.....?
7. Solomon's.....?
8. Mario.....?
9. Road.....?
10. Bubble.....?

## C+VG/BEAU JOLLY COMPUTER HITS COMPETITION

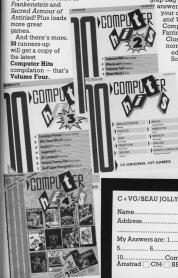
Name.....

Address.....

My Answers are: 1..... 2..... 3..... 4.....

5..... 6..... 7..... 8..... 9.....

10..... Computer owned (tick box) Spectrum   
Amstrad  C64  BBC/Electron



# ADVENTURE ZONE

## news

The eighth and final Infocom title to be launched this year, will be **Bonder Zone**, Infocom's first adventure with a spy scenario.

It was written by Mark Mass, co-author and co-author of **Zork**. No longer working at Infocom, Mark wrote the game on the Infocom computer, working remotely via a modem.

Release is expected during November in the USA, and a few weeks later in Europe and the UK.

Eight releases in one year is a record for Infocom, and it is expected that a similar number of new titles will be produced in 1988. One of these will be a Sherlock Holmes adventure. It will be unlike the **Deadline/Witness** (Suspect) series, having more open-ended gameplay. Two new Infocom games are reviewed this issue.

**From Darkness into Light** is the working title of a new game being written by Judith Childs, previously of **Delta 4**. Playing the part of a woman, your task is to return a chalice stolen from the local church. Written on the **Quest**, and to be published by CIL, the game will be available for C&A, Spectrum, and Amstrad.

Following the success of **Red Pike's Brecaala** and **Frankenstein** adventures, CIL has three more tales of horror in the pipeline. **Red** is working on **Wolf Man**, and **Jack the Ripper** is on the way for **SI, Bridges**. An adventure based on **Jekyll and Hyde** is also planned.

Two new non-Spectrum adventures from **Magnific Books** will follow. **Amstrad**.

**Assassin** is the working title of the next **Brooks** release via **Bainbridge**. Due

Welcome to the Adventure Zone! Anything can happen within the next few pages — and probably will as Keith Campbell, C+VG's master of the mystic arts, brings you news, reviews and helpful hints from the wacky world of adventuring. So please don't adjust your magazine — reality will be resumed as soon as possible . . .

early last year, it is set in present day London. Meanwhile, **Anna Smelein's** own "special" adventure, **Upon Westminster Bridge**, has been postponed until late 1988.

Colleagues in the States commonly have underground tunnels linking the buildings on campus. They are built for use in the cold weather often experienced in America. Those in **Walking Horror** are a close copy of the tunnels at the Massachusetts Institute of Technology, says author **Dave Lebling**, who co-wrote the original **Zork** on a DEC of MIT, before moving on to found Infocom, and put **Zork** on micro.

"**Walking Horror** should really have been written in the Interactive Fiction Plus system," explained Lebling. He would have liked to incorporate a lot more choices for the player, such as being able to repair the floor washer, and then being able to ride it. However, he was half way through when a telephone opponent that to do this would mean moving it over on to the larger 'plus' system for CIL machines, delaying the game by some months. Count yourselves lucky, SA gamers!

A letter from **Kostas Pelizos** of Athens, was from C+VG's monthly award of a free subscription to the **Advertiser's Club**. Cured of buying cheap pirated software after discovering that he couldn't play **Portal** because the pirate

had omitted a complete data file from the illicit copy, Kostas revealed the only way to get **Adventure Games**, not easily available in Greece, was by mail order from the UK.

Kostas is a lone adventurer, for all his friends play arcade games. "Write to me if you like, so I do not feel so lonely when I am playing an adventure!" wrote Kostas.

To help him with his mail-ordering, Kostas will now get the benefit of discount software through AGI, and a bi-monthly dossier.

You too can win an AGI subscription! Write an interesting letter to me at the **Adventure Helpline**, and you're in with a chance! (But no begging letters, please! Only letters not mentioning that the writer would like the award, will be considered eligible!)

**Pete Maxwell** and **John Jones-Steel** are discussing plans for a 16-bit version of the classic text adventure **Mordor's Secret**. Details are not yet finalised, but it is likely that **Alan Mordon** will have graphics.

Sutton public library is to be the venue of an **Adventure Conventions**, on Saturday 28th November. Sessions on Multi-user adventures, adventure games, will form the background to an all-day workshop featuring on-line demos of multi-user adventures, with other games running on a variety of micros.

Organised by **Gatepost**, the Festival aims at the Association of London Computer Clubs, together with Sutton Library Computer Club, the event commences at 9.30 am and admission costs £3.50 on the door. Sutton library is situated in St. Nicholas Way.

There was something not quite right about this particular visitor to our live-Helpline at the PCW Show. Smiling and cheerily, he kept wanting to get up my nose. Don't you come here and poke my nose, and then start yelling 'noisy.' "I thought and then he did it. He smile turning to an ugly sneer, he lips curled, and he slowly reached for the zipper of his jacket. "I shot into it hard!" he announced, mockingly. Of course I knew in that last split second what horror would be revealed — "WAI HAIT!"

I fled in terror, but I became the object of his disgustingly evil goggling. And he calmly walked onto the stand, covered his paper bag, and took over the Helpline if you please!

That was my first and last sighting of the fiend, when I peeked up courage enough to return, he had disappeared. I will not I know who he is, and so frighteningly ordinary are his features, I doubt if I would recognise him if ever I saw him again. He might even be standing behind you in the next issue of this very review, reading this copy of C+VG over your shoulder!

A belated 'congrat' to **Fergus McNeill** and **Anna Pezanos**, of **Delta 4** and **Abstract Concepts**, who recently became engaged, and plan to marry next year. One honeymoon possibility, a cruise in the Florida area, has been ruled out, because it's murder on Miami. **GC's** been playing for too much **Hard and Soft**!



# Werewolves

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# ADVENTURE

## reviews

# PASSENGERS

• **MACHINES:** Atari 2600, MSX, PC  
 • **DEVELOPER:** BROSSENA  
 • **PRICE:** \$24.95 (Atari 2600), \$24.95 (MSX), \$24.95 (PC)

If you can remember back to C + VG's August issue and the review of the first *Passengers* on the *King* game, you'll know that faith is very foolish in the style of this adventure. Indeed, he would probably argue that it is not a true problem-solving adventure.

That's a good point. It's more like a role-playing book where at the end of a paragraph you have to make a decision. The wrong choice can send you off on the wrong track. With *Passengers* you have to decide on the correct sequence of people to talk to and making the right decision when confronted with a choice. Getting the correct sequence right is vitally important to progressing into the game.

In *Passengers* I based on Francois Bourgeon's best-selling French comic

books, all the main characters were introduced. Basically the game is set on the eve of the French Revolution.

