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# first

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There's only a few days to go before the opening ceremony, so make a dash for your local dealer and ask about the C64 Olympic Challenge pack. Or telephone 0800 800 477 for more details.



**Commodore**





# 9 News

Logotron's Loadsamoney offer and Mediagenic's big money autumn splurge are just two of this week's stories as Billy 'mine's a Guinness' MacInnes roams the streets for news.

# 10 Adventure Bridge

Tony 'pixie suit' Bridge reports from around the adventuring world. Tense, nervous, lost? Write to Tony.

# 13 Gamescan

# 14 Ground Zero

This is where it all happens. Impact!

## 14 1943

Unsurprisingly this is the sequel to 1942. The war goes on, the fight continues, and the scrolling just never stops.

## 14 Dark Fusion

Dark Fusion, but pretty colours as the man who gave you Northstar returns with another galactic mission.

## 16 Eddie Edwards Super Ski

Miles better than anyone here suspected, being in a different class altogether than its hapless endorser.

## 16 Intensity

Braybrook returns! But haven't we

heard the sound effects somewhere before? Has Andrew lost his grip? Rush to page 16 to see.

## 18 Barbarian II

Maria and Mike return in the slash and splatter spectacular. Witness your character's head being bitten off and eaten, but don't play on a full stomach.

## 18 The games: Winter edition

Confusion reigns as Epyx release the winter version before the summer version. Tony Hetherington sorts it all out.



● Join the American Football mean machines on page 42. Above: Vape 'em! Dark Fusion rules on page 14.



● Hack and slay extravaganza in Barbarian II. Pump those Biceps on page 18.

<b>EDITORIAL</b>	<b>PRODUCTION</b>	<b>ADVERTISING</b>
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## 22 2-D Gamemaker

Not a game as such, but a game making utility from CRL. If machine code is too much this could be your lucky day.

## 24 Typhoon

Another arcade conversion but hot stuff, as Ocean whip up a micro sized storm.

## 27 Sinbad and the Throne of the Falcon

Mirrorsoft and Cinemaware combine to bring you an enhanced version of Sinbad's adventures. Have you got three disc drives though?

## 31 On Screen

The Gamesweek team descends on the local cinema. As Emma 'get a grip' Norman reports on the funniest movie about death and the supernatural since Ghostbusters.

## 33 Arcade Ace

It's fast, it's funny, it must be Francis 'motormouth' Jago in video game land.

## 34 The Gamesweek Interview

Adrian 'sheep' Pumphrey ambushes Infogrames as they stockpile for a coming assault on the 16-bit market.

## 40 HQ

General Lee continues his campaign. This week's objective: Stalingrad.

## 42 Up Periscope

What has Gamesweek spotted this week? Only the forthcoming sensational Cinemaware release, TV Football, and the fast and smooth solid 3-D graphics of ST Elite.

## 44 Letters

What the papers say. Almost. What the half a dozen or so people who were quick enough to send in their reactions to issue one of Gamesweek thought.

## 27 Metaplex

Can Addictive produce anything other. Football Manager in 53 languages? Arcade action, Amstrad style.

## 29 4 x 4 Off Road Racing

And yet more road racing, and still no software house has given a car away as a promotional freebie. Come on, guys, I need some wheels!

## 29 Psycho Pigs UXB

You've seen the advert, now really read the review. Our man in pigland was not amused.

Subscription prices for one year are:  
U.K. £30  
Europe £40  
(Add £5 for airmail)  
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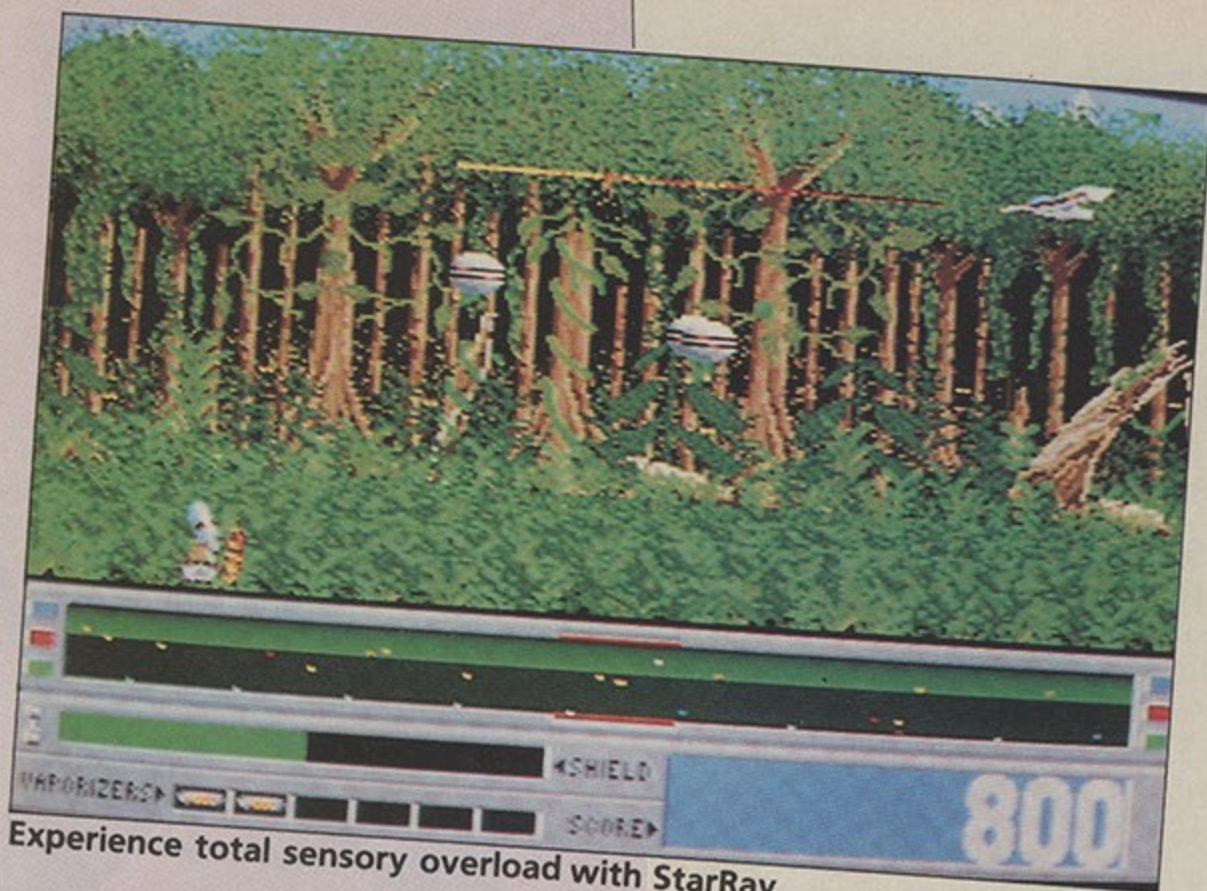
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# STALINGRAD





Experience total sensory overload with StarRay

## Two trigger-happy games

**L**OGOTRON, THE PEOPLE who bought you Sargon III – the sophisticated chess package which defeated Chessmaster 2000 in field trials, and Quadralien, are due to release two other products, Star Goose and Star Ray, very soon.

Star Goose, see review for details, should now be available for the Atari ST and the Amiga (£19.95) and the PC version will be released in September (£24.95). Star Ray, a horizontally-parallax-scrolling shoot 'em up, is now available for the Amiga (£24.95), and will be available for the ST in September (£24.95) and the C64 in October (£14.95).

Which brings us to the Spectrum. At the moment, there is no Spectrum version. You could change that! Logotron want you to send them a coded demo for the Spectrum. In exchange they are offering guaranteed four figure royalties, which sure beats pocket money, if they choose you to produce the completed game. If you are interested, then call Logotron on 01-381 8745.

Go get 'em.

## Big star action

**M**EDIAGENIC HAS acquired the license to Die Hard, the latest Bruce Willis action-adventure movie, from Twentieth Century Fox. The film is one of the hottest box office draws in the U.S. It premiered in July and grossed over \$10 million in its first week.

Bruce Willis stars as John McClane, a non-nonsense New York City Detective, who is the only hope for a small group of hostages held in a Los Angeles office building, which has been seized by

terrorists on Christmas Eve. It promises to be quite an office party. The computer game of Die Hard will be available in at least five formats and is scheduled for release next year.

From the big screen to the little screen, and in a move that is an industry first, Mediagenic announced plans for a nationwide TV advertising campaign in November to promote their three big autumn releases: Afterburner, SDI and R-Type. They will be broadcast at peak-time on Saturday morning TV and each 20 second advert will be shown 36 times throughout November.

Afterburner will be released on five formats, Spectrum, Commodore 64/128, Amstrad CPC, Atari ST and Amiga, in December. R-Type is due in

November and SDI will be available in October. Both games will be available on all of the above formats with the exception of the Amiga.

## Bond is back – in a game licensed to thrill

**A**NOTHER GAME WITH a movie tie-in is Live and Let Die, based on the 1973 James Bond blockbuster. This follows the earlier release of A View to a Kill and The Living Daylights for home computer. Domark has teamed up with Elite on this one and promises that Live and Let Die will be the greatest 007 success yet.

The program will emulate the film, involving James Bond in a series of dangerous missions to overcome the operations of Dr. Kananga. The doctor is the infamous and ruthless prime minister of the caribbean island of San Monique, an island whose people are controlled by the fearful power of voodoo.

Kananga is harvesting huge concealed fields of poppies with which he plans to control the U.S. drug market, by flooding the country with tons of free heroin. Only 007 can stop him.

Live and Let Die will be available in the last quarter of the year for the Amiga (£24.99), Atari ST (£19.99), C64 and Amstrad CPC (both at £9.99) and Spectrum (£8.99).





# NEWS

Gamesweek on the street



**A long time ago, in a galaxy far, far away . . .**

In October Domark will be completing the trilogy of Star Wars films brought to home computer by releasing **Return of the Jedi**. The game picks up the action of the film at the point where the rebel forces begin their assault on the Imperial Deathstar. In the first game, you control Princess Leia on her speederbike through the forest of Endor. You are pursued by Imperial Stormtroopers as you make your way to the Ewok village. In the second part of Jedi, you control Chewbacca's Scout Walker as he manoeuvres it to a bunker where Hans Solo is waiting to deactivate the shields protecting the Deathstar. From now on, you control Chewbacca's Scout Walker and the Millennium Falcon as you try to destroy the Deathstar.

Left: Aboard the Millennium Falcon

## Interstellar Quiz show

**A** New Beginning is a new game from Domark which retains the addictive question and answer format of the original trivial pursuit, but adds laser rockets and a far-off star system, to give the game a celestial flavour. No doubt it seemed like a good idea at the time.

Venturing through space, you encounter many stars and planets. Each has a question from one of the six categories. You have to collect an item from each category by answering the question. Once this is done, you make your way to Genus II and the final test of your Genus Trivia Knowledge. The game will be available in the last quarter of the year and will be released on all major formats. Prices will be announced shortly.

The quiz show at the end of the Universe



## Software pirates get broadside from police

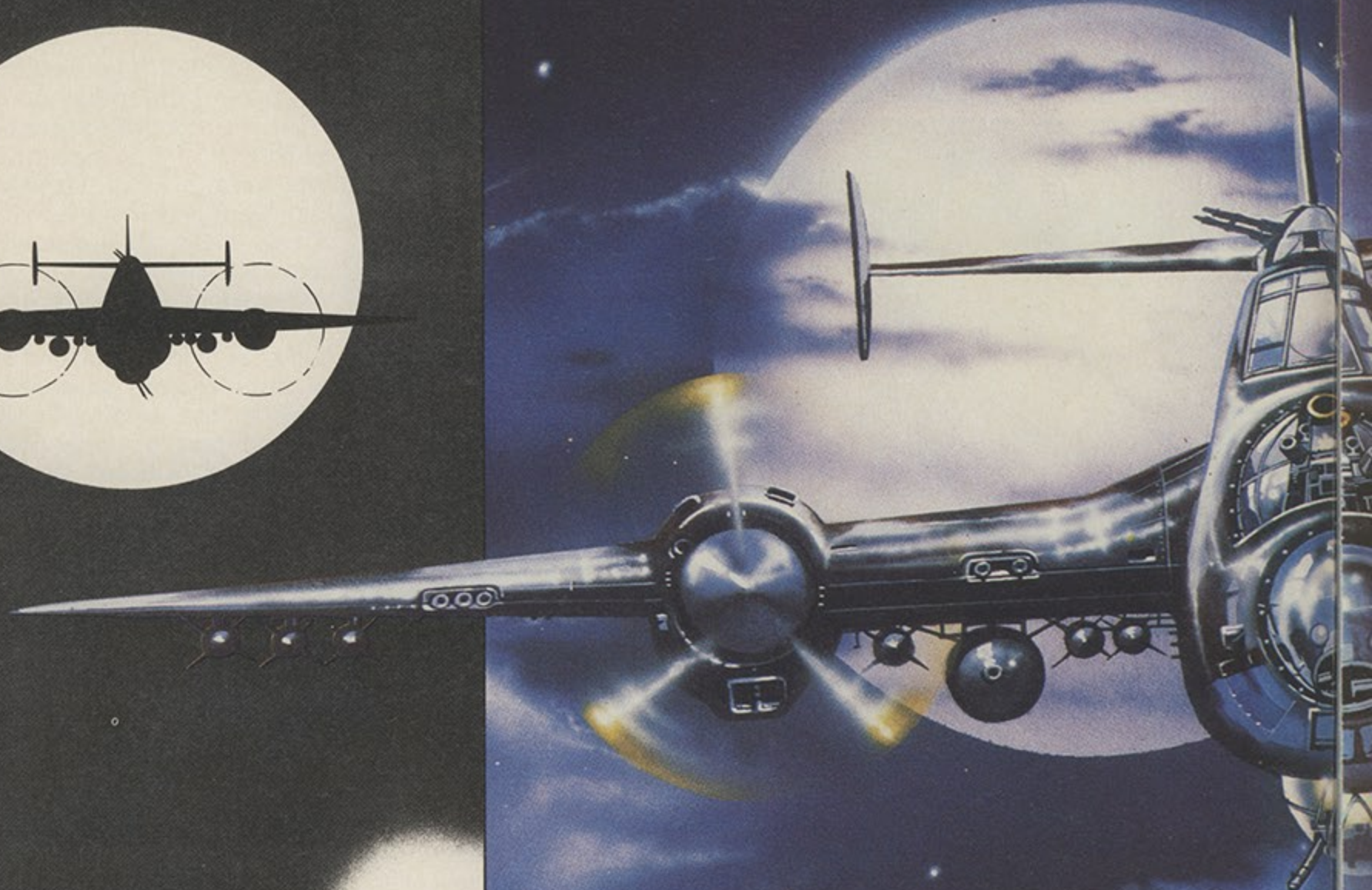
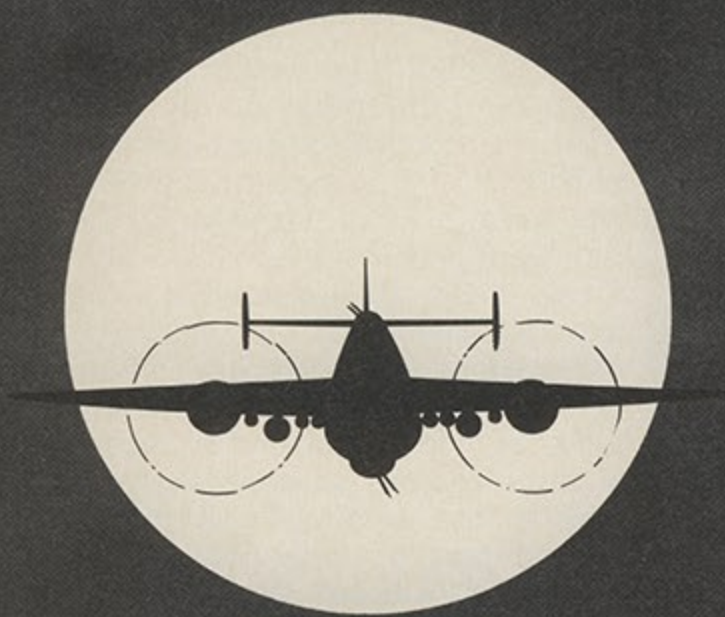
In a simultaneous series of raids, officers of Glasgow's "E" Division CID, assisted by Bob Hay of the Federation Against Software Theft and experts from various games software houses, seized pirated software with an estimated value of over £200,000.