Isa, an adventure girl who turned out to be a courtesan whose title had been usurped. Hoel, a young sailor unjustly accused of murder who fell in love with Isa. Mary, a young English girl expecting a child who fled from her father and country. John, an English Officer and the father of Mary's unborn child. St. Quentin, the ship's surgeon and also a good friend of Isa. Barboulet, a captain of a slave ship,

and more than 10 other eighteenth-century characters.

After many adventures in France and a tough

see King Kpengo. You must decide by using this adventure in which you will learn the mysteries of voodoo when meeting



The King must know that my husband is suffering from a very mysterious illness.

Yes... maybe you're right.

the King and upon visiting the Savannah.

Despite the fact that the operation of the game is fairly complex and, at times, confusing, I do enjoy playing it, although I'm not sure how much sense the second game makes if you haven't played the first. The graphics are truly impressive.

Before buying this game, I would advise you to try and see the game working first. The ideas behind it are, I think, new and exciting and deserve encouragement. The realization of the concept doesn't match this.

The *Passengers* on the *King* series runs, as far as I know, to about five volumes so there is the chance we will be seeing more *Passengers* games from Infogrames.

• **WORDSWORTH** MSX  
 • **ATARI** 2600  
 • **PC**  
 • **PRICE** \$24.95  
 • **RELEASE DATE** 7

crossing on board a slave ship, the group reach Africa. Will you? You are forgiven if you think this sounds more like a soap opera than a game. Right from now on it's *Passenger 2*. Unfortunately, fate is against them - John goes mad, Hoel becomes ill and the two women are exposed to the designs of the evil Vitorou and Montaguere. Deciding to help Hoel, Isa goes to Dehomay's kingdom to

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# ADVENTURE

reviews

## PLUNDERED HEARTS

• MACHINES: GAZ/100 DEX  
232R/95, AT&T, AMIGA,  
APPLE II, MACKINTOSH, IBM  
PC (232 R/95)  
• EFFUSIVE: AFTERTON  
BROOM  
• REVIEWER: KEITH

The schooner *Laloni* Dewi is heading for the West Indies, supposedly taking you to visit your ailing father. But before reaching her destination, she is attacked by pirates, and Captain Dewi is only too eager to hand a beautiful young lady like yourself over to them.

Notwistly escaping the clutches of the rando pirate Crutley, you are rescued by the pirate captain, the dreaded Laloni. Your father, it turns out, has commissioned the Laloni to rescue him from a dungeon in which he has been incarcerated

by King Laloni. He sends you a letter begging you to trust the Laloni.

All this takes place at the beginning of the game, and there is very little else to do but to sit back and read the text, and press RETURN every now and again. But soon the player finds herself able to control her actions, and the game proper gets under way.

There is, of course, a place for every adventure — after all, everyone has got to kill someone.

*Plundered Hearts*, written by new Infocom Storyteller, Amy Briggs, is too romantic for its tastes but should suit beginners

• VOCABULARY 5  
• PUNS 10  
• PERSONAL 7  
• VALUE 7



## NORD & BERT

• MACHINES: CALVIN (100  
232 R/95), AT&T, AMIGA,  
APPLE II, MACKINTOSH, IBM  
PC (232 R/95)  
• EFFUSIVE: AFTERTON  
BROOM  
• REVIEWER: KEITH

The little town of Parster is suffering from an outbreak of a plague of werewolves. Language itself is in danger. Here are eight short stories set in Parster, for you to

unravel, to break the plague. The stories mainly involve word play, but each in a different way.

In *Get Your Words*, you find yourself in the Teapot Code. Here you must use well-known sayings within the context of the story.

The trouble is, this plot is rather linear, and if you miss out on a saying, you

may not get a chance with many more.

The *Shopping Bag* story finds you cast in a supermarket. So far, so good. This one involves puns. You see a man with bad breath, so you hup over to the Meats aisle, and type MIBY when you spot the mince. Thus you can cure the bad breather.

In *Play Jacks*, you are confronted by a congregation with many confessions, and using each one in turn converts it into something else beginning with the word JACK.

For example, Jack in the Box, Jack-knife, Jack-o-lantern... and you have to use the different objects obtainable, to solve the puzzles.

Two sections in

particular are great fun. In *Buy the Farm*, you must guess the well-known phrase or saying. So when I had bought an old dog some new tricks, and far-nan off and knocked over a milk churn, I was soon not crying over the result.

*Shake A Tower* is a story of spoonerisms, and that too proved highly playable. Easy prey was the easier old dean, and quickly spotted was a showing leopard.

Treat *Nord and Bert* as a parlour game, play it in a group and you'll get a lot of fun out of it, even if you do speak English. It's nice to see Infocom branching out with new ideas.

• ATMOSPHERE 8  
• VOCABULARY 10  
• PERSONAL 7  
• VALUE 7

Oh, I would there's always wanted said by the same some here





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# ADVENTURE

Keith Campbell's deadly adversary, The Friend, traditionally makes a tentative and unobserved visit to the C + VG stand of the PCW Show. Did he turn up this year? You bet he did!

# The Friend...

SO you wish you had been to the PCW Show? Someone wishes he hadn't! Here's a rundown of what was on offer for adventure players, from a Finnish point of view. Those of you who were in the vicinity of the C + VG stand on Friday afternoon, may have been aware of a slight altercation.

Now, I ask you, what else did that nice Mr Campbell expect? After all, he did ask me to expose myself on the C + VG stand, which is a thing to say to a Friend!

EC rushed off in a panic, probably to toilet himself in the nearest box, having suffered the ordeal of meeting the Friend face to face. And for ten glorious minutes the Friend found himself in sole charge of the Helpline!

There can only be half a dozen games that have ended the Friend's great interest, and blow me down if those who came to beg my aid didn't ask about those very games!

"Stuck at the river, sorry? So am I!" This was neatly followed by a "Don't ask me," and a final "Push off!"

Oh, the joy! Not only did I get ten minutes of sheer undifferentiated public reasoning, but I managed to shatter the Helpline's reputation simultaneously! Mind you, even if I had known the answers, my replies would have been the same.

Those of you who suffered should consider yourselves deeply honoured, for after all these years the Friend chose to make a public appearance.

The look upon EC's face as I untopped my jacket to



reveal the I-shit, made it all seem worthwhile.

All that I thought the mixture on his brow was caused by fear, but in retrospect it was probably snow melting.

I ended up with a stiff neck from looking up, and sore feet from trying to stand on ice.

So what did the Friend make of the show? As a Spectrum-owning adventure player, I found it the most disappointing PCW ever.

Where was that lovely

load of last year you sold me so less than eight adventure games for the pittance sum of £150 each? Mind you, this bundle did include Seas of Blood. Not sold.