The raids took place in Glasgow, Wishaw and East Kilbride on Monday, August 8, 1988. The total number of discs seized (both 3.5 and 5.25 inch) was 3,154. The number of programs, which included business and disk utility programs, as well as leisure software, is thought to be over 6,000.

This was the first combined operation of its kind in Scotland. FAST has achieved successful prosecutions in 18 cases since it gained the power to take action against pirates in 1985, through an amendment to the Copyright Act (1956).



Against a silver moon ...  
 an awesome shape emerges ...  
 rumbling towards its destiny.



Screen shots from



## STRATEGY



## SIMULATION

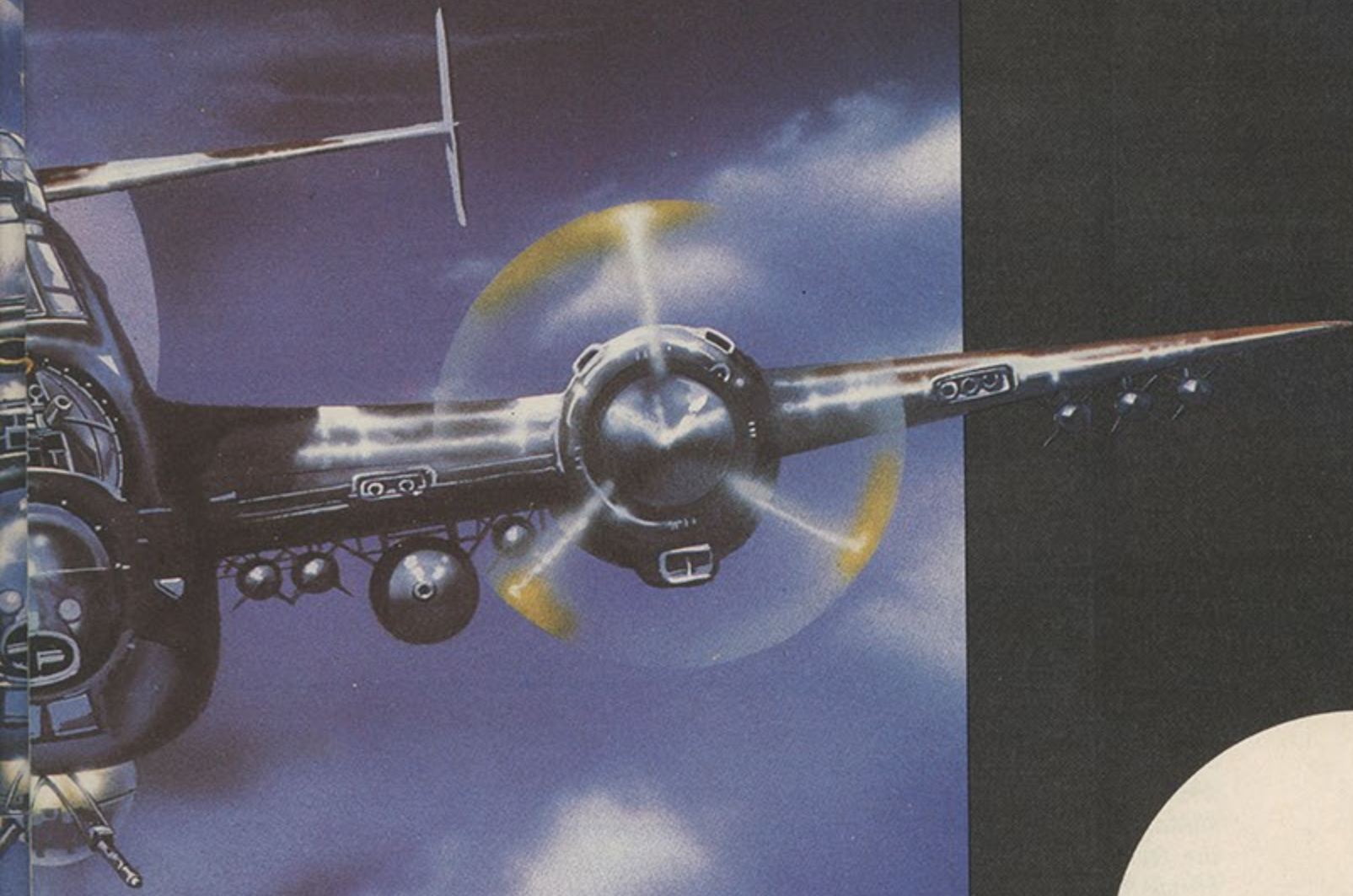
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power knives its way  
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from  
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**P**icture the scene:  
It's late at night.  
Moonlight floods  
through the win-  
dow, illuminating the still  
form in the bed - still, but not  
quiet. A ceaseless mumbling  
and muttering issues from  
the mouth of the sleeping  
wretch - a mumbling that  
gradually becomes wilder  
and more uncontrolled until  
with a sudden start, the fig-  
ure jerks upright, eyes star-  
ing ahead into the shadows,  
and hands clutching at the  
air in desperation. What a  
pathetic sight!

With sweat streaming  
down his face, hair standing  
out in all directions, and

the screen. But adventures  
are even better when played  
in the company of fellow-  
adventurers. Many's the time  
I've finally cracked a prob-  
lem after a friend has given  
me a nudge in the right  
direction - or more often,  
told me how to solve it. What  
our poor lonely, sleepless ad-  
venturer needs, stuck as he is  
in his nightmare of unsolved  
puzzles, is some help and  
friendship. This is where fan-  
zines come in.

*The Guiding Light* was  
probably the first adventure  
fanzine. After the demise of  
*MicroAdventurer*, the only  
nationally available maga-  
zine catering exclusively for

and sheer lack of spare time.  
The producers of the maga-  
zine, of course, want nothing  
more than to share their love  
of adventuring with other  
players. So *The Guiding  
Light*, like so many others,  
consisted largely of Hints 'n'  
Tips as well as a smattering  
of reviews and the beginnings  
of a Telephone Helpline  
network.

1985 saw the start of se-  
veral fanzines, with *The  
Guiding Light* only the first.  
In April of that year *The  
Adventurer's Club* was  
founded, and the obvious dif-  
ference between this and the  
others was that it was the  
first professional fanzine. Ac-

# Adventure

contorted face, it's not hard  
to feel sorry for the poor  
wretch. Pity turns to under-  
standing as the last echoes of  
the fevered, delirious mum-  
blings fade to nothing: "Tell  
me how to get the Golden Key?  
How do I cross the Crystal  
Bridge? How do I get past the  
corbies? What use is the Grey  
Sphere . . ."

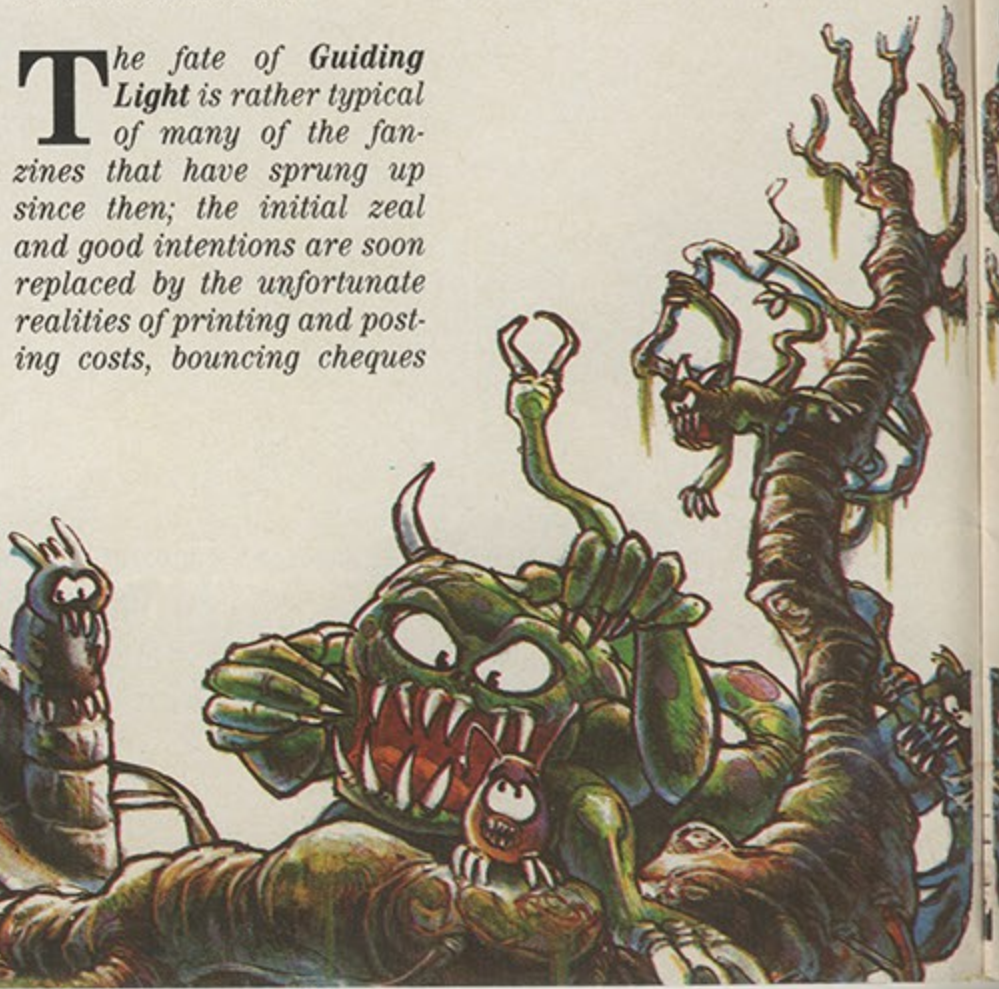
Yes, it could only be one  
thing, couldn't it? This is  
another poor adventurer,  
alone in his suffering and  
attempting to solve adver-  
tures completely unaided!

Computer adventuring  
would seem at first glance to  
be essentially a solo under-  
taking, requiring the player  
to sit for hours in front of a  
TV set, gazing in a stupor at

adventurers (it also covered  
wargames and strategy/si-  
mulations), Roger Garrett,  
the fanzine's founder, decid-  
ed to carry on *MicroAdven-  
turer's* mix of reviews and  
Hints 'n' Tips. The photocop-  
ied broadsheet was fairly  
successful and lasted several  
months before foundering  
under its own weight and a  
certain amount of in-fighting  
between subscribers.

**T**he fate of *Guiding  
Light* is rather typical  
of many of the fan-  
zines that have sprung up  
since then; the initial zeal  
and good intentions are soon  
replaced by the unfortunate  
realities of printing and post-  
ing costs, bouncing cheques

usually, that's probably a con-  
tradiction in terms, but ACL  
has, happily, resisted the  
temptation to "go glossy". It  
now boasts probably the big-  
gest list of subscribers of all,  
and seems to be going from  
strength to strength despite a  
rocky patch some time ago  
during a change of owner-  
ship. But that's all in the past,  
and the publication long ago  
settled down to a well-bal-





anced mix of reviews, Hints 'n' Tips, discounted software, news and adventure-orientated articles from many sources, including several well-known freelance journalists and other industry figures.

Other titles that cropped up around this time were H&D's *Handbooks*, *Insight*, *Questline Chronicles*, *Orcsbane*, *Adventure Contact* and *Adventure Probe*. Of all these, I think that only the last is still with us.

Most adventure fanzines are rather serious, as befits the essentially cerebral activ-

and reveal details of bugs in the latest releases. Each fanzine has its own special quirks, which make just about any one of them worth investing in if you'd like to stay in touch with your fellow adventurers.

I'd like to offer a comprehensive list of those still available but as I've been out of circulation for a year or so, I haven't been kept up to date with those still active, or those that have started life very recently, but I hope that editors will get in touch with me, and I shall keep readers posted of events.

As an aside, it's good to see that the ratio of female to

ner, we had many letters and much help with problems from a certain John R Barnsley, who seemed to have solved just about all the adventures known to Man. So I was very glad to see that he had started a fanzine, and a rather good one, called *Soothsayer*. I remember that he would always complain of being out of work (which was how he came to be the supplier of help in such a vast number of adventures), and he eventually started up the fanzine.

*Soothsayer* was an excellent fanzine, with 40-50 pages of well-researched solutions, and, a big bonus, a couple of pages devoted to Infocom adventures (with one-line solutions, an interesting run-down of bugs - shock, horror and, just started in the final issue, an exhaustive History of...). Finally John secured a job as Assistant Editor at Page 6 - just as the magazine decided to halt publication for at least 18 months! Unable to continue subsidising the fanzine from his own pocket, he was eventually forced to cease publication himself.

The second fanzine to close its doors for good just recently was another of my favourites, Nick Walkland's *Orcsbane*, which was a million miles away from the usual sober format of adventure fanzines. This wasn't so much an adventure fanzine as a walk through an Enchanted Forest where Gypsies have been dumping old iron bedsteads! It featured adventures, of course, though only a few pages of hints - the rest of the magazine was taken up with reviews of Fantasy and SF books, articles on PBM.

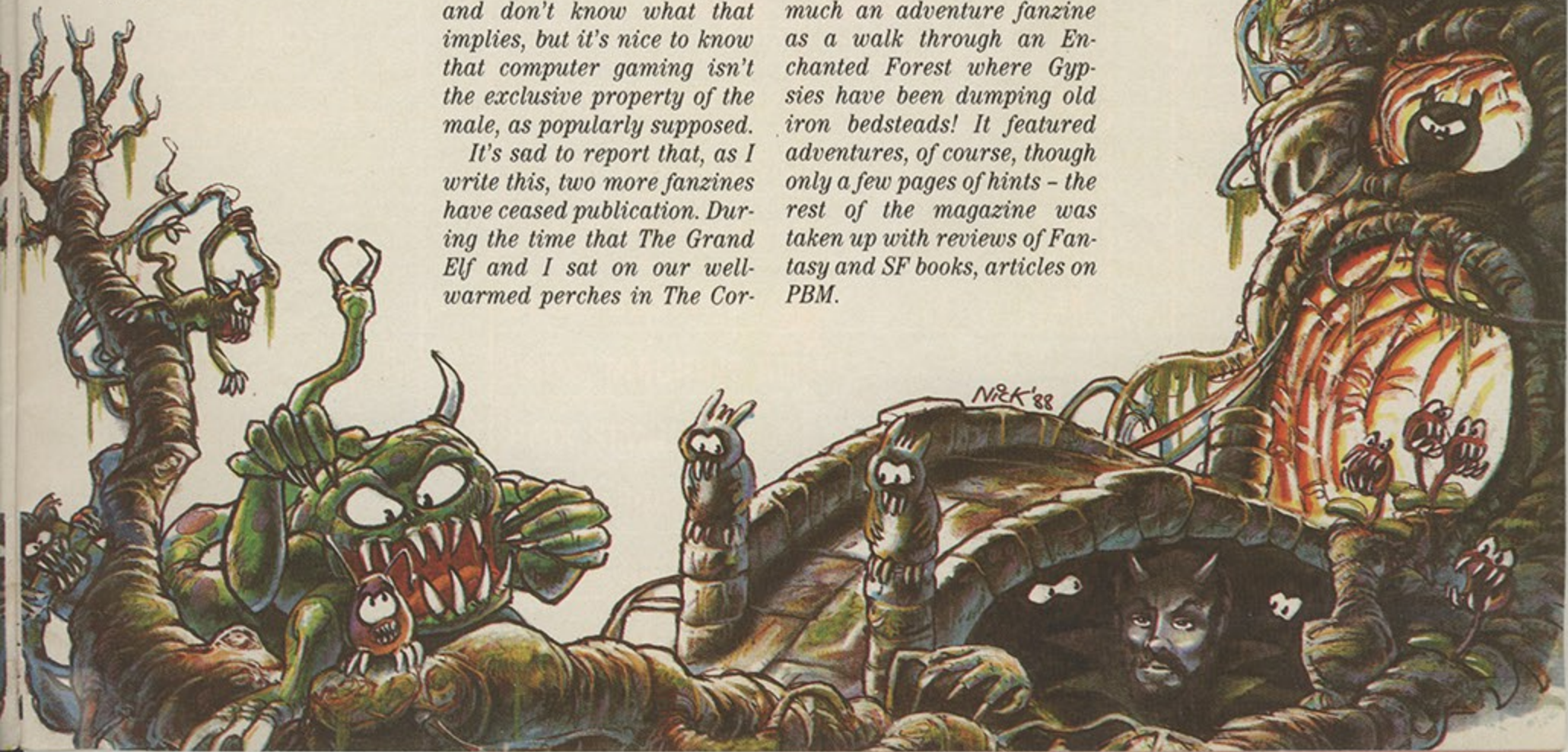
# Bridge

ity that adventure games are (many people think). So just about all of them follow the form at first seen in TGL and the other pioneers, of pages of clues, a few reviews and the ubiquitous Letters Page, where correspondents take it in turn to boast of the vast numbers of games completed (where do they find the time?), discuss the merits of graphics v text adventures

## Tony Bridge looks at computer fanzines both past and present

male subscribers (and, possibly more important, contributors) is much larger than in other computer magazines. I'm not here as a sociologist, and don't know what that implies, but it's nice to know that computer gaming isn't the exclusive property of the male, as popularly supposed.