Oh yes, it was all right for all you shuffling about with your DTs and Amigas, there were games for you to choose from, and lots of pretty graphics, too. But such are not for the poor relation, your Spectrum owner. I could only fondle the Leather Goddesses wistfully, and curse the

Form with longing. Well!

All was not a total loss. I enjoyed a nice chat on the Level 8 stand, and elsewhere saw Rebel Planet on sale for a mere £2.50. All those of you who didn't snap up this bargain, hang your heads in shame, for this is the only game that alone has received the Friend's stamp of approval this festive month gone.

If you haven't played it, then do yourself a big favour, for I have seen it recently as part of a compilation, and it must be good value.

In summary, then, was the show for adventures of all? Or was it for arcade freaks, and an excuse for those involved in adventure writing to get together in order to guff off? The latter, I suspect.

Had it not been for the Helpline, my pure adventure would have been badly missed.

If anything, the whole show resembled one huge games arcade, complete with flashy, strobing lights, flashing signs and interminable queuing noises. Add to this the queues for the indifferent (and expensive) refreshments.

In desperation I was forced to take refuge in one or two of the inner sancta, those closed off little areas that the bigger stands boast.

If you have ever wondered what goes on behind the curtains the Invited Guests only notices, then set your heart out for the Friend has seen, and what he has seen defies words.

So I am not going to tell you.





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- There's **ARCADIES** one to check out **Basical C+VG** checks out the latest classics in one of our legendary guides to the wacky world of game controllers.
- The **Man** teams in with the launch of **Crashin's Masters of the Universe** Game. C+VG's very own monthly board based book, **Paul** magazine, bring you a preview of the latest game played in the January issue of C+VG.

- Alan's **TV** and **Avrage** opinion can't afford to miss the January issue of everyone's favourite games magazine. We'll have a whole host of 1 but his to show you every plus news and gossip from the magazine scene.

- **Have a peek in the shops of the new Star Wars** games! **Who's a bunch of Star Wars** video and a **hit** **TV** video will to watch them out!

- Check out this year ahead with our exclusive **Electronic Arts** poster calendar! All the dates you could possibly want on a giant full colour poster **TRIP** with the January issue of **Computer and Video Games**!

- **Hakobus**, our totally objective game from John Phillips and **Hammer**, gets the C+VG players guide treatment. Tap on the buttons from the programme **Hammer** in Jan's C+VG.

\*All items correct at time of going to press.

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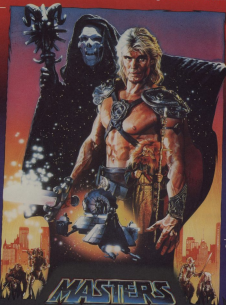
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We've got 25 of these dazzling garments to GIVE away in our special Konami Kompetition.

But if you don't win one—never fear, the C+VG Sasser Squad is here! Yaps, you can get nearly 62 off one of the

above mentioned T-shirts for just £4.95—they normally sell for over £6!

So, if you don't fancy your chances in the Kamp, just send a cheque or postal order made payable to H+V Supplies, together with the special C+VG coupon on this page, to H+V Supplies, Bank Buildings, Bank Street, Newton Abbot, Devon, TQ12 3JE. Allow 28 days



## C+VG/KONAMI COMPETITION

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## KONAMI QUIZ!

- 1) How many troopers parachute down at the beginning of Konami's *Jackal* coin-op.
- 2) What is a Salamander? Is it a snake, is it a lizard, or a small green furry creature that sneaks out of the C+VG office at 5.30 every afternoon?
- 3) Name ALL the weapons used by the Nemesis ship.

for delivery.

Meanwhile, why not have a go at getting a FREE Konami T-shirt by answering the extremely easy questions. Once you've done that send your response to Computer and Video Games, Konami Kompetition, Priddy Court, 34-36 Farringdon Lane, London EC1R 3AU. The FIRST 25 correct entries we receive will get a free t-shirt.

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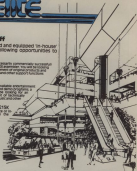
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# UNPREDICTABLE IS GOING TO HAPPEN.....

# ATOR™

## ACTIVISION

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# BUGGY BOY



Yee-ha! Buggy Boy is about to start burnin' rubber around the circuit boards of YOUR computer pretty soon. Here we proudly present another of C + VG's legendary players guides thanks

to Elite's talented map makers.

This isn't quite a map of the game - more of a pictorial reference guide to the major hazards you'll encounter on the road with the bouncing buggy.



Hazards like walls, split-lane bridges, wooden barriers, rocks, tree trunks and footballs!

Use this as a sort of route map before you start racing. Check out the different sorts of terrain

you'll find in the five different tracks – from desert to snow capped peaks.

Apart from that, our Buggy Boy map will look great stuck on your wall. Enjoy!

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# ERIK: PHANTOM OF THE OPERA

ACTING GOOD. BRILLIANT. SURELY THE  
BEST OF ACTORS. BUT NOT THE BEST  
OF MEN. THAT'S WHY I SHOULD  
BE THE BEST OF MEN. THAT'S WHY I  
SHOULD BE THE BEST OF MEN. THAT'S  
WHY I SHOULD BE THE BEST OF MEN.



AND SO  
HOW WILL I EVER FIND THE  
ONE WHO IS THE BEST OF MEN  
THE BEST OF MEN. THAT'S WHY I  
SHOULD BE THE BEST OF MEN.



PHANTOM! WHY IS HE SO DARK. LOOKING VERY  
DARKER AS I SAY. WHY THIS ONLY THING.  
A THING - YES?  
I AM PHANTOM. A DARKER THING. DARKER  
THAN YOU CAN SEE.  
PHANTOM! DARK!  
WHY I SHOULD BE THE  
BEST OF MEN. THAT'S WHY I  
SHOULD BE THE BEST OF MEN. THAT'S  
WHY I SHOULD BE THE BEST OF MEN.



ALL OF THEM ARE  
ALREADY I AM  
PHANTOM. WHY I  
SHOULD BE THE BEST OF MEN.  
THAT'S WHY I SHOULD BE THE  
BEST OF MEN. THAT'S WHY I  
SHOULD BE THE BEST OF MEN.



I SHOULD BE THE BEST OF MEN.  
THAT'S WHY I SHOULD BE THE  
BEST OF MEN. THAT'S WHY I  
SHOULD BE THE BEST OF MEN.  
THAT'S WHY I SHOULD BE THE  
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**Tony Takushi will be pulling out all the stops to bring you all the latest, hottest news and reviews from the console scene — not only in the UK but also from the US, Europe, Japan, and elsewhere. This month he'll bring you the latest on Sega's new console, the Sega Saturn, the new game, *Clu Land* plus a red-hot news on new games coming soon from the US/Japan. So stay with C+VG, it's where the NEWS is!**

Peripherals tend to be regarded as novelties when it comes to consoles, but both Sega and Nintendo seem determined to establish their light guns and 3-D glasses as major players in the console buying concept.