It's sad to report that, as I write this, two more fanzines have ceased publication. During the time that *The Grand Elf* and I sat on our well-warmed perches in *The Cor-*







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N.B. All Mega ST computers are now fitted with the Atari Blitter Chip.

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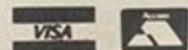
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# GAMESCAN 7

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TARGET RENEGADE	8
ROCKY HORROR SHOW	9
RALLY DRIVER	10

SPECTRUM	
TITLE	NO.
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ROAD BLASTERS	3
STUNT BIKE SIMULATOR	4
ACE	5
AIR WOLF	6
FRUIT MACHINE SIMULATOR	7
FRANK BRUNO'S BOXING	8
BATTLESHIPS	9
TRACK SUIT MANAGER	10

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OUT RUN	6
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CAPTAIN BLOOD	10

T	I	T	L	E	NO.
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ACE	(4)				2
AIRWOLF	(3)				3
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STEVE DAVIS SNOOKER	(6)				5
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Charts compiled by Gallup. Last week's positions in brackets.



## Welcome to Ground Zero, where we monitor the latest incoming games

**D**id you ever fancy yourself as a fighter pilot at the Battle of Midway? Ever picture yourself taking on the Japanese airforce and navy and causing undreamt of mayhem? Well, knight of the sky, this is your lucky day, because **1943** is here to help you do just that.

Go back more than 40 years to a time when your ma and pa were mere striplings. Back to the turning point of the war when the allies were landing in Italy, the Soviets had pushed back the Nazis, and the Americans were just beginning to make some headway in the Pacific. That's where you come in.

### F A X B O X

Program: 1943  
Supplier: U.S. Gold  
Format: Amstrad  
Price: £9.99  
Reviewer: Billy MacInnes

### RELEASE DATES

Amstrad: Out now  
Spectrum: Out now  
Atari ST: Out now  
C64: Out now

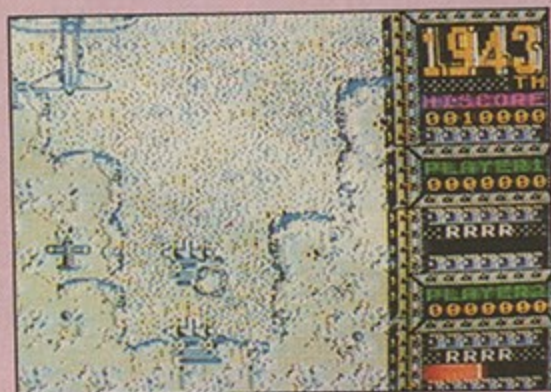
At the controls of your magnificent P38, armed with six secret weapons (which is probably more than the real pilots ever had), you fly into an inferno. Blast your way through the flak-filled skies, taking out anything that stands in your way. Which means half the Japanese airforce, plus a giant bomber that takes up half the screen.

Look out son, bandits at one, two, three, four, five, six, seven, twelve, fifteen and eighty-five o'clock. Fire, fire, fire. One good thing about this stage of the game is that you don't die when you are hit. You have to have your defences worn down before this happens. Once you have gone a fair way down this trail of destruction, gain-



ing satisfaction with every hit, you get to the fleet itself.

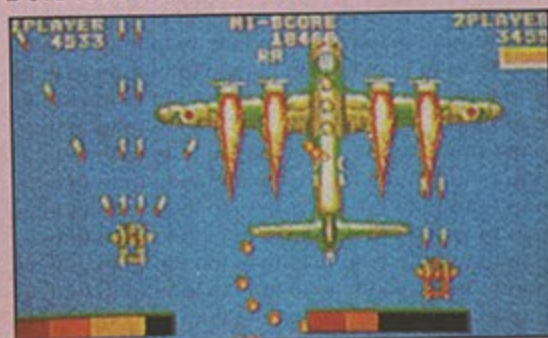
Now you have to destroy the guns on the ships and render them armless (just a little joke there). If you don't they have a very bad habit of shooting at you. Vicious, aren't they? Don't worry, there's no pres-



sure on you. There's no one going to blame you if you fail. The whole of the allied cause is counting on you, but don't let it get to you. Go sink some ships, or don't bother coming back!

Of course, the ultimate objective is to demolish the pride of the Empire of the Rising Sun, the Yamato, one helluva battleship and don't you forget it. You don't want to forget it, you just want to blast it

Below: Atari screen shot



into oblivion. Get it, before it gets you.

So let's get down to basics. The graphics on the Amstrad version serve their purpose well, which is more than can be said for the Spectrum version. The graphics on the latter look as if they were developed at the time of the original battle. The sound is the usual war stuff. Who'd have it any differently? Not I. The gameplay is enjoyable enough to make you want to go back for more. What more could you want? Whatever it is, don't tell me, I don't want to hear it.

**Gameplay 78%**

**Graphics 72%**

**Sonix 63%**

**Overall**

**73%**

**D**ark Fusion is the latest game from Gremlin, reminiscent of *Northstar*. This is not surprising, because both of them were written by the same person. And it's not bad at all.

The player moves across a bi-directionally scrolling landscape which is inhabited by gun turrets, alien attack craft and fearsome extra-terrestrial beings. Anyone care to guess what you have to do to them? No, you don't sit down and negotiate a treaty. You blast those suckers into the next dimension.

If you do that, you'll survive, if



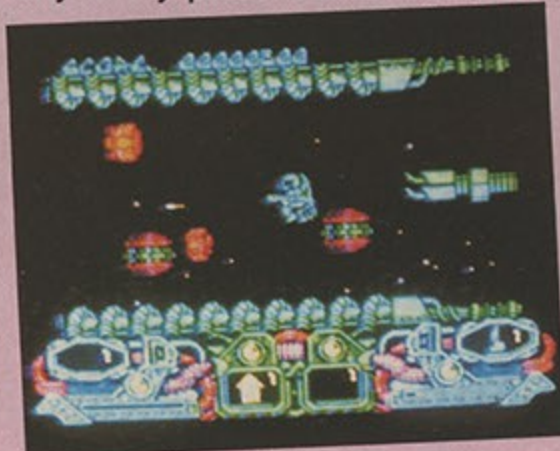
# Ground

you try and relate to these things, you won't. Destroying (that's a good word, isn't it?) the various aliens releases Fusion Pods. Fusion Pods can be picked up and converted into extra weaponry. Hell, these fellers are asking for it! The weaponry you get from the aliens you blast to smithereens varies from multiple shots (so you can kill even more of them) to jump power (so you can gain the right altitude to blast the elusive enemies who live on a higher plane) to a shield (so you can be a wimp and defend yourself).

As some aliens are stronger than others, you can gain extra shot power by depressing the fire button and allowing shot power to build up on the screen meter. And extra

spaceship. Personally, I've never been there, but if it's anything like the rest then it can't be bad.

Alternatively, blasting as many aliens as possible takes slightly longer, but hopefully achieves the same result. If I hadn't tried, particularly in my present uncharacteristi-



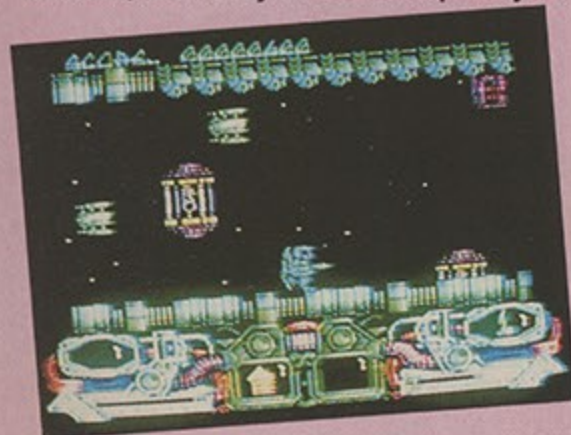
## F A X B O X

Program: Dark Fusion  
Supplier: Gremlin  
Format: Spectrum  
Price: £7.99  
Reviewer: Billy MacInnes

## RELEASE DATES

Spectrum: 11/88  
Amstrad: 11/88  
C64: 11/88

satisfaction! Dotted throughout the spacecape are teleporters which, surprise surprise, will transport you to your spaceship. Not only do they do that, but they then transport you



to a giant alien monastery where you battle with various nefarious monsters, including a fire-breathing snake and a tentacled creature.

At the end of spacecape, the player is transported to a continuous right to left scrolling space section, which is tackled from his

cally belligerent frame of mind, I wouldn't feel macho enough to identify with you potential alien devastators out there. Onto the important part - the review. The graphics are pretty good for this kind of game. If you've seen *Northstar* then you'll know what to expect. I'm afraid that the sonix passed me by, but this has always been the case, ever since my dad told me that it is physically impossible to hear any sounds in space.

*Dark Fusion* is not due for release until November, which will give me plenty of time to get as expert in the machinations of the game as you lot out there will be when you buy it. If you buy it. All I can say is that if you liked *Northstar*, then you'll like this. I did.

Gameplay 82%

Graphics 78%

Sonix 65%

Overall

80%

## Reviews



**T**he objective of *Intensity* is to rescue colonists from a space station under seige from alien creatures – bloody aliens, nothing but trouble – that can mutate (oh no, not mutations as well) into several deadly forms.

You – yes you, wake up – are in charge of a remote control drone which has to pick up the colonists and transport them to any one of five escape shuttleszzzzzz. The drone is guided by the surface skimmer which you, you lucky devil, control. Ah, responsibilities, responsibilities.

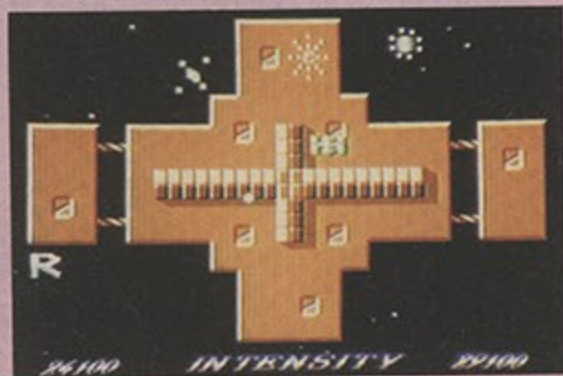
So how does it feel to know that so many lives are at stake, and it's all up to you? Challenging? You're damn right! Lead me to that skim-

**F A X B O X**

Program: Intensity  
Price: £12.95  
Format: Commodore 64 Disc  
Supplier: Firebird  
Reviewer: Billy MacInnes

**R E L E A S E D A T E S**

C64: 29/9/88  
Spectrum: 29/9/88



mer, folks, I want to save some people. But wait, what's this? Come on, chaps, you must be kidding. Surely, you don't mean to tell me that that weird orangey type blob is my all new totally spondicious skimmer? It is? Okay guys, you're right, it's fine. Perfect even. Now, let's go get us some bad fellers. Whoops, sorry, I mean aliens.

And that is what *Intensity* is all about. The sound effects are the same as several other Andrew Braybrook creations, yes it's the same old song. The graphics are no great shakes, either, the aliens are rudimentary, to say the least. Which

brings us to the most important aspect, the killing experience. To put it simply, you don't. Kill things that is. You run them over instead – good idea, isn't it? Original even. Three years ago, maybe.

Intense? I nearly woke up. Twice.

**Gameplay 33%**

**Grafix 30%**

**Sonix 25%**

**Overall**



**E**

ddie Edward's *Super Ski* game has, for once, an accurate press release. It is, as Loriciels claim, fast and excit-

ing, though I hasten to add that for those of you who believe it will be a case of 'eat your heart out Franz Klammer' you will be sorely disappointed.

The game is, to put it bluntly, very difficult, so hard in fact that I had the feeling I would have fared better doing the actual thing at Lake Placid last winter. The Ski jump is

possibly the easiest, however try as I might, and I assure you Robert the Bruce had nothing on me, I could not get further than 52 metres. I heard whisperings that it was possible to achieve the heady heights of 55 metres at least, but I prefer to believe that it was nothing but a vicious rumour.

The game is in four sections, slalom, giant slalom, downhill and the ski jump. You are presented with the choice of competition or training, if you are impetuous enough to plug for competition

then you must enter the names of the other competitors, up to six can play. Once that is done you take your life in your hands being faced with iced slopes, vast gaping voids, spectators who seem to have some sort of death wish and a barrier that

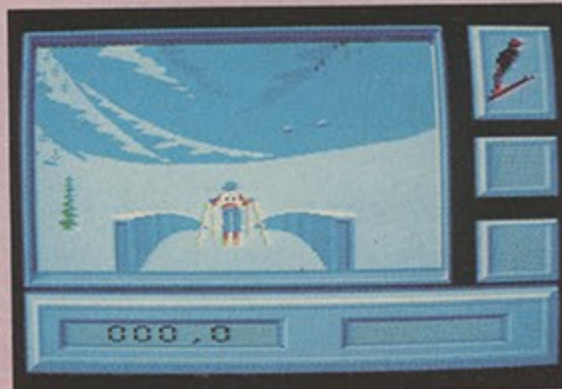
**F A X B O X**

Program: Eddie Edwards Super Ski  
Version: CPC  
Price: £9.99  
Supplier: Elite  
Reviewer: Emma Norman

**R E L E A S E D A T E S**

CPC: Out now  
ST: September

looms up after the finishing post before there is time to stop. The trees and snow-capped mountains rushing past simulate the feeling of



speed as you hurtle down the mountain side is the best. The sound effects are passable but it is still a highly enjoyable game and for those of you who cruelly jeered at Eddie Edwards in the Winter Olympics, play it and see how you fare.

**Gameplay 80%**

**Grafix 95%**

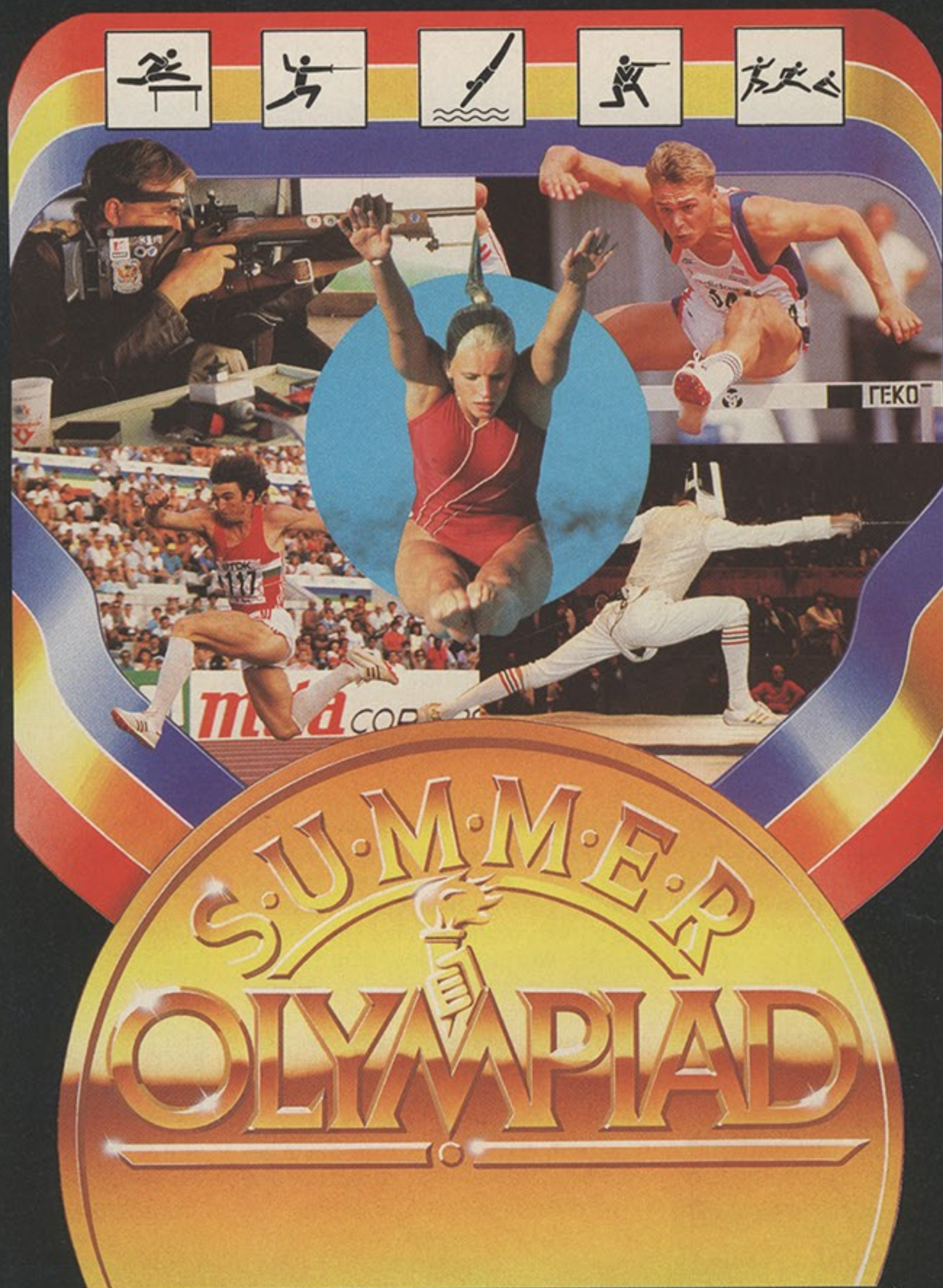
**Sonix 50%**

**Overall**





# SUMMER RELEASE



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**D**rax, the villain of *Barbarian - The Ultimate Warrior*, ran away from that game vowing to wreak vengeance on the Jewelled Kingdom.

self, who bears a marked resemblance to Arnold Schwarzenegger but is even uglier, and Princess Mariana more skimpily clad than our hero, and that's saying something, are the only two warriors who have the ability to stop him before it's too late.

but don't use it too much as it could get a little disconcerting.

I was most concerned at the way in which every beast, Neanderthal man, mutant chicken, slithering thing, cave troll and giant grub consistently aimed at Barbarian's groin. Whether that was where his power, or even his brain was held I wouldn't like to say, but it looked exceedingly painful to me.

The game is played over four levels, with around 28 screens to the first three levels.

In *Barbarian II*, the barbarian himself, who bears a marked resemblance to Arnold Schwarzenegger but is even uglier, and Princess Mariana more skimpily clad than our hero, and that's saying something, are the only two warriors who have the ability to stop him before it's too late.

Too late for what I'm not sure, I leave that up to your imagination,



The first level is the Wastelands where the saurian beasts - who are rather gentle looking creatures, though they do have a nasty habit of biting your head off - apes and stabbers lurk. From there you progress on to level two, the Caverns, where such intrepid baddies as carnivores, crabs and stingers are to be found and then on to the Dungeon, level three, which I assure you is no place to hang about in. Dodging and weaving and protecting one's groin from the pit thing, the giant grubs

**J**ust when you thought it was safe to unpack your joystick a new band of joystick waggling games are set to storm the shops in time for the Seoul Olympics. This one should have been released back in January when Eddie "the Eagle" Edwards was soaring in Calgary but obviously, someone at Epyx couldn't resist the temptation to release the Winter Edition in sum-

*Summer Games II*, *Winter Games*, *World Games* or *California Games* you'll know the "Games" games format where up to eight competitors can compete in the seven events for gold, silver and bronze medals. It won't surprise you that this hasn't changed although now the event winners stand on platforms that form part of the Olympic symbol as the flags unfurl behind them. What might surprise you is that some of the events have become a lot more complex and involved.

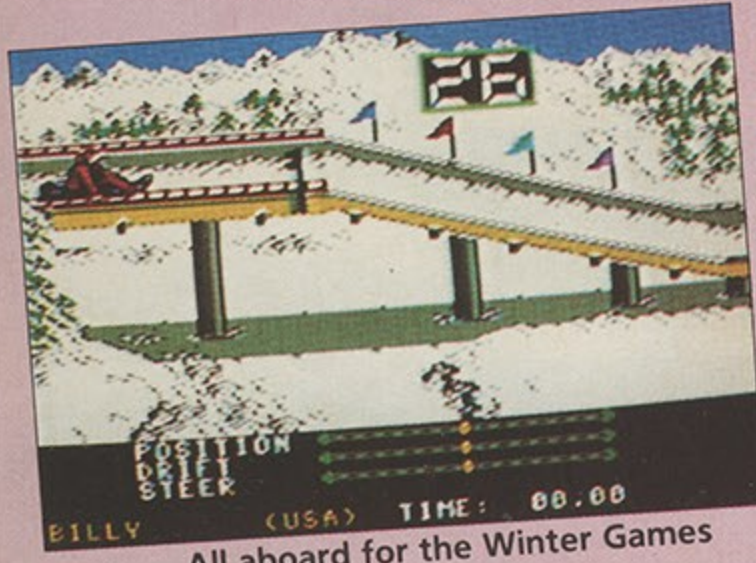


It's tough at the top

The cross country is a simple matter of getting and keeping a good rhythm which will get you up the hills and flats of the one, three or five kilometre course. This is like the Biathlon event in *Winter Games* but without the shooting or the skill.

Ice Skating is perhaps the most complicated and difficult event as now you not only have to complete a set of jumps and spins but you must do them in time with the music and plan it before you begin.

There are six different styles of music to dance to but it'll be a long time before this should worry you as you first have to perfect the techniques that you'll need just to stay



All aboard for the Winter Games

mer and the Summer Edition in winter!

If you've played *Summer games*,

Once the players have selected the countries they will represent, the first event begins at the top of the luge run. A luge is a small sled like board that the competitors must lie on as they hurtle down the high speed course. To get the fastest time you must have a good start by cranking up your pushes until you are ready to go. Then you must steer down the course trying to keep to the centre of the straights and ride the bends without hitting the sides which will cost you valuable seconds.





and the dungeon masters is not a bundle of laughs.

There are also to be found the eyes, huge great unblinking orbs that try to lick you to death, a pleasing change from being bitten, chopped, decapitated or kicked.

If you survive to level four, the sanctum of the dreaded Drax, you must face the living idol, a great amongst demons, and last but not least, the man himself. I must admit that level four was where I came unstuck, try as I might I could not clear the acid lakes whilst dodging flying green lumps, and I have yet to meet anyone who can.



**F A X B O X**

Program: Barbarian II  
Version: Commodore 64  
Price: £9.95  
Supplier: Palace  
Reviewer: Emma Norman

**RELEASE DATES**

Spectrum: Out now  
C64: Out now  
ST: Dec  
Amiga: Nov  
Amstrad: Oct

However, one nice aspect of this game is the ability to take the part of either Mariana or the Barbarian – no longer does the Princess stand in the background waiting to be rescued by macho man but comes out fighting and proves that she also has a fine command of the sword.

The graphics are quite good and the sound effects, mainly munching noises as you get eaten in the snake pit, are amusing.

Barbarian II gets round the limited playability of the original, by providing mappable levels, objects to collect (some of which are essential to succeed), and a wide range of choppable monsters. With *Barbarian III* already in the pipeline, hack and slash fans should be well happy.

Gameplay 78%

Grafix 84%

Sonix 82%

Overall

83%

**F A X B O X**

Program: The Games: Winter Edition  
Version: C64 disk  
Price: £14.99  
Supplier: Epyx (US Gold)  
Reviewer: Tony Hetherington

**RELEASE DATES**

Amstrad CPC: Out now

on your feet. I wonder how many people will bother to put in the time and effort to learn them?

The slalom is more my style as it's a combination of speed to get down the sideways scrolling course and skill to make sure that you aren't flattened by a flag on the way down. A computer pacer is always on hand to give you a close race if you haven't got a human who can stand the pace.

The 90 metres ski jump means it's Eddie Edwards time! Will you be able to steer your jumper down the slope gathering speed to then soar through the air before a perfect

landing or will you plummet to zero points and a few fractures? Another tough event.

The speed skating is a head to head race featuring both a top down and front on view of your skater and his opponent. This is another event where maintaining a good rhythm is the key to success or you'll taste ice before you get round the first corner.

The last event is also the best, so make sure you've still got some strength in your joystick wrist to tackle the downhill. Your first task is to study the mountain and place four cameras along the route so you can show off on the way down. For most of the descent you must steer down the course as the game gives the skier's view as you charge down the hill. Whenever you come in range of one of the cameras the view changes to a side-on screen and gives you a chance to perform a few jumps and flips to impress the crowd. Then it's back to business as you head for the finish.

Unfortunately, playing *The Games* a few times leaves you

thinking "is that all there is?" and demanding more. The graphics are undoubtedly good but after so many "Games" games you'd expect more than this. The Competitor's view of the events does make a change and I understand there's more of this in the *Summer Edition* but overall there's not enough variety.

Gameplay 82%

Grafix 85%

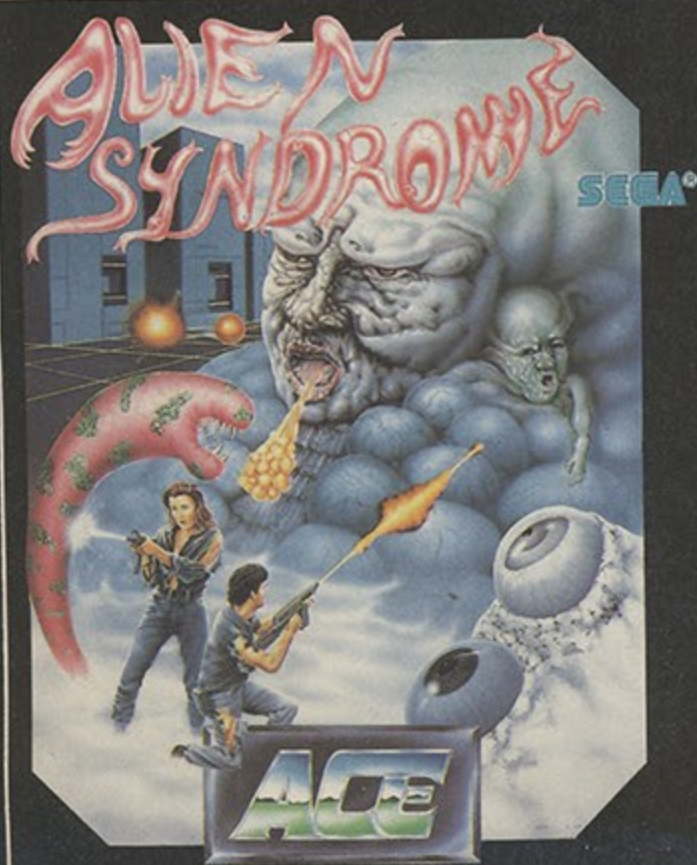
Sonix 63%

Overall

79%



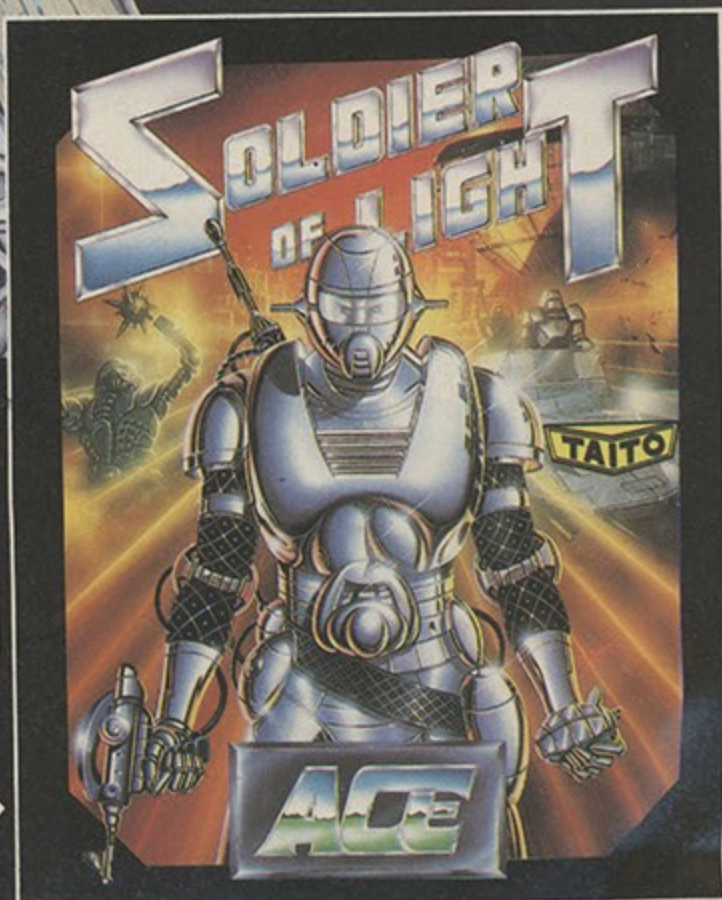
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**H**ave you ever wanted to create a game but didn't think your programming was good enough? If so, then CRL's **2D Game Maker** could be the thing for you. Through a series of options you can design the screens, map them out, create objects from characters and sprites and finish the whole thing off with sound effects.

Once **2D Game Maker** has loaded you are presented with an almost blank screen except for 10 icons along the top. Moving a cursor over these highlights them, and by selecting them in turn you can design and create your own game. There is an 11th icon but this just produces a screen to tell you who wrote the designer with which you will design your games.

The games that can be created are played on a number of screens that are created by positioning ob-

ject icons. Whichever icon you select you will still use the same controls. A window appears containing a number of options which are first highlighted then selected by positioning the cursor over an asterisk. For example, the draw screen menu has screen *inc* and screen *dec* to flip through the available screens, view the current screen, delete it and select it.

Selecting a screen allows you to draw on it by selecting and positioning objects such as walls and trees, and so building up the screen. If you're not happy with something you can easily delete it or wipe the entire screen and start again.

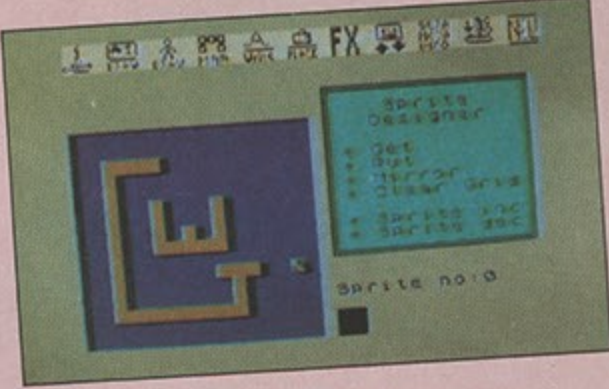
Designing an object or sprite couldn't be easier and uses a system familiar to anyone who has used a character or sprite designer. You can start from scratch, or load in an existing object and then create a mirror image, invert or edit it to create the effect you need. Naturally you work in a magnified grid with a real sized version next to it so you can see what you're doing.

The next stage is to fit the screens you've created together to form the game map which is done by selecting the map icon. This produces a screen with an 8x8 grid of zeros. By pointing the cursor at one of these cells you can enter the number of one of your screens and so on as you build up the map. Then you define one as the start screen and another the final screen and the map is complete. There's also a view screen in case you forget which screens you're dealing with.

Now you must place the objects

to be collected and nasties on the screens as well as their status; meaning whether they're active or inactive. For example, if a stick of dynamite is inactive then it won't blow up (you don't say! Ed).

Finally, you must decide whether to allow up and down movement,



Go ahead, punk, make my game!

jumping, control while in the air, if objects are automatically picked up when they're walked over and whether you will use the function menu. This is similar to the window menus that appeared in games like *Spellbound* and produces a series of options for the player to use.

Now the moment of truth as you try and play your creation. If you like then you can save it to tape or drive for later use but if it needs retuning or a complete redesign you can easily try again.