Despite the trendy look of the **Sega 3D Glasses** I had assumed they would be like most of the previous efforts at 3D — nice idea, shows about the product, I was surprised.

There are currently two games for the glasses, **Zoozoo 3D** and **Missile Defence 3D**. I couldn't get my mitts on the Zoozoo but Mopetronic did shove a **Missile Defence** under my nose!

The glasses are large and shaped so that even people with glasses can fit them over their eyes. They are wired into an adaptor which then fits into the card slot on the console. Your game card then fits into its slot and away you go.

Initially when the game is played, it does take a little time to adjust to the perspective and I imagine it does depend on your own vision as to how strong the 3D image is.

**Missile Defence** is basically a game with six stages. You have to destroy missiles that are launched at either an Eastern or Western city.

There are three stages to the defence of each city. First you are faced with the launch sequence. Here missiles pop out of holes on either side of the screen and zoom out at you. Some will head out of the sides of the screen, others will come straight at you. These must be destroyed because they hit the screen

full on you less one of your three laser bases. The game is over when all three are destroyed.

At the end of this scene you see a count of the missiles launched and those you have destroyed. You are then told you have two more chances to destroy the missiles before they reach their destination in the East city.

Scene two is over the North Pole. Here missiles are large or small depending on flight angle, and they get real tough to take out.

The final scene is a real very tough one. You have to destroy the missiles as they fly down over you, heading for the city in the distance. Don't be nervous, just slip that trigger round the fire button and blast the mothers out of the sky!

If you fail there is a destruction scene where the city explodes.

The West city defence follows the same pattern with a launch scene, a space scene and the final city scene — this scene is HARD.

If you complete all six games, you start over at a faster speed.

The graphics and sound are good with some weapons working better than others, but again I stress that the image depends on your perception.

It is a good game although once you have clocked the six scenes it starts to get repetitive.

Still, this is an early game and new titles will develop the 3D format into something worthwhile.

The glasses are not cheap at £40 a throw, but they do represent something new and different.

And it works!

## REVIEWS

Over the next few months I will be reviewing all the Nintendo titles... well as reviewing the lot still to be released in the near future on these machines. But first here's a rundown on the first batch of Nintendo releases. **GOLF** by its very nature golf is a slow, thoughtful game. And it's entertaining on a console — or micro for that matter — it must have great attention to detail and presentation.



Nintendo **Golf** is a good game. It offers one player stroke game, two player stroke game and two player match game. A full range of woods and irons are available and you can control the swing, power and flight curve easily from the controller.

Sound is basic — to say the least — but then what sound DO you get playing golf!

There are variable factors to make the round tougher, wind direction needs to be watched and a keen eye to be kept on the part of the swing controlling the curve of the ball. Bankers abound, and

one of too easy to fall into. The only problem with reviewing **Golf** on the Nintendo is that I have played **Leaderboard** on the Commodore. Of course that is the definitive version, but you can still while away the odd hour in this offering. It plays well and is challenging enough even for the hardened golfers among you.

**SOCCER.** This is a real gem of a simulation. Most team sport simulations tend to be a bit stodgy when it comes to controlling players, but not this little beauty!

There are plenty of options to choose from, length of the match, skill level, two player option and team colours.

Control is nice and tight when you have mastered the art of passing and switching control to another player. It will take around a couple of minutes.

Gameplay is nice and

smooth with some basic controlling facilities if you should feel the urge.

All the elements from the sport are there with throw-ins, goal kicks, corner kicks, penalty shoot-outs and off-sides.

All hellens you get a sippy display of girls in ra-ra skirts doing their dance routines before the teams trundle back out to start the second half.

This is a very polished game with good graphics and tunes. Above all it is playable and FUN. Go for it!

**CU CLU LAND.** I almost switched this one off after a minute or so, but I re-read the instructions and saved the gameplay. I could have looked myself because this game is excellent. Simple concept, simple play, simple (ish) graphics and sound — yet I was hooked.

**Cu Clu** is a cross between the already golden oldies **Ladybird** and **PCsman**. It also borrows some novel gameplay and design elements. You control a girl called **Buttles**, who looks like a fish to me, and you have to discover all the gold coins hidden over 20 screens.

Each screen has to be solved within a time limit and while mopping/covering the standard lava nasties which roam or will over each maze.

To expose the gold you have to guide **Buttles** around a maze and gather to look around various pillars scattered about. As she goes through pillar posts she exposes any gold hidden between them. There are bonus points to be had by picking up fruit and extra lives.

## NEWS

■ The arcade hit **Salamander** has now been converted to the Nintendo. As you can see from the screenshots, the graphics are superb. All the arcade features have been included with both vertical and horizontal attack screens.



**Salamander** and other Konami titles should be in the UK from January 1988 onwards.

■ **Revelous** fans of the world unite. Apparently there was a follow up to **Revelous** called **Revel 2** (or **Super Revelous**) It has been released in Japan for the Nintendo and from all accounts it is a hot item.

Not missing out on a good thing you can now save up all your hard earned **YEN** and go out and buy a model kit of the snails from the arcade game (I assume it's only 1/48th of the real thing!).

■ It is quite rare for a UK game to make it in Japan, but **Demino** has scored a success with **Monty on the Run**. Apparently there was a bit of a culture difference when it was converted to the Japanese format and they couldn't relate to snails (the way we do).

So... they changed **Monty** to a cute bearded criminal on the run, or maybe they just lost a little in the translation...!

■ If all you Nintendo owners are a little disappointed at Sega 3-D glasses, then don't feel like Nintendo system does have glasses (although just

when will WE see them!) and they can be used with a game called **Highway Star**.

The game has more than a passing resemblance to **Outrun** with its rolling hills and funny roads (its still in its infancy) but in 3-D it could well be something special, watch this space...

The arcade licenses to **Byger** and **Salamander's Key** were snapped up by US Gold for the 8-bit format. Until Nintendo console owners haven't been forgotten as they are available on the console, but only in Japan.

Both Sega and Nintendo third party UK and European licenses come up for grabs in 1988. This should mean that companies like Copicom, DataEast, SNK and Renami will be negotiating the release of their games into our markets.

Super Nintendo Bros is so popular that in Japan and the US there are official Super Nintendo fan Clubs, with a handbook (detailing all the features) and tea-starts at the characters.

Anyone over here willing to do the same!

There are currently 20 titles due for release on the Sega before Christmas with another 60 to follow next year. Nintendo has 27 at present with the third party stuff to follow next year.

■ Come on let's be having off your favourite tips for console games. This month's tip is for **Kung Fu Master** on the Nintendo.

The usual place to get stuck is on level three, at the end of the level you face a large snake wrestler who with very few blows can wipe out your energy. To destroy him wait until he has just kicked then step forward and while kneeling, punch rapidly to his stomach.