There have been quite a few gamemaker packages in the past and they have all enjoyed some success including CRL's own **3D Game Maker** that created *Knight Lore/Batman* style games. Like the others this will be fun to play with for awhile and may even be useful for trying out a few ideas but if you want to create a game that will sell you're going to have to start from scratch.

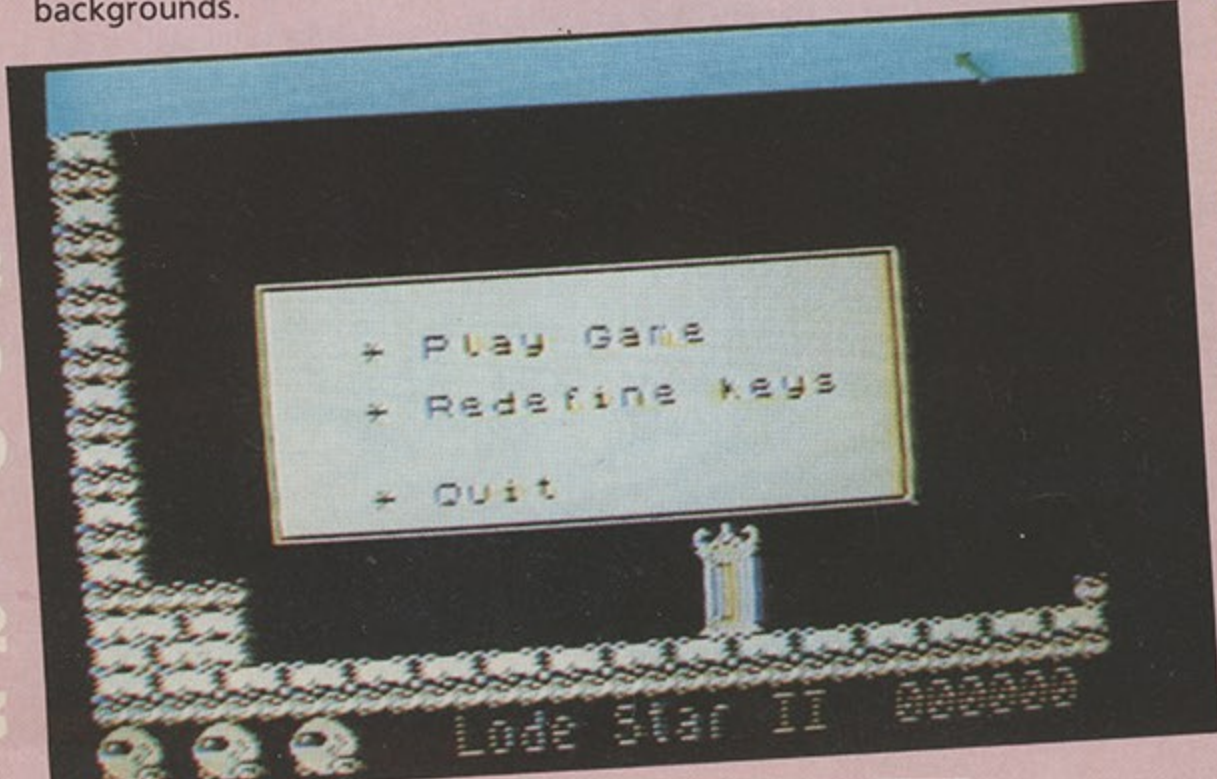
**F A X B O X**

Program: 2D Game Maker  
Version: Spectrum  
Price: £8.95  
Supplier: CRL  
Reviewer: Tony Hetherington

**RELEASE DATES**

Spectrum: September

jects such as walls, platforms, steps and trees. These screens are patrolled by movable objects that try to kill you, and include other objects that the player must collect. The first job though is to create the backgrounds.



**Gameplay 58%**

**Grafix 70%**

**Sonix 55%**

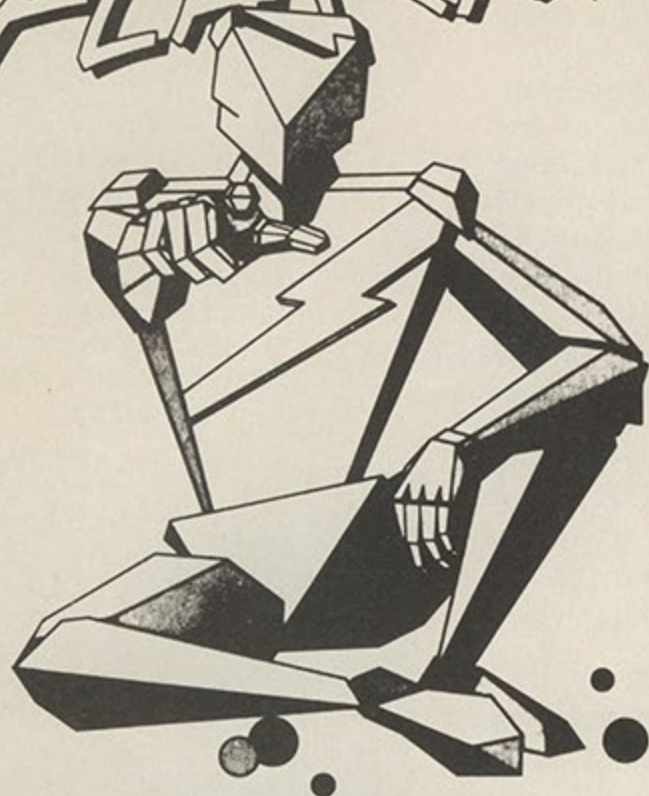
**Overall**

**60%**



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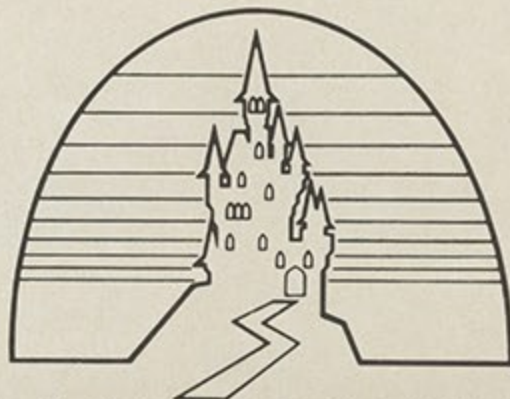
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s that a bottle in front of me? Cue response: no it's a frontal lobotomy. What is he on about, you're thinking. Has the Ed. lost his Visa card, or what.

Well no. What prompted this stange train of thought was the sight of a bottle of champagne sitting next to my monitor - it was left over from the Gamesweek ish one party, I hasten to add.

So, there was this bottle of plonk on my desk on the one hand, and a copy of Ocean's *Typhoon* on the other. Thankfully, I managed to get them to their destinations in the right order. But, you know, he said, leaning back in his chair, waxing lyrical, fishing out a pipe and pulling on a comfy pair of slippers, it was hard to tell them apart.

The plonk was nothing new, and *Typhoon* contained so many bits of other games it was like a monument to action games down the ages.

*Typhoon*, if you didn't know, and considering what a big success it wasn't, was a Ronami coin-op with the following hook line. Scream through the skies in your P-14 (yeh, mine's parked outside) as you take

on seemingly limitless hordes (they always are) of mechanoid dog eaters whose sole intent is the complete and utter domination of the Earth (isn't it always). Bore through wave after wave (nothing to do with surfing, though) of flying death (just like my kitchen) in you armour-laden helicopter and kill everything on the ground, in the air and on the water. Same old story, in other words.

So, six levels of kidney killing entertainment which sees logic disappear up your gun port as you fly through the air, hover over sea, fly through a canyon, hover, kill, fly, kill

## F A X B O X

Program: Typhoon

Version: C64

Price: £8.95

Supplier: Ocean

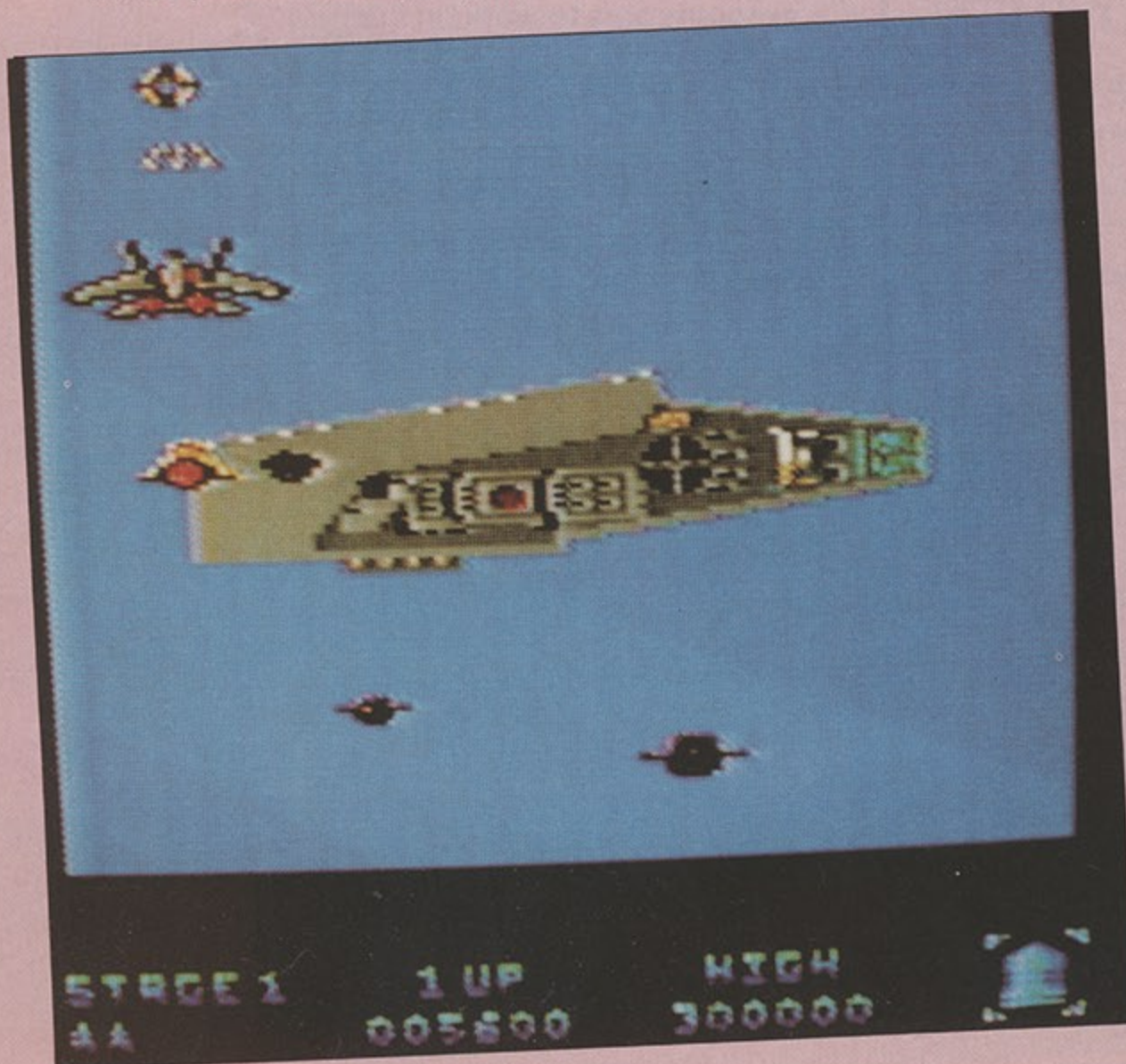
Reviewer: Duncan Evans

## RELEASE DATES

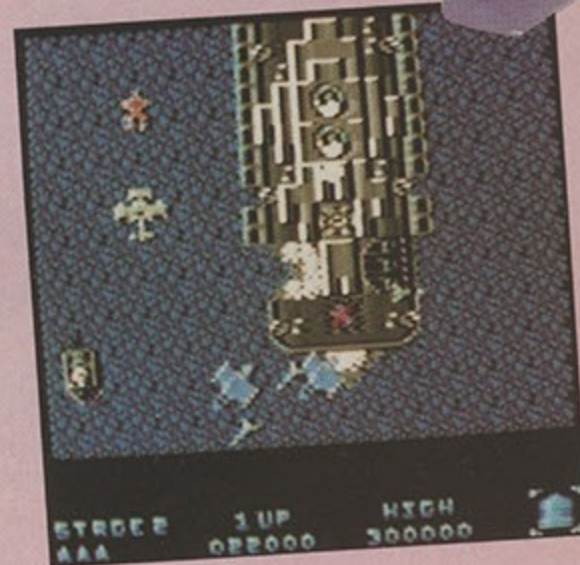
C64: September

Spectrum: October

CPG: October



Below: Fighter jocks take note — sinking the battleship isn't easy!



and finally end up facing an alien mothership in space. All without changing your underwear as well.

To specifics then, and section one which has you hurtling down through clouds, only you'd never guess it at the time, while being attacked by aliens. Easy enough as long as you keep moving.

Stand still for very long and you'll get a missile where it hurts; but as they only launch one or two at a time we're not talking difficult city.

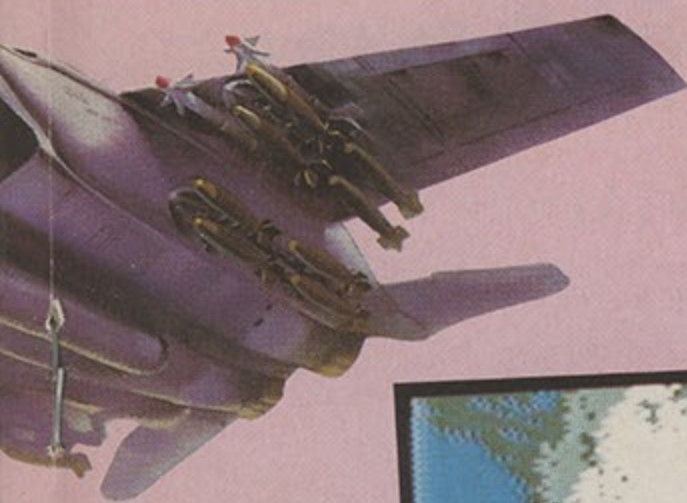
The animation of the clouds is a little harsh on the eyes, and though giving the impression of going somewhere, it's more like everything is rushing towards you, rather than you ploughing through it.

You are going down, though, as the next section reveals. A battleship slows, grows bigger as you commence an incredibly long dive bomb run. This part isn't so easy as all sort of flak comes coughing up.

Blow the battleship and that's it for this level. Now you go and make a drink or something because it's multi-load time. Obviously if you have a disc drive then this is less of a pain.

In a complete switch from the previous 3-D display, you now find yourself in vertically scrolling shoot 'em up land. Collecting the extra weapons, which are a bit sparse on





Right: Pulling heavy 'G' as you engage the enemy

the ground, and wading through some fairly sticky situations. This is all so similar to *1943* which we are also reviewing this ish.

Near the end there's an unbelievable stiff challenge, in the form of an aircraft carrier, which launches planes, missiles, A-A flak and every-



thing but the kitchen sink. No, wait, I'm sure I did see a kitchen sink at one point!

The worst part of multi-load systems is that if you manage to get past the first level and then die, you usually have to rewind all the way back to reload level one. At least in *Typhoon* you get a couple of chances to restart on the current level before the inevitable rewind.



Converting arcade games, especially fast moving 3-D ones, to 8-bit machines has always been difficult, so it's fair to say that Ocean has made a fairly good job of it. The graphics could do with being speeded up, but the gameplay challenge is there, and the music is impressively jolly.

If you fancy a lot of intense blasting, punctuated by moments of rewinding respite then you'll like *Typhoon*, and if you're an aficionado of the coin-op then this should go down a storm.

Gameplay 83%

Graphics 72%

Sonix 86%

Overall

83%

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# The games they said couldn't be written

## QUADRALIEN



### ST Screen Shot

You are entering Jupiterspace. Your destination, Astra, the vast cybernetic nuclear-fission complex they orbited mid-21st century. Something strange has happened there. Astra has sealed itself off from the outside world, the control mechanisms won't respond, the temperatures rising. Meltdown is nigh. But it's worse than that, for in the very heart of the reactor itself, the sinister QUADRALIEN forces have established their foothold in our solar-system. You have just six droids to sort it out. QUADRALIEN is ACTION-STRATEGY-TENSION-JEST

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### Amiga Screen Shot

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### Amiga Screen Shot

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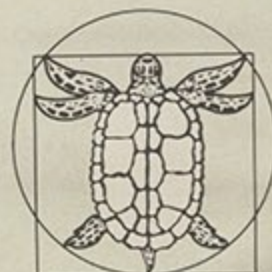


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In a huge metal complex inside an asteroid lurks, Garth, the evil two-headed monster. Garth uses the complex as a base from which to launch his attacks on planets and guess who's next? Yup, you are.