At the end of level four you are faced with a bandit throwing midgets, to destroy him simply wait until he has thrown a bomb then step in and punch to the head rapidly, or he dies step back and repeat the process on his reincarnation.

Has anyone out there conquered level five?



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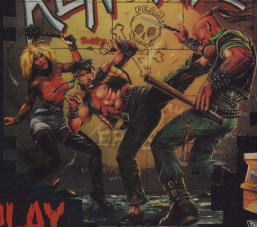


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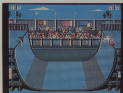
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# Street Scene.....



Here's one really radical game that's going to give "3D" a run for its money. Skate or Drive (not from Electronic Arts) puts you in charge of a set of hot wheels - a skateboard that is. Take your board out on the ramp and perform a well-worn set of moves, complete on the skateboard speed course - complete with the nifty concrete tube mannequins. Take on a street punk on his own turf - race down mean streets packed with hazards. And beware, 'cos you can get involved in a bit of martial artistry with your opponent. All this and the epic



pool party - this could start a whole new real-life sport! It's set in a deserted pool - two skaters joust against each other with special poles, the one who takes three falls first loses. Fun with a big P! Lots of extremely nice touches, great graphics and a slick stadium soundtrack.

What more could you want?

Get seen on the EA from EA at £9.99 on tape, £14.99 on disc. Our screen shows the ramp game and the street race.



Since the hunter, now you are the hunted. In CW's *Asterix* tables have been turned following the unexpected arrival of a slacker from earth. The humans, on board said they had come in peace, in search of precious minerals. But the real purpose of their journey is soon discovered: a violent and cataclysmic nuclear war has wiped out earth's entire animal population. The humans have no livestock and have been forced to search space for new laboratory specimens to cultivate a new food source.

The alien is intended to become one of the game's pigs.

Your only means of escape is in your pod. Take this to a friendly planet for help. But beware, to reach the pod you will have to overcome vicious beasts from all kinds of toad - mutants, birds, ice dragons and numerous other forces. Once conquered your task is to find the pod hidden somewhere in a vast labyrinth.

*Asterix* will be released for the C64 on 04 cassette at £9.99 and on disc at £14.99.



Be nice to the wicked. Especially if you're a Palace programmer. Steve Brown wasn't allowed to rest on his success with *Demolition*. Along with his team he's been hard at work on *Riviera* a wacky scrolling shoot 'em up. But don't expect boring old space ships from Steve. Here you get a strange and like creature riding an alien dinosaur pretending cities from the evil Brethrenhood. *Riviera* is an essential shooter who patrols the borders of insectoid cities making sure the generations which run the towns (birds) are kept healthy and operational. He bashed henchmen around

the rim of his world sapping attackers. Lots of amusing animation as you'll expect from Steve and his boys. *Riviera* can be knocked from Steve and falls to the floor rubbing his insect head. Then he whistles the latest computer whistles you've ever heard to summon up a replacement mouse! Fun and frolic in the Palace fashion and read sounds from that other regular Palace soundmith Richard Joseph.

The C64 version of *Riviera* should be out as you read this, with Spectrum Amstrad and Amiga versions in come.



Last month we brought you a wonderful Jester review - thanks to Kusanagi - and this is a glimpse of the Spectrum conversion of the hit-up smash, heading your way soon. Watch out for a full review next month.



Nightward Predator head Avulstein's Black on the Christmas charts this year. Nightmares, based on Anglia TV's brilliant television show, provides puzzles of it, it's claimed a varying nature not found before in computer games.

The game will be available for the Commodore 64/128, Spectrum, and Amstrad CPC, priced at £9.99 on cassette and £14.99 for Commodore 64/128 and Amstrad disks. An Atari ST version is due to be released in January next year.

Predator, starring Arnold Schwarzenegger, grossed \$12,800,000 after three days when released in America in June, and is now set to be premiered in the UK in January next year.

Currently being developed by System 2, the game follows the film's plot, placing you in control of Schwarzenegger with a mission to destroy the predator. Before confronting the predator, Schwarzenegger has to pass through numerous screens of treacherous jungle terrain, learning with enemy guerrillas. Extra equipment can be acquired along the way.

The game will be released to coincide with the film premiere, and will be available for the Commodore 64/128, Spectrum and Amstrad CPC at a price of £9.99 on cassette and £14.99 for the Commodore 64/128 and Amstrad disks.



Mega City is living in fear. The four dark Judges, Death, Fear, Fire and Morla have arrived, judging the living and observing them of their guilt - by killing them!

Stay forward that 2000AD survey rate Judge Anderson, ally Pat Judge, and the woman to save Mega City. These are early shots from Predator's game which should be out on all formats before Christmas at £9.95 and £14.95.

Judge Death will punish by throwing his hand through the bodies of his victims. Fear opens the gate to his face mask and orders his chosen victim to "game into the face of FEAR!"



Fire smokes the victims in a prism of flames and Morla brings instant decay to his victims by just touching them.

You play Judge Anderson and because she has been out of services for some time there is a practice gallery for perfecting shooting skills before going into attack against the Dark Judges. But your aim must be true because innocent citizens and the city itself can easily be destroyed.

You must battle through four sectors of Mega City then out into the mutant wastelands before the final confrontation.



Introducing Captain Chuck Harrison, lightest pilot extraordinaire, star of Realizer's Star Trek: The Motion Picture (get into another world when the good faster than anybody else, is this



"other world" he is faced with alien forces and must force the enemy to surrender.

Out for the Spectrum £9.95, C64 and Amstrad £13.95/£14.95 in November.

Deep at the graphics and sweet on the sound - this is Realizer's Olive Spook! - The Spook der Spook on the amazing Amiga. It's got the best cartoon graphics we've ever seen. . .

You must move Spook through scrolling landscapes, solve puzzles and collect together items which will help locate and free his faithful friend.

Spook has been kidnapped on the eve of the Big Diggereese show. Back is hit on the head and wakes up to find Spook missing. Setting off in pursuit the first task is to search the hotel, while overcoming hostility from the staff, inanimate objects and broken equipment.

It's programmed by Sandy White and Angela Buchanan, who were responsible for 80 Art Attack (it should be available in the New Year on the Amiga and Atari ST at £24.95).



Street Scene . . . . .

# Strip Poker II



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# Mailbag.

• In your October issue you said you wanted to hear from girls who read C+VG. Can we I'm 16 years old and I've been reading C+VG since September 1983.

Basically, C+VG is the best computer magazine around. Not perfect, but then, who is? The *Books of Computers* great, as are the occasional *Adventure* *Adrian*, talking of which, *Ms. Campbell's Adventure* column is brilliant - the best part of C+VG, if I may say so. No prizes for guessing - yes, I'm an adventurer - you can tell by the spidery handwriting and the continual muttering of "Yolow Gandalf".