The fact is that Garth is a giant genocidal worm and there's only one thing you can do - put him out of his misery. You have fun doing it, though.

**F A X B O X**

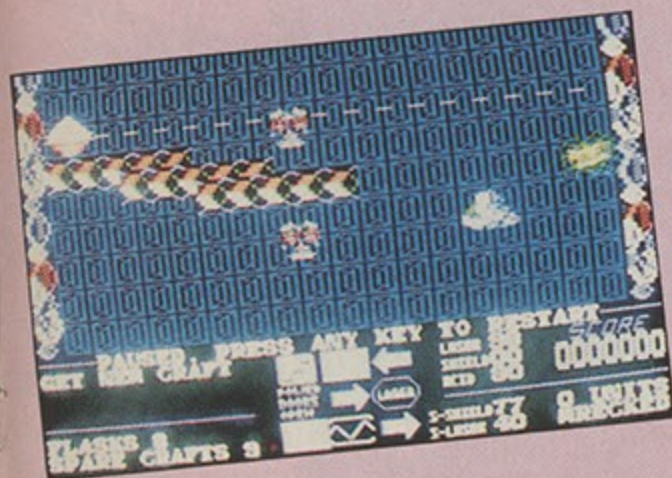
Program: Metaplex  
Supplier: Prism  
Format: Amstrad  
Price: £2.99  
Reviewer: Billy MacInnes

**RELEASE DATES**

Amstrad: 6/9/88  
C64: 6/9/88  
Spectrum: 6/9/88

Garth is indestructible until you have destroyed the four power inputs that give him his strength. You do this by collecting flasks, filling them up with acid and then pouring the stuff over the inputs. After this, Garth will be sufficiently weakened for you to destroy him.

There are three levels of difficulty



to the game. The number of monsters and the complexity of their evil changes with each level. The graphics are actually quite reasonable, with lots of cheerful bright colours. Your spaceship looks pretty cute, too, a bit like a blue U.F.O., or a fat fish. The sonix are pretty crisp, which means that you have a jolly atmosphere to do your killing in. It makes a nice change from the usual very stressful hi-tech massacre.

If you like to relax while you destroy, then this is the one for you.

Not exactly pipes and slippers time though, because there is more than enough shooting and exploring to satisfy anyone. It would be advisable to draw a map, however, because there are an awful lot of rooms to negotiate and it is very easy to find yourself going around in circles.

Gameplay 75%

Grafix 69%

Sonix 65%

Overall



**A** brief character description: tall, dark, handsome, bronzed, athletic, courageous, courteous, master swordsman, leader, navigator. No, that's not me - that's you. Or rather, it is when you play *Sinbad*.

*Sinbad* has been asked for help by the beautiful Princess Sylphani to help lift the curse on the Caliph, who has been turned into a falcon. You only have a limited amount of time to save the Caliph before his condition becomes irreversible. *Sinbad* combines still sequences and text, with very good graphics indeed, interspersed with flurries of action. In one action sequence you battle against the Pteranoxos (an



evil-looking bird that spies for the Black Prince) trying to shoot it down with your crossbow. If you miss, the little grass goes and tells the Black Prince where you are. When he

**F A X B O X**

Program: Sinbad and the Throne of the Falcon  
Supplier: Mirrorsoft  
Format: Atari ST  
Price: £24.99  
Reviewer: Billy MacInnes

**RELEASE DATES**

Atari ST: Out now  
Amiga: Out now  
C64: Out now

arrives, you have to fight a duel. In between, you are subject to the temptations of the lascivious Libitina, learn things from the Gypsy and the Shaman about the Caliph's curse, and travel to various cities and lands. Time to get down to the nitty-gritty. The graphics are really quite something, especially during the still sequences, although I am not sure about the ideological soundness of the pouting women or the close-up of Libitina's lips.

Minor quibbles aside - sorry, girls - the game has only one serious weakness, it has three discs. If you aren't fortunate enough to own three drives (and who is?), then every time that you stop to talk to someone, you have to change discs each time a character says something. This is a very effective way of killing the art of conversation stone dead.

Gameplay 83%

Grafix 88%

Sonix 60%

Overall







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**A**

nyone unfortunate enough to have seen the advertising for this game could be easily forgiven for assuming that the real name of the program was Male Chauvinist Pig. No doubt it seemed like a good idea at the time to feature a semi-naked woman and an incredibly offensive "joke". Bet it appealed to all you Sun readers.

After all of the above is taken into account, what are we left with? Well, there are the jokes on the back cover. Lots of porky puns like "streaky movement will keep you

**F A X B O X**

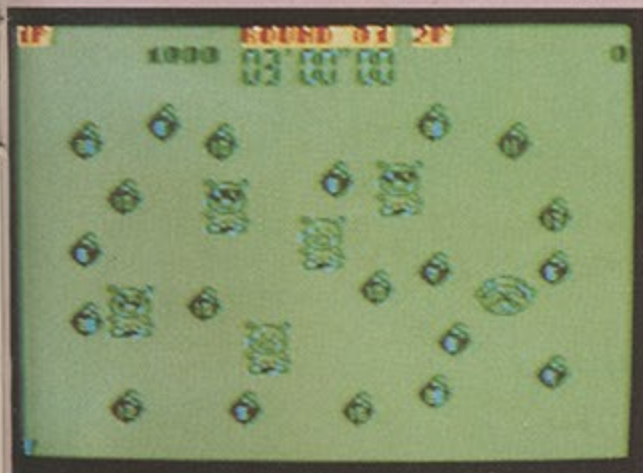
Program: Psycho Pigs UXB  
Price: £8.99  
Supplier: US Gold  
Format: Spectrum  
Reviewer: Billy MacInnes

**RELEASE DATES**

Spectrum: Out now  
Amstrad: Out now  
Atari ST: Out now  
Amiga: Out now  
C64: Out now

off the scratching listings and save your bacon". Pretty good, don't you think? I know what you're thinking, what about the game? Okay, it's a fair cop. I've been trying to avoid the subject, but if you must know, then you must.

The nicest bit is when the pigs are introduced to you before each round. They're all called different names, but on the Spectrum they all



● Psycho Pigs UXB

look pretty much the same – bad. Still, it is convenient to know just who you are going to turn into

tomorrow's breakfast – if you can actually tell them apart. The other problem is that the see-through pigs look nothing like the psychotic skin-head on the cover. Which makes it even harder to kill them. The sound is pedestrian, the graphics are elementary and the whole thing is ideologically unsound. Apart from that, it's perfect. A word of warning, however, if you're looking for semi-naked women, you've come to the wrong place.

Gameplay 55%

Graphics 57%

Sonix 53%

Overall

54%

In the olden days, way before your time, there used to be kudos attached to a situation that pitted man against the elements. Nowadays you get to drive a 4 x 4 as well. It sure beats walking.

In 4 x 4 Off-road Racing you choose your vehicle and the course. You then decide which supplies and extras you will need. Being in charge of a 4 x 4 is good fun, especially when you're racing through the desert, or the snow, or mud, on two wheels (a common occurrence in my case). It's even better fun when you overtake someone in mid-air (the norm in my case).

When you get damaged in any way (very common in my case), you stop and make repairs. What is infuriating is the fact that some of your competitors may overtake you while you're about your repairs. Which means more airborne overtaking. It is quite difficult to crash badly, but I did manage it. When this happens, your machine ex-

plodes in a ball of flame and you're thrown onto the road. You have three lives and these should last you a long time. Long enough to finish the race even.

Getting down to basics, the graphics are pleasant enough, al-



● 4 x 4 Off Road Racing

though the beautiful machine that you buy before the race has a bad habit of turning into a box on wheels affair once it is on the road. The sound effects are par for the course.

**F A X B O X**

Program: 4 x 4 Off-road Racing  
Supplier: US Gold  
Format: C64  
Price: £12.95 (disc)  
Reviewer: Billy MacInnes

**RELEASE DATES**

C64: September  
Amstrad: October  
Amiga: September  
Spectrum: October

Personally, I found 4 x 4 enjoyable because it appealed to my anarchic impulse. There is nothing to beat driving your machine on two wheels, or rolling it over and over and still finishing upright.

Gameplay 70%

Graphics 64%

Sonix 60%

Overall

68%



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**B**eetlejuice, a new film from Warner Brothers, has all the makings of a cult movie, the only thing against that is it is proving too popular and is a little too enjoyable to claim the status of 'cult'.

The story opens with a young, happy, married couple, Adam and Barbara Maitland (Alec Baldwin and Geena Davis), living in a peaceful town in New England; happy that is until their car crashes in to a river and they discover they are dead. Not a bundle of laughs for anybody.

This seems to come as somewhat of a shock to them, well it would, wouldn't it? But this couple are really not having a good day, not only have they died but they find that they are now ghosts trapped in their own house which has been quickly sold. This by one of those 'good friends' we can all do without, to the most vile of couples -

The Deetz and their young daughter Lydia. She's a weird looking girl with jet black hair, whiter than white skin and big black rings under her eyes, but has the advantage of being the only one who can see the ghosts. Her step-mother, Delia, who is brilliantly played by Catherine O'Hara, is an aspiring artist and sets about re-decorating the house.

Being dead and unable to leave the house is one thing but having to watch their home being gutted and styled more like a modern art gallery proves too much for the ghostly Maitlands, so they set about haunting the family to frighten them away. Aided only by the 'Handbook for the Recently Deceased' and being far too nice to think of anything more horrible than pulling off their faces and heads to scare them, naturally enough they do not succeed. So, they decide to seek help from the afterlife bureau which bears a marked resemblance to a DHSS office.

This bureau is something else, with all sorts of dead people sitting around in various states of decom-

the proper channels the Maitlands turn to Mr Betelgeuse, a cowboy bio-exorcist, slightly overplayed by Michael Keaton but a brilliant character none the less. Then the real havoc starts.

There are some wonderful gags, even though there is the tendency



Fast forward through the latest film, TV and Video releases. Emma Norman experiences the after life in 'Beetlejuice'.

## On SCREEN

posure. There's the lady who was cut in half, the fat man who had his head shrunk, but best of all is the chain smoking social worker, who had her throat cut and exhales through her neck.

When things go badly through

to be a little too frenetic at times. But without a doubt it is Catherine O'Hara, as Delia Deetz, who steals the show with a magnificent performance as a neurotic failed sculptress.

*Beetlejuice* is a great entertainment and very reminiscent of The Rocky Horror Picture Show, with all



kinds of weird and wonderful creations popping in and out of the picture but better and without the songs.

It is on general release now and has a '15' certificate.

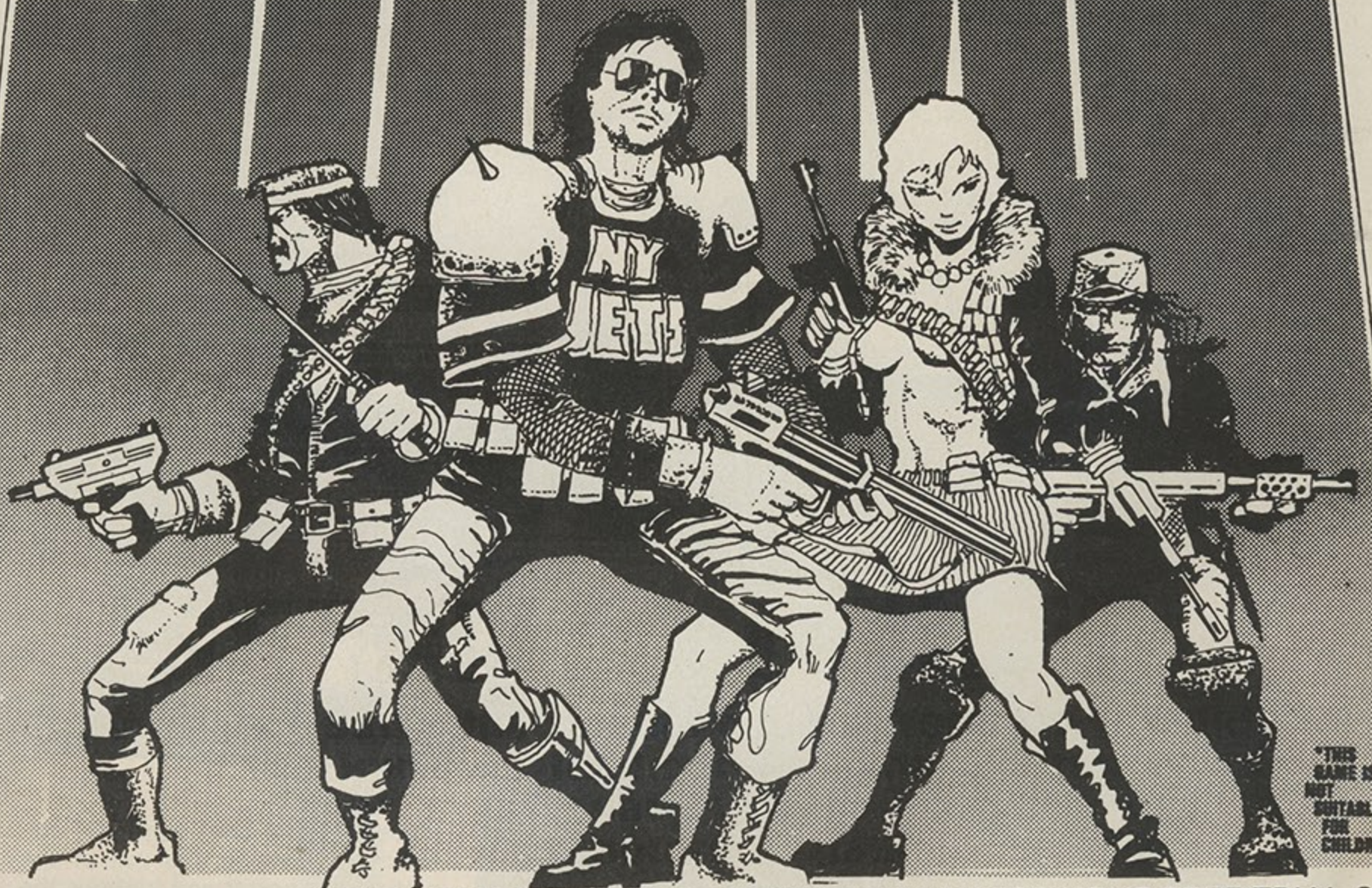


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## Francis Jago explores the neon dens of the arcade scene

**W**elcome to what promises to be the most up-to-date and happening arcade page in ANY computer magazine. Starting this week, and continuing every week, I will bring you the most up-to-date news on the latest games from the arcades; and those that have yet to reach the arcades!

For this week's page, I visited a well known arcade distributor in Wandsworth, and checked out what was hot, and what was NOT. The first game to catch my eye was *Hot Rod*. Although initially looking little better than a two player *Super Sprint* clone, in play it turns out to be a great deal more. With one of the best soundtracks I have ever heard – a sort of early Rob Hubbard gets a DX7 – and excellent animation, the game is one of the most playable I have ever seen. To add to the obvious scenario, there are also short-cuts to take (as long as you can avoid the trains!), and a variety of go faster bits to add as you progress; including new engines, bumpers, wings and tires.

Wandering around the showroom the one game that no one could fail to notice is Taito's latest driving game, *3D Drive*. After *WEC Le Mans* and *Test Drive*, Taito have



● When the going gets tough . . .

come up with 3-D as the next addition to driving games and, perhaps surprisingly, it works! Coming in both sit down and stand-up versions, you must look



● Pinball machines – making a triumphant comeback

through a periscope type extension at the screen, and then things really start happening.

You take control of a Camel Lotus/Honda Formula 1 car, and must qualify and race around some of the most famous race tracks in the usual low/high gearing and accelerator pedal, and the first few moments are pretty familiar; but once the game gets going, hang on!

*3D Drive* is far more exciting than most of the recent driving games. The 3-D effect is excellent, with cars streaking towards you, and explosions coming right at you, but thankfully Taito have not forgotten to develop the game. Real driving skill is needed as you struggle to cope with nearly 1000 horse power and the car slides sideways all over the road!

If you get a chance to play, keep on qualifying until you get to Monaco, because driving under the tunnel at 300 km/h in 3-D is a wild experience!

It is very apparent at this showroom that pinball machines are making a real comeback, and having played one of the latest versions, with speech, stereo sound, and a quasi Led Zep soundtrack I can see why!

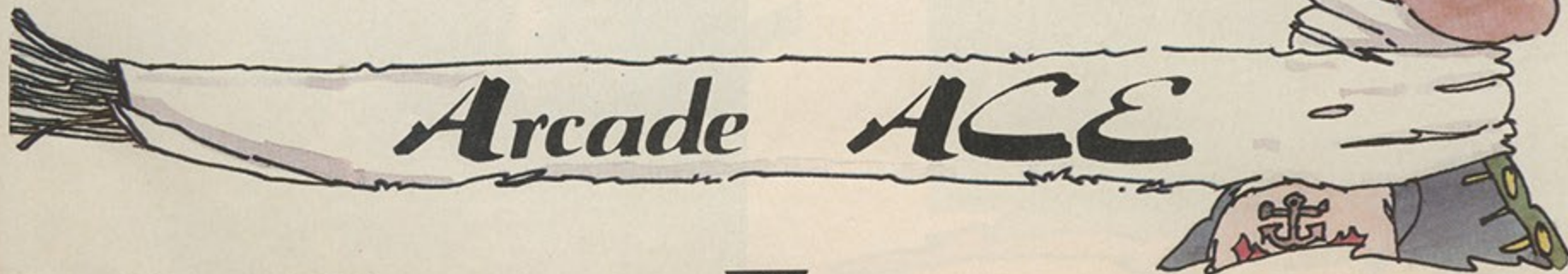
Speaking to the Sales Manager of this company it became very clear which games are the hot ones this summer. The new 26-

inch screen *Super Sprint* is going down a storm, and advance orders, on Sega's newest simulator, *Galaxy Force*, suggest it could be the game to beat when it arrives in



● Two player tennis

September. That's all for this week, but look forward to a report from the top arcades in London next week, and a review of the awesome GALAXY FORCE in the very near future. Many thanks to Deith Leisure Ltd for their help with this feature.







Once again this fair land is under threat of invasion from our French cousins. At the forefront of this gallic invasion is a French software company known as Infogrames.

The initial defences were breached by such classic heroes as *Captain Blood* and *Get Dexter*. As a result of this invasion our intrepid reporter attempted to infiltrate their UK base camp in order to bring you, the people who count, an inside look at the up-and-coming battle plans of this French giant.

The first thing I noticed as I crept through the hedgerows was the inordinate number of trees and shrubs. This may sound irrelevant to most of you but being a born and bred Yorkshireman it heartened me

### **The assault on the English market started in August of 1986**

to see so many trees south of the Watford gap. Once I had located the camp and penetrated the perimeter defences I was amazed by the amount of office space. The UK team comprises of three people: Caroline Deamer, sales and marketing assistant and *Action Service* ace; Pauline Garsden, sales manager and the person responsible for setting up the staff photographs and finally the big brie himself Henri Coron, general manager. Due to Infogrames' rapid expansion Henri spends nearly as much time jetting around the world as he does overseeing the UK operations.

The company was initially set up by Bruno Bonnell and Christophe Sapet (both former chemical engineers), in France in June of 1983. Their first launch on the TI 99/48 met with disaster as on the day of the launch Texas Instruments announced its retirement from the market. Despite this early setback Infogrames went on to become one

of today's leading figures in 16-bit games development.

From their humble beginnings Infogrames now employ over 150 people with bases in London, Holland and the company's home base Lyon, and have successfully merged with two other French software companies, *Ere Infomatique* and *Cobra Soft* to produce a hard core French company which moved on to produce the all time classic *Captain Blood*. Following their procedure for producing the 16-bit versions of a game first and then converting it to an 8-bit format only if the game proves to be a big success, *Captain Blood* will be available on all formats by the end of this year's Personal Computer Show.

The assault on the English market



**The Infogrames U.K. team**

started in August of 1986 led by the famed British collaborator David Crossweller. During the one year test period in which Infogrames tested the suitability of the UK market they caught the public's eye with releases such as *Get Dexter* and *Prohibition*, later an even greater success came with their most successful game to date *Captain Blood*. Not being content to lie back on their laurels Infogrames has a heavy release schedule this year. Infogrames plan to push forward the frontiers of 16-bit programming with *Hostages*, a rescue mission involving an embassy, six comman-

**Right: Captain Blood**





# Computer GAMESWEEK INTERVIEW

**This week in the true spirit of Anglo-French co-operation we parlé with Infogrames**

do style policemen and lots of well armed terrorists, and *Operation Neptune* an under water action game where you must seek out and destroy the enemy bases.

In the early stages of development is *Captain Blood II*. The game will closely follow the plot laid down in novelette which was included in the *Captain Blood* package. It is up to the player to guide Blood around the universe fighting the invaders from computer land as he goes. *Captain Blood II* should contain many of the features that were planned for inclusion in *Captain Blood*. Many of the features planned were not implemented due to a need to release the product before the market demand died. Several of the planned inclusions were added to the game when it moved from the French to the English market. The conversions of *Captain Blood* will include an option not found on the ST version and that is the ability to go straight to a planet's landing site without having to fly across the intervening landscape.

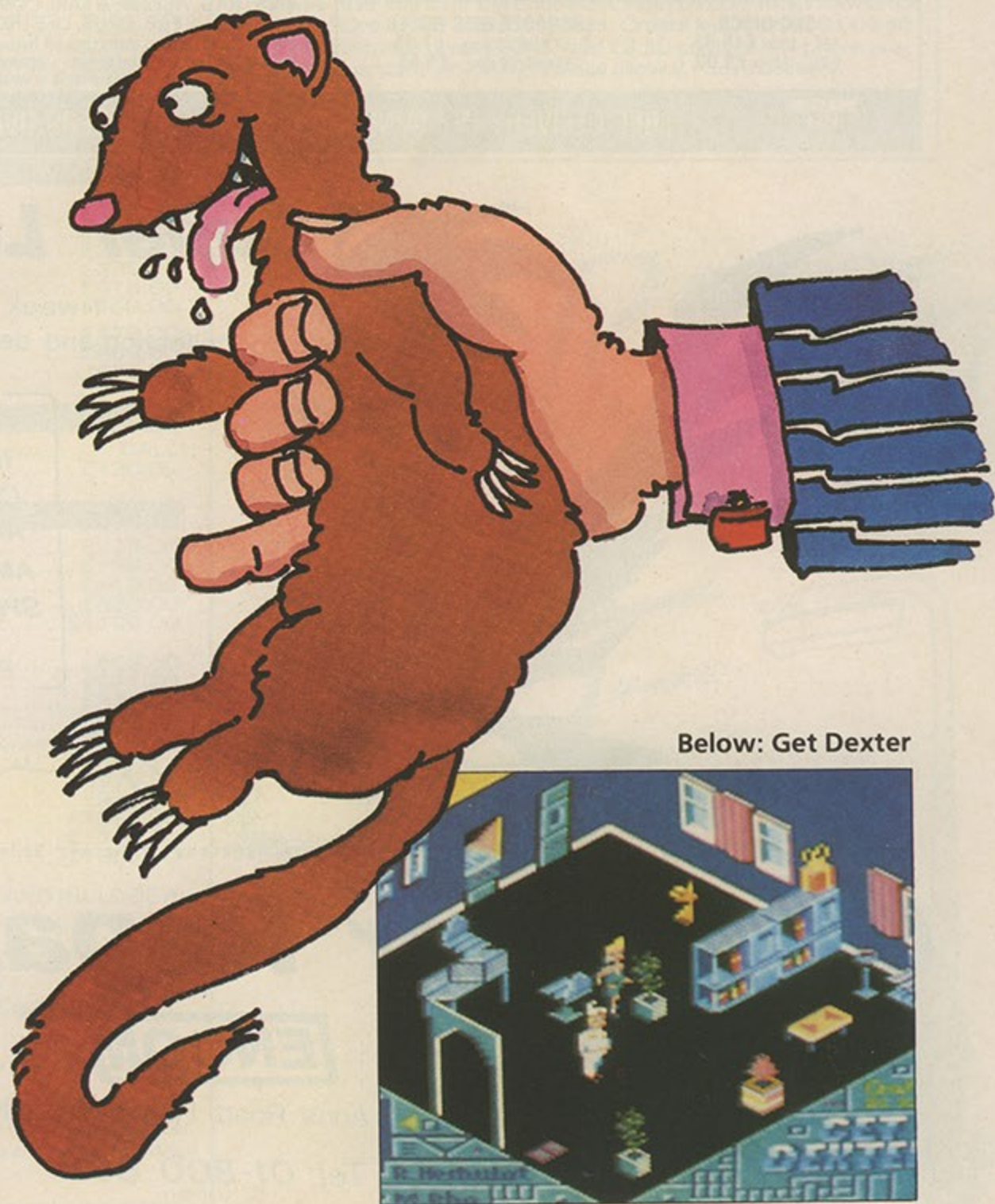
In their home market in France Infogrames write and publish a lot of their products on the Thomson, this limits the international trade slightly as the Thomson is mainly a French machine. If a product sells well on the Thomson it will however be converted to more popular international machines. Currently all software produced on the Infogrames label is written and developed by the French in France but Infogrames is working to bring together development teams whose members span the nationalities.

For the first time programmer, Infogrames lend their unceasing support, for as they say the best is yet to come. Due to this policy they are building up teams programmers from scratch who are capable of producing the top quality work that they require. In the company's bid

to increase its market share it is opening more and more offices throughout the world. In the next few years Infogrames hope to crack the Japanese market.

For Infogrames the problem with the Japanese market is the speed in which it cycles through its trends. If a miscalculation is made when estimating duplication levels it is often too late to reproduce more games in order to catch the current trend.

In the UK the market is more stable and their products enjoy a several month shelf-life. A prime example of this is *Macadam Bumper* which is still selling well. When asked to sum up the company in a couple of sentences, Bruno Bonnell said, "We are like our logo, the armadillo, it has been around for a very long time in its various forms, and it will be around for a long time to come."