None of my games were bought without a shining review from your team, and I recently bought the computer of my dreams, the Atari 512, which I have wanted for ever since that lateral review of *The Power* is a copy of which I am the proud owner, not to mention *The Guild of Thieves*.

Last weekend, with great effort and more money expense, I transferred myself to the PCIM show at Olympia where I confess I visited and revisited the C+VG stand, each time asking a different person for a sheet of stickers - thank! I also managed to get me grubby paws on a cheerfully yellow C+VG bag, complete with big red "M" all

The fantasy section is very interesting - would you happen to know if anyone is planning to make a game of *The Brigantes* by David Ingham? If not, why not?

Complaint one: I couldn't find the 1986 yearbook. I bought it here, I bought it there, in fact, I bought it pretty well everywhere, to no avail. What happened?

Complaint two: I can't read the *Adventure* column when you put it on a black coloured background. Could you perhaps sort that out? *Sophia Chan*, *Sutton*, *Surrey*.

**Editors reply:** So that is where all our stickers went! Answering your means: *Ingham*, if there was no yearbook in 1986.

• Sometimes *Craig's* artistic nature gets the better of him - then *MG* sort him out! Please don't praise *RC* too much - he's too expensive already - ...

• Congratulations on an absolutely marvellous November issue of C+VG - a tape, posters, lots of funny advertising bits which fell out, a million pages read, almost, and all that for 18. How come all the other mags put the price up for such low?

But what has happened to our dear, sweet, divinely beautiful *Melissa*? at *IDEA's* *Central* *Mel's* changed beyond belief. Was it anything to do with her holiday? In October, there was the *Melissa* we knew and love, heading about going to a "sun drenched beach" for her holidays. And then in November she's totally changed. Was it the *Interview* *Wallingtons*? Or did she swim in a radioactive sea? I know people do change but this is silly. Explanations please. *George Brain*, *Sturford*.

**Editors reply:** Would you believe a new hair-cut? No, didn't think you would. Hmm, *Chris*, it's over up time. The picture was of *Melissa's* mum. You see the real *Ms. In* disappeared. She's not here any since her holiday. And we've received a ransom note (see *IDEA's* *Central*). Frankly we're *horrified*!

• In reply to the over stressed remarks from the lads of *Top* magazine about sexism and sexism in the computer software market. I would like to add my thoughts on the matter. I agree with C+VG in that I cannot think of any male

"horrible" examples of sexism in computer games. The only clearly racist games I have seen are the usual "kill the nuddy alien" type.

All games are "racist" towards the enemy of the pliers. They have to be to justify the game.

If you play a war game, taking the side of the British against the Germans we must have some racist feelings against them, wanting to liquidate them because they are our enemies in the game or the whole exercise would be pointless.

This is not real racism, but a deep rooted desire to protect our own against invaders or trouble makers. It may be right, it may be wrong - but it is part of the human nature and history.

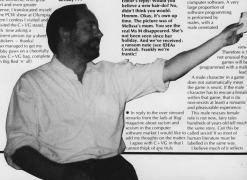
That aside, sexism is a different matter. Sexism always brings out strong emotion in those who see it as an overwhelming attack on the position of women in society.

There may be many examples of male dominance and female degradation in the outside world but as a whole there is really very little real sexism in computer software. A very large proportion of software programming is performed by males, with a male oriented

view. Therefore it is not unusual that games will be programmed with a male lead.

A male character in a game does not automatically mean the game is sexist. If the male character has to rescue a female written that game, that is the main reason at least a constant and pleasurable experience.

This male rescues female role is not new, fairy tales hundreds of years old tell much the same story. Can this be called sexism? If so most of human literature must be labelled in the same way. I believe much of it reflects



mal life, like as it is, and was in for good. News, not Realistic, yes.

The fact was that female editors of computer magazines have the chance to censor so-called sexist material. I'm sure they do this without their help, or with the backing of any editorial group with a bias in their favour.

Some advertisers or software buyers may push the barriers of good taste, but they know if they want top for their adverts, would be banned with a drastic loss in software sales.

Female persons, addressing the pockets of computer games are asked to enhance the "good looks" of the product. I am sure that most men and women would agree that a female body is more attractive than a male one and I say that as a compliment.

I would do not really agree with the way of bodies - faces etc. Very often a female is shown in an advert to brighten up the product, only rarely as a tool to exploit or degrade as so many people think.

How many of those editors protesting loudly about the women in the bathing costume on the cover of Barbarian also complained about the presence of a less covered male? I have heard rain up to date.

These complaints must in themselves be proof for not mentioning that! Are we to be

And as the largest proportion of gameplayers are male the profits would still fall. No that argument doesn't wash with me.

The reason more ladies than ladies play computer games is more fundamental than that but that's another story! T. Wenzel, Prague

**Editor's reply: And this intelligent, thoughtful reply ends the services debate. CWT**

I am writing to inform your readers of a home base connection service. Not to swap software but to write software, if any of your readers are talented musicians, graphic artists, sports designers and wish to be put on a programmer's data base please write and send a 3x5 to the address below.

This service is free all will cost is the price of stamps and envelopes. The service I'll put your readers in touch with the type of people they want eg. coder needs graphic designers/artists. And through this hopefully we'll have a lot more software teams. Teaming up. And a better chance of freelance software being published.

Richard Johnson,  
20 Lander Close,

Willeshall,  
W. Midlands  
WA11 3JH

■ I thought I would write to ask why you employ an Australian designer. Before you say you don't, think about how you are going to explain all the screen shots that you print upside down.

There are at least two an issue, is this a secret competition that you haven't told the readers about.

Please explain.  
Garry Murray,  
Kewfield Town,  
Editor's reply: Not Australian designers - Australian layout artists at our typographers. And yes it is a secret competition - unfortunately the prize is a secret too. Tough!

be instead of a full bodied female but a less than full naked male is okay.

There was no doubting that the Barbarian exercise was a marketing gimmick, but it was certainly done.

Let's all rush off to the nearest resort all gallery or museum and display all the works of an outstanding women how know, all the thoughts over.

That seems to be where the lack of an image are leading us. Final point, 52 percent of the population may be female, but what percent are programmers or gameplayers? If women are turned off by male orientated games, going by the last argument and being proof because of it, surely it follows that the lack will be turned off by female dominated games.

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# Mailbag.

• Here are some serious comments regarding the Bogs comments. To him I say, so what if most characters in games are male? Are we to believe that young lads playing these games will grow up believing that women are the inferior sex, just because there is male cat in Coyote? I think not.

I would like to hear what the Buggites, the consequences are going to be if male characters in games continue to dominate. Would we all - including the girls - be subconsciously trained into being sexist?

I doubt it, and I reckon people like the Bogs are totally O.T.T.