Below: Get Dexter





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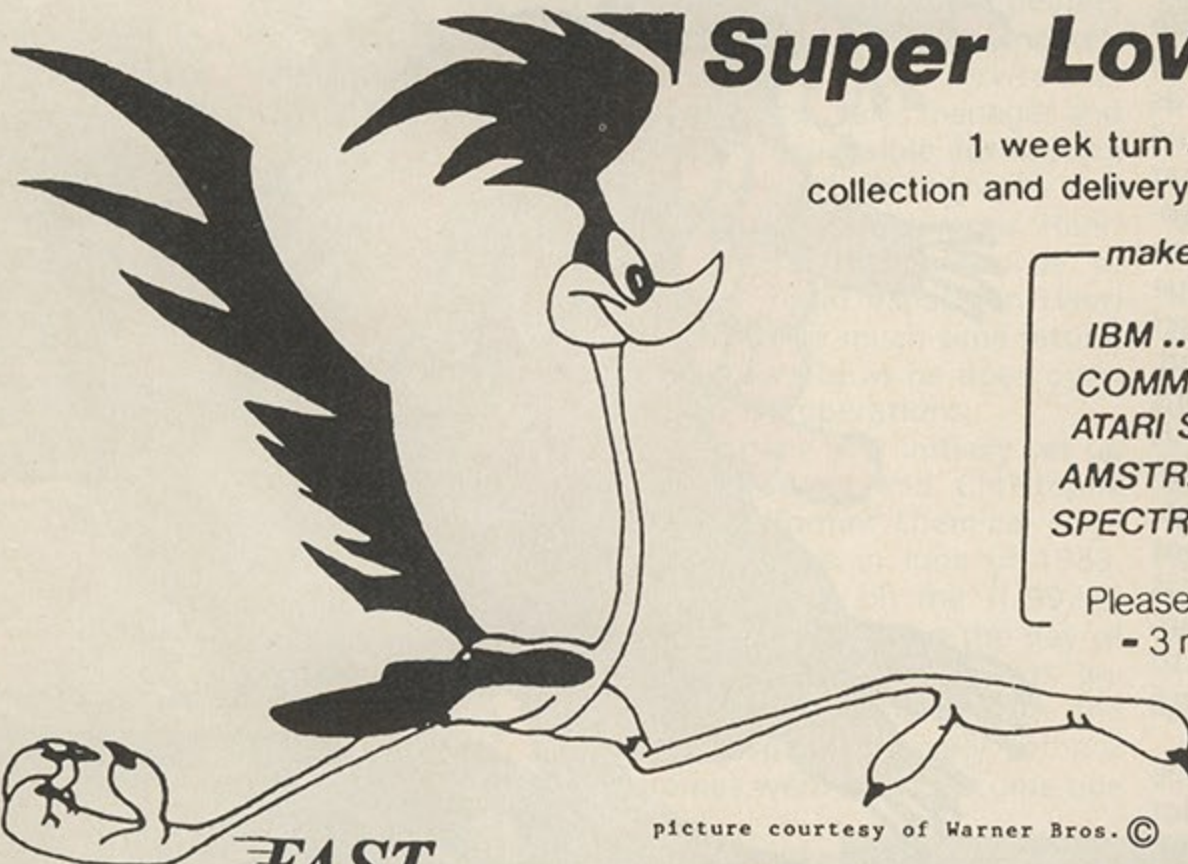
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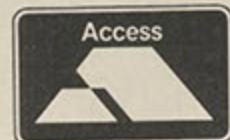
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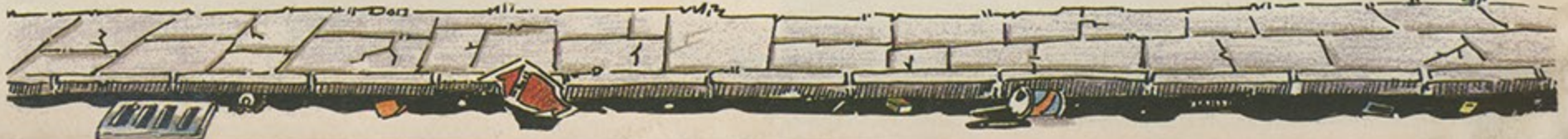
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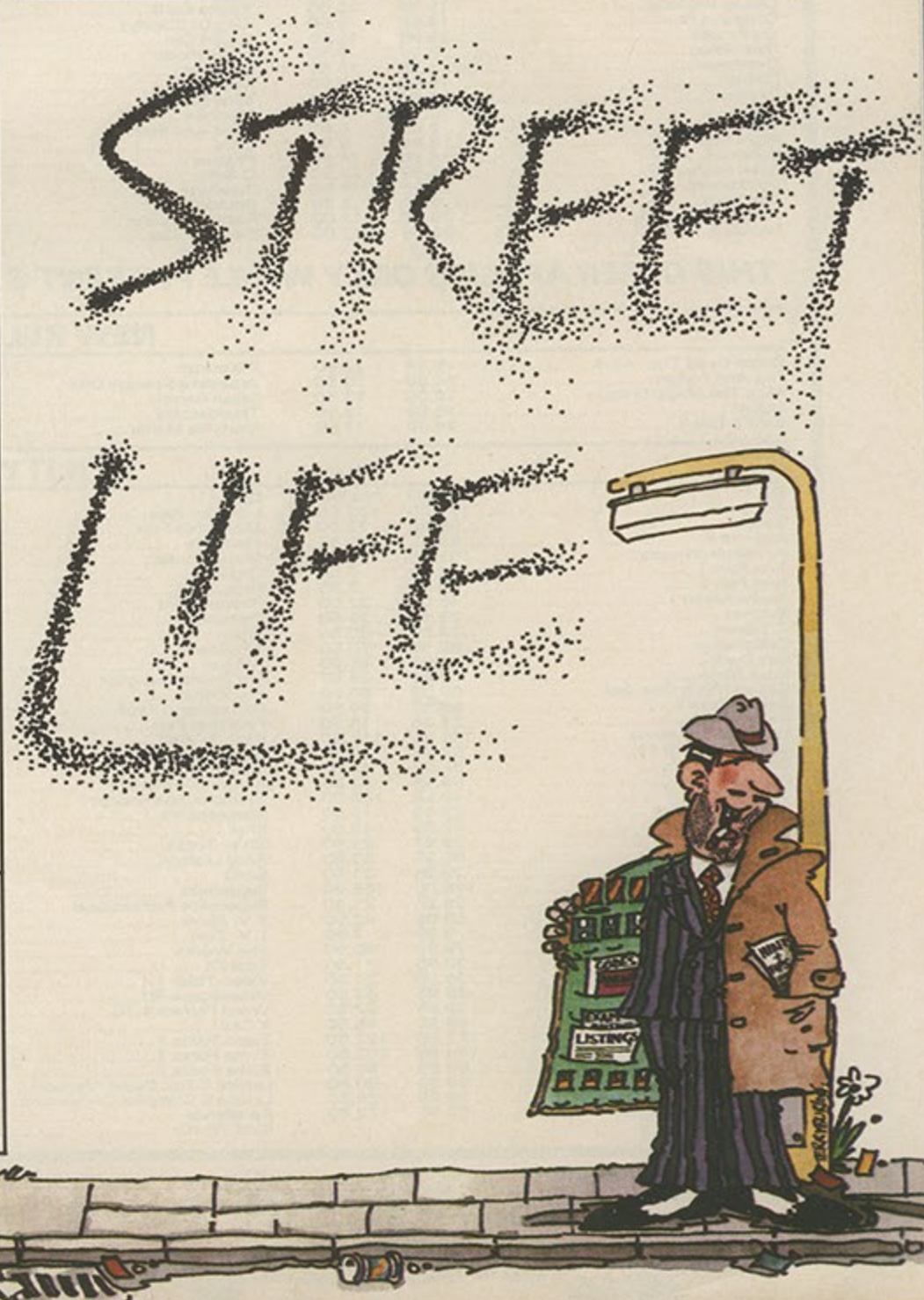
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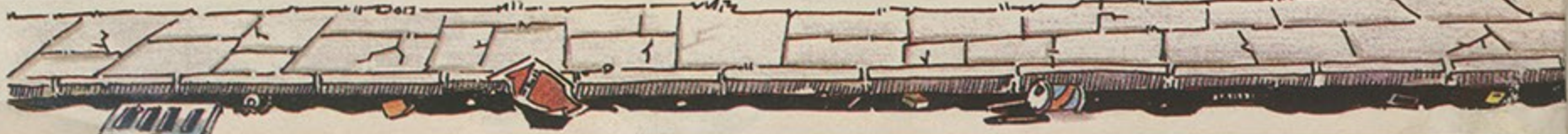
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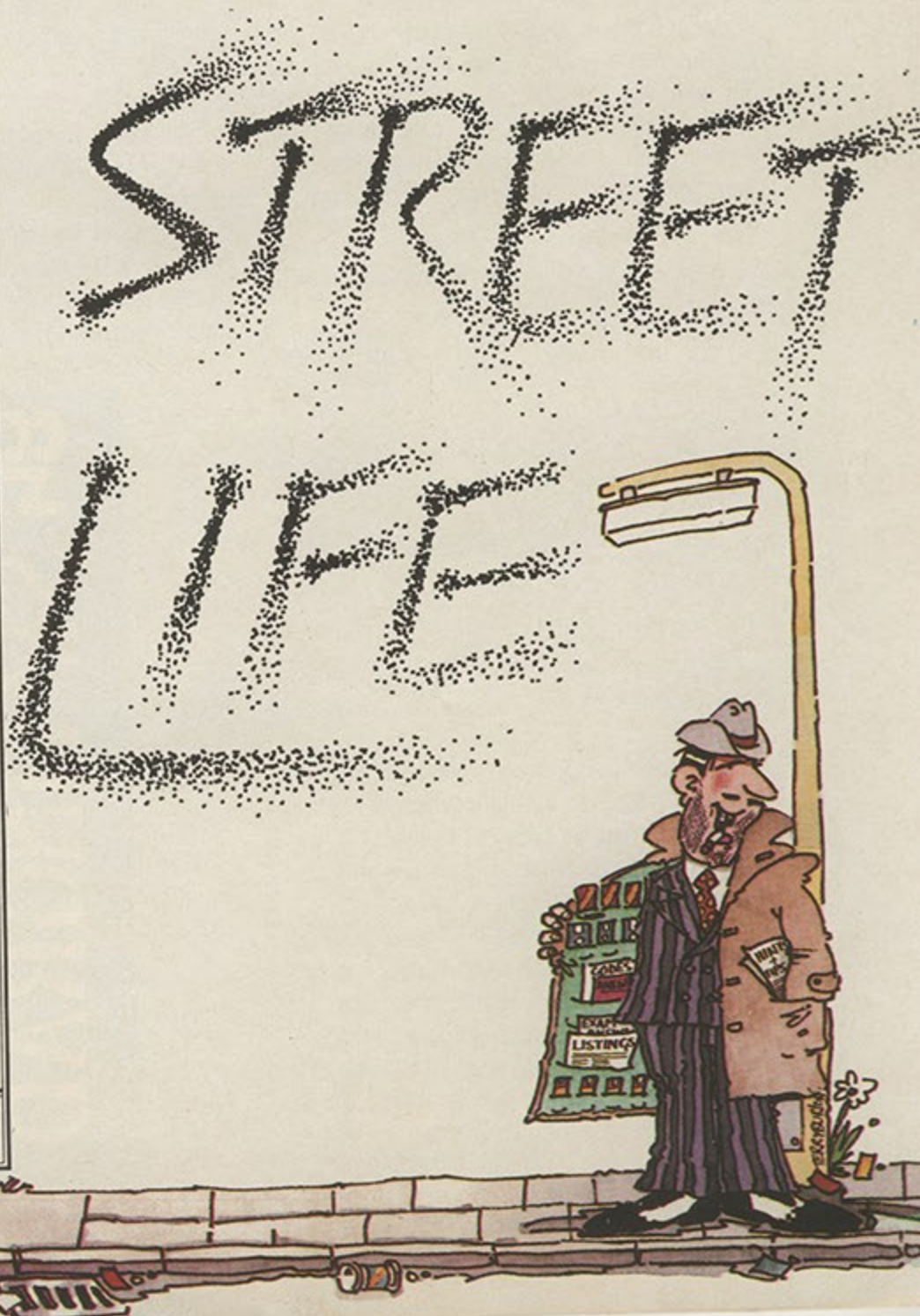
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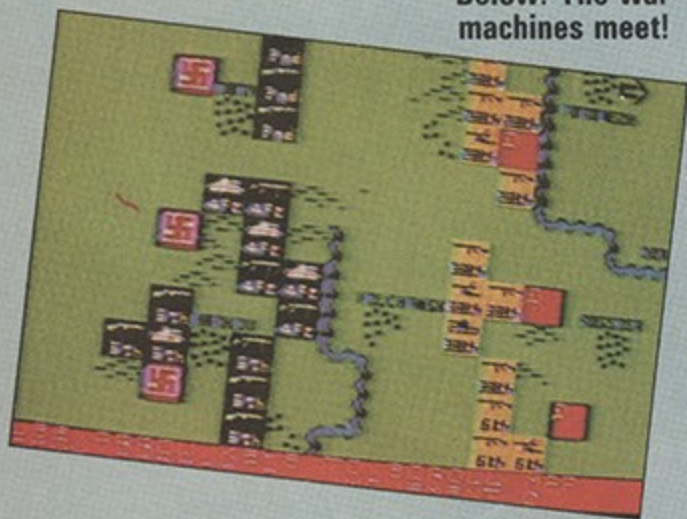
**M**ost military historians would agree that if you are looking for the decisive campaign in WW2, look no further than the Eastern Front. The battles around Stalingrad are generally seen as the turning point in that campaign. Before the battle, the Wehrmacht was considered an invincible machine only stopped the year before by the mud and horrific cold of the Russian winter. After the battle, a German Field Marshal had surrendered along with his army and the whole southern sector of the German front line was in tatters.

Historians say Hitler should never have attacked in this area at all. Moscow was the key to the rail net and the centre of Soviet control. It was so obvious it was what the Russians expected. Then, in 1943, when Hitler attacked at Kursk, the historians criticise him for attacking in the obvious place. Hindsight is a very wonderful thing. The only curious thing about Mr. Wright's choice of subject is that no-one has tackled it before.

There is no two player option and you always play the Germans — this is a pity as I always find it interesting to see what problems the other guy is up against. The next things to watch are the victory conditions. These state that the game ends when either army drops below 40 per cent strength or either side captures certain geographical positions *victory is then decided solely on the relative effectiveness of the two armies*. Thus straight away it is obvious that it is pointless busting a gut to capture territory. The supply rules are complex but realistic.

The player's forces are divided up into armies. Each turn, the computer calculates the average position of all the units in the army —

**Below: The war machines meet!**



a sort of centre of gravity. This point must be within four squares of a city which is itself in supply in order to receive supplies. A unit which is out of supply has movement and combat penalties and cannot be reinforced.

The cities form a supply net simulating the Russian rail network. This network is listed in the instructions, but it would have been far more useful if it had been supplied as a map — the first thing I did after I'd read the instructions was to draw such a map. Morale is also vital. If a unit takes ten to fifteen percent casualties, it loses one morale level.

If it loses twenty percent (the maximum loss in one combat) it drops two morale levels. This penalises its combat performance. When a unit drops below fifty per cent effectiveness, it disbands. Its residual strength is then distributed amongst other units.

Replacement points can either be used to



**At Stalingrad the German army met its Waterloo. Lee Paddon refights the battle on the Spectrum.**

bring units up to strength or to replace destroyed ones. When a unit is replaced, the morale of the entire army goes up one level to at least the "good" level.

So much for the mechanics; how does it play. As I said before, there are no geographic or time constraints. The weather doesn't deteriorate and that fearsome Russian foe, the winter never turns up. Thus I'm afraid, the game loses all semblance of strategy and is reduced to a tactical exercise. You've simply got to destroy his units faster than he destroys yours. It is important to ensure you stay in supply, and if possible catch the Russian out of supply, surround him and wipe him out.

The debate between the square and the

hexagon as an abstract unit for defining a continuous area died out in board wargaming long ago — the hexagon won. It seems curious that Ken Wright should insist on using squares as the basic unit of movement, it means that if a unit sticks out of line, you can hit his one unit with three of yours — usually with disastrous results for the former.

On the whole, though, I have nothing but praise for the system. The supply and organization rules are very clever. The morale and replacement rules also work nicely. The only small drawback is that the replacement rules result in a tendency to drive an army until it drops. Once you've lost three units from an army, you can then withdraw it from the front line for a few turns whilst you replace the smashed units. In this way, the army will return with excellent morale and really go through the opposition in a manner akin to the way a hot knife deals with butter.

After all this, Mr. Wright seems to have totally blown a fuse with the victory conditions. There has to be a sense of urgency about the German play. This is Hitler's big play. The German army's supposed objective was to cut the Russians off from the Caucasus oil fields and thus starve Russian industry and mobility.

In the event, Hitler became obsessed with the symbol of Stalingrad. More and more units were sucked in. In the maze of streets, the



German advantage of mobility and flexibility were lost. In the battle of the grenade and the bayonet, the Red Army demonstrated itself the equal of the Wehrmacht. Just like Hitler, Mr. Wright seems to have come a long way and done much brilliant work only to fail at the last.

STALINGRAD

# STALINGRAD

BY KEN WRIGHT

STALINGRAD

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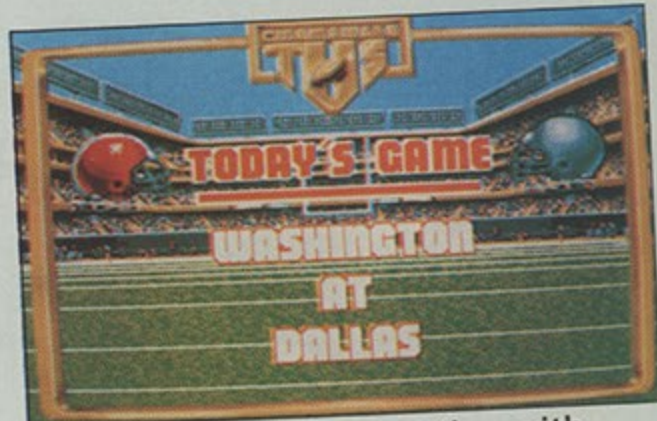
# Up

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

# DEAR

Gamesweek has been given a sneak preview of Cinemaware's hot American football simulation *T.V. Football*, due for release on 9th November, to coincide with the start of the pro-ball season. Even on the limited evidence of this unfinished version, it is clear that this game will turn out to be something well above the ordinary.

The first thing that has to be said is that the graphics on the Amiga version are incredible. The colours and the definition really are something else. To use the old cliché, it



Hut! Hut! Hut! Gridiron action with *T.V. Football*

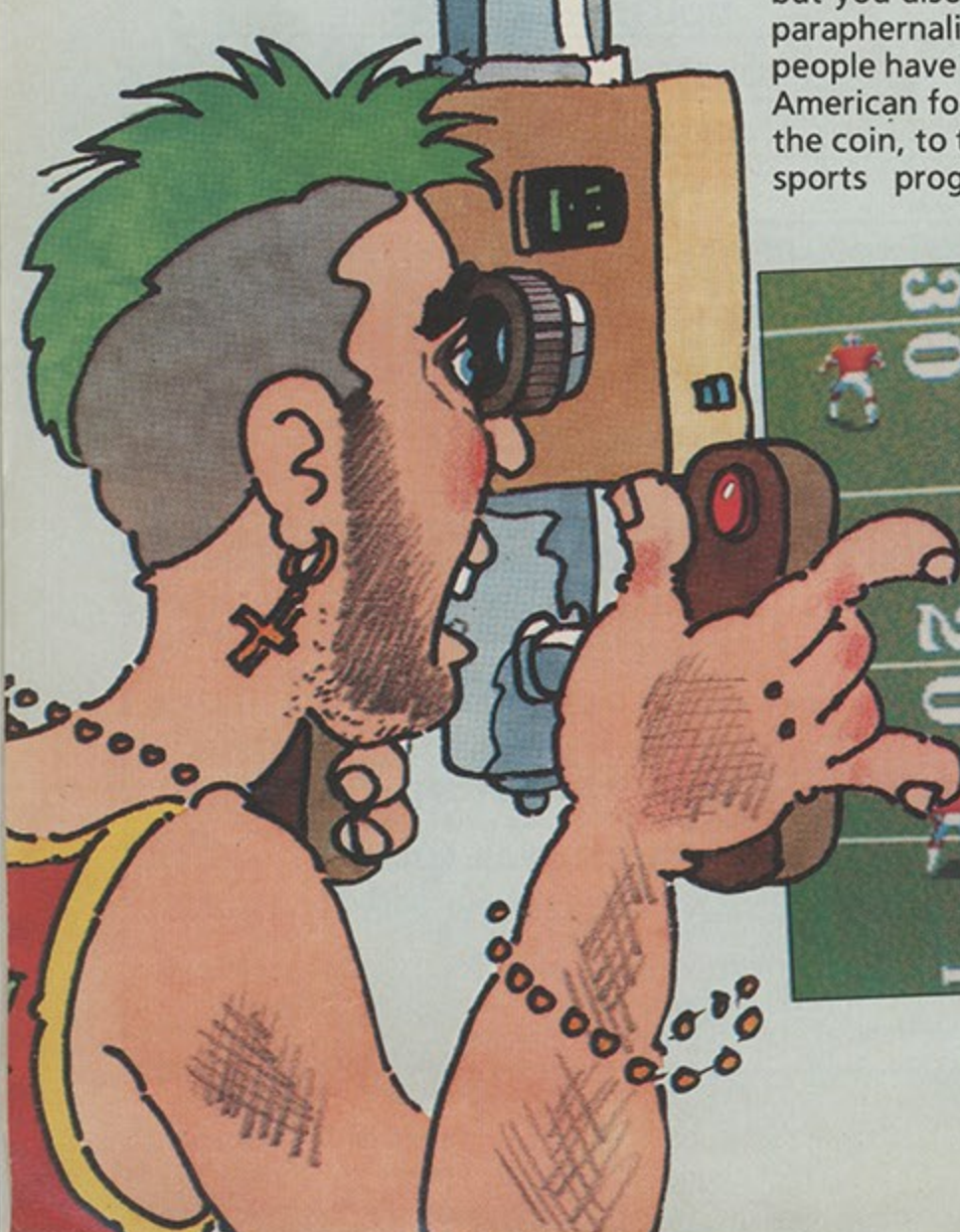