Another point to be raised, is selling software through retail advertisements with the game. He insinuated that the sole reason Barbarian got to number one was that Maria Whittaker was scantly clad on the cover. Bah! Bah! Who would pay £30 for a packet especially if you could get one very similar in C + VG but bigger, for £15!

Barbarian got to the top slot because it is a classic good game! Also does the Buggite that remarks don't buy a game with a male character in it! Perpetrator! I'd almost have been talked to anyone with normal views!

And if I think, Jason and Johnny, that women can do their own talking, cheers, Obedience.

• After reading the letter in your mailing column, about sexism, I had to put pen to paper. I've never read such a load of rubbish. There's nothing more annoying, or sexist, than a male trying to defend females against sexism. It seems like that sort of person feels we can't defend ourselves.

As for sexism in computer games, I can honestly say I don't think of the sex of a

character in any game. It is an object I am controlling in order to play the game.

The player becomes the character. In the sex is that of the player. As for Sirp Pake, if you think it is degrading for women, don't buy the game.

How many women do you know who would like to be capable of being as cold blooded as a Ninja or Barbarian?

Anyway you asked us girls to write in. Although I am no longer a young girl I hope I qualify. I've read your mag, for three years and enjoy it. Mrs J Birmingham Dover

• Being an avid reader of your mag, I was well pleased with T.T.'s remarks last issue.

Women are women. They should not and need not be portrayed as sex objects for the likes of men. Yours after all is a computer magazine and not Playboy!

A good friend of mine recently wrote to C.U. about Page 3 girls and the effect on women, as well as in computer games. She is a good person to write such a thing - is an ex-professor girl, she can look at this issue from both sides. There are loads of computer magazines all over the world and I bet most had a bit pissed at having to buy Barbarian with a Page 3 girl on the front.

On the subject of Barbarian, don't you think it was a bit of a degradation to men as well? Come on girls, let's show this sexist computer world what it is doing to us. If C + VG and C.U. support us, we're gonna make an impact. Katherine James, Devonians

• I must write to say how I and some enjoyed the PCW show. We used your stand as a meeting point, a very nice choice in my opinion. Your team were so friendly and

helped to all the boys and girls with tips and help and I must say that you didn't hassle them.

I am a member of three boys, one husband, two dogs and three computers. So,

sometimes I feel a bit let out, until I can get my hands on a game or two. My favourite is Rockford and Double Dash. Are there any other names and titles out there who let the name! I see why don't you ask all the kids what their parents favourite. A C Smith London P.S. Someone has to tell the directors what a great team they have in C + VG!

• I am sick and tired of hearing those old gender theory bits, always saying the H.M. is dead and old hat. HM writes the pulp music that runs from time to time, and they're ugly head, long on and will never die. Being the natural hair to a local music it has produced more music classics than any other form of music. Stairway to Heaven, Stargazer and Heaven and Hell's name but a few.

If it wasn't for HM bands today, there wouldn't be a guitar industry. Just look at all the new guitar lines the companies produce, all for the HM industry.

Musicians they are, and Gods of their craft, not pulp wings that miss "You're they can't play".

If HM's so bad then why are the old punk bands still selling well, and thousands of new bands forming each year! Two massive festivals a year, in Britain alone, shows that HM is alive and kicking.

Shows how much your car badge stealing thieves know about music. It may have not crossed your little mind but the Acoustic Revs claim to like this and have Silver guitars playing on their piece of vinyl!

Silver's a Death Metal band, and you can't get more HM bad than that then.

One simple page in a computer mag and you're the majority and we only get two hours a week, on one radio station from 10-midnight. You lot get non-stop pulp from morning till dusk on five channels, seven days a week.

I know it's hard for you wants to comprehend that you really in the minority. Head back, and if you don't like HM - then you know what you can do.

Wayne, take no notice, they know not what they say or listen to. I was so angry, I wrote this at two in the morning. Phil Anagnostos, North

Editor's reply: Tough talker' from Phil - answer, wings included, got anything to say?

• After being a devoted Amstrad CPC convert for a couple of years, I suddenly realised that Alan Sugars' Brainchild was pile of ..... so I decided to buy an Atari ST. As you seem to quote like this computer, I was wondering what C + VG's top ten ST games are, as I am a newcomer to this ST thing. I don't know what to buy.

Also, why on ST game reviews are the scores then all blurred and horrible! Every other computer is OK, even the Spectrum. So, why are they blurred in Amstrad, Atari, Spectrum.

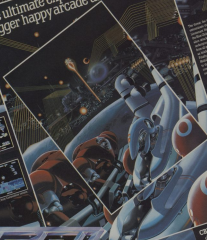
Also which is the best - Impact, Adh'stad or Arkwood? Justin Adams, Isle of Wight.

Editor's reply: Our top ten ST games! D'uh! Well, but it would go something like this - not in order of merit - The Pans, Adh'stad, Arkwood, Road Runner, Evolution, Karate Kid II, Merlin, Monarchy, Indiana Jones, Super Sprint. As for Adh'stad vs Arkwood - it is a split decision here at C + VG. Play them first in our advice and make your own mind up!

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# Pen Pal Page.

• Hi, I'm a 14-year-old CBM64 owner who would like to get in touch with anyone - male or female - from all over the world. I like Kasio games. Please write to me.

Gary Lindham  
Clwyd

• I would like to tell your readers of a new computer club. The club will have news letters printed bi-monthly and will include info. relating to news, tips for new disc users, articles on computer related subjects, members letters, etc. All enquiries should be sent to Spectrum Users Disc Society (S.P.U.D.S.).

c/o Ann Sutherland  
26 Second Ave  
Beverly  
Gloucester CO7 2LR

• Hi, I am a 12-year-old kid. I speak English and German and I am a very lonely Amstrad user. If anyone out there has an Amstrad, and would like to chat or anything like that, just write to me. Tanik 28-German  
Hilleggen

• My name is Ann. I am 18-years-old and own a Spectrum +. I also like chart music. I would like male pen pals aged 16 to 21. Please send photo if possible. Ann Coonan  
Scotland

• Greetings from Canada. I am a 16-year-old Amiga user interested in meeting any other Amiga users who want to swap tips, ideas, info and basically anything else interesting. I have several friends who might want to be penpals also.

Jim Flax  
575 Marlboro St  
Toronto, On  
Canada  
M5S 2P9

• I own an Atari 65 SE and I'm looking for pen friends. I'd like to exchange game clues and programming tips. My other hobbies are rock music, films and sport. I'm hoping to find pen pals between the ages of 12 and 18,

preferably in Australia, New Zealand, USA, UK, and the Pacific.  
Tomaz Hillar  
c/o Chyrenka/29 m. 203  
26 600 Radcon  
Poland

• I am a 24-year-old Amstrad CPC 6128 owner looking for anyone regardless of sex, anywhere in the world, who are avid adventure players. I wish to swap ideas and tips.  
Dean Roberts  
17 Churchway Way  
Eden Hill 6054  
Perth  
West Australia

• Yo! Any humans want a CPC 464 penpal? Male/female - I don't mind and I don't mind if you live abroad. I'm 12 years old and I am a computer freak and I hope you will swap news, etc. Well, my name's Neil and I hope to hear from you soon.  
Neil Taylor  
West Midlands

• I am a 17-year-old boy who would like to have some female pen pals all over the world. I own a C64 computer and I am a member of the CCF-Team. I am waiting for your letters.  
Gertjan van Middelkoop  
Middelkoop 29  
2717 CL Zoetermeer  
The Netherlands

• Hi there all you Amstrad CPC 464 owners. I am 12½ years old and would like an Amstrad owner as a pen pal - 11 to 13 years old.

• Writing to swap jokes, maps, ideas, etc. I'll write back to any letters.  
Guarise Appleton  
Bucke

• I am a boy from Finland and I would like a pen pal who owns a C64 or, as I do, a C128. I have got a disk drive and 1530 datasets and I would like to swap hints, tips etc. I await letters from every corner of the world.  
Risto Penttinen/  
61270 Iqasjärvi  
Finland

• I am an Amiga User looking for others from every part of the world. My interests are programming, games and designing. Please write to:  
Sven Erik  
Droogstraat 147  
1071 AJ Amsterdam  
The Netherlands

• Hi, I am 12 and would like a male pen pal aged between 11 and 13. I own a BBC model B with a double 4080 disc drive. I also like pop music - especially Queen, and playing the keyboard. I would prefer a penpal from England.  
Andrew Bruce  
Gresh

• I am a computer freak, who likes to write with everyone from all over the world. If you're interested write to:  
Bobby Van Hoesen/Leide  
58-Donsstraat 37  
6105 Zierikzee  
Belgium  
Oh yes, I own a CBM

• Amiga User wants penpals. All letters will be answered.  
Zak Niles  
Fulviggen 33  
N-4016 Taranger  
Norway

• I am an Australian C128 owner who loves Arcade Adventures. I would like a penpal from any country who enjoys Atari and DC comics, Crossed Hairs, Itax, Paul King, Easterlies and going out. C.R.I.T.C. is coming. Write now.  
Julie  
3/115 Pacific Pde  
Deer Wby  
Sulway, 2099  
NSW, Australia

• I am a 16 year old MSX 64K owner who would like to swap letters, maps, jokes etc. with any owners all over the world. I promise to answer all letters.  
David Martin  
Newcastle upon Tyne

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Loud and proud and ready to shock. Yes, C + VG's very own Mr T - Tony Takoushi - is back to rant and rave about computer games. Love or hate him, just read him.

A couple of months ago I sold **Amiga** games software was beginning to arrive in quality and volume. Some of the better games to hit the UK recently are **Impact**, **Blaster**, **Mission**, **Elevator**, **Bad Cops**, **Dr Fruit** (or **Dr**), **The Final Trip**, **Garrison** and **City Defense** - or absolutely BOUTIQUE version of **Intrepid Command**.

This month I'm talking a look at a game called **Space Ranger** - previously titled **SARAB**, weird huh - for the Amiga 500 from **Microzone**.

A scaled down version from their outcrop division **Space Ranger** is a Defender-style game with some toyish touches.

You control a **Space Environmental Protection Ranger** (SEPR to you) which has to zap ground various planets resulting animals from the clutches of beastly aliens.

**Jeff Minter**, they need you!

The first three planets are called **Pyphooz**, **Jogooor** and **Carvis**. To get the low-down on these worlds the instruction manual explodes - via a rather wild storyline - what you have to collect and destroy.

On entering the first level the first thing to grab your eye is the speed at which the action takes place. Don't mind around - nothing if for time here!

You can fly or walk to the left or right on the screen scrolls - straight out of **Defender**.

The obvious difference is that the background is a three layered scroll which is finely detailed and absolutely pixel smooth. Nice one guys!

There are various enemies flying around which try to pick up the creatures from the surface. Creatures including dinosaurs, turtles, weird running eyeballs and

beaving squids. Once captured the animals are taken to a weather ship which teleports them into her hold via a beam.

You can make the ship drop the creatures by shooting it. But avoid taking too many shots as this can release a poisonous film which leaves you to stand the screen.

The enemy aliens come in strange forms, some are rolling heads, pounced Wasps - which like to sting - yellow flying jokers and the dreaded **Blud** which follows you around firing vicious looking hook bombs.

To aid your mission there is a scanner at the bottom of the screen which clearly details the enemy and where the creatures are on the planet. You must use this to get anywhere in the game.

At the end of a wave you are given a tally of the creatures rescued - extra life at 25 - and progress to the next wave.

The game should be available by the time you read this and on balance I recommend it. It takes the Defender idea and enhances it. Action is fast, sound is good and it's a real mean shoot 'em up.



One of the dodgy areas of the software industry are conversions of arcade games.

It really is worrying that software houses are content to simply hack arcade code without eye for detail or the possibilities of the machines they are converting coin-ups on to.

To date there have been some horrific conversions of hit arcade titles from leading software companies. I can understand the commercial reality of releasing a game to coincide with a hit movie or arcade machine. But what I cannot understand is the apparent willingness of

companies to sell their reputations with shoddy, rushed programs which barely resemble the original.

The main reason of this is bubbling up in my brain at the moment is that with increasing popularity of the ST and Amiga machines, software houses are, in essence, unable to simply port 80000 code across from ST to Amiga WITHOUT using the extra power of the Commodore machine. This is such a waste!

The ironic part of it is that the Amiga is incredibly powerful and should be LEADING the way, but as the ST now has the mass presence it leads the software market for players.

Take a long hard look at the games for the ST and Amiga. They are getting better but I still feel that the machines are not being used to anything like their processor or design potential.

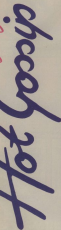
Name me just one real cheap classic shoot'em up for the Amiga or ST that blows you away with presentation and sheer heart thumping action!

There really isn't that much more effort needed to enhance ST to Amiga ports so software houses PLEASE take time out to using it up.

It will increase sales and, your coders ability to produce hot 80000 product....

# Hot Gossip

by Tony Takoushi





EN NEW TEXAS SCREAMED FOR AN ARMY - EARTH SENT ONE MAN

# BRAVE STARR™

On the far-flung wastelands of the planet New Texas the discovery of Kratom brings a mob of fantasy savants from all corners of the galaxy. Some are good, but most are bad... evilness and wickedness, terrorising the merchants and robbing the mailbags. (Just want the cry for an army of lawmen, but to reply the Earth Council sent but one -

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EYES OF THE BARROW!

EYES OF THE WOLF!



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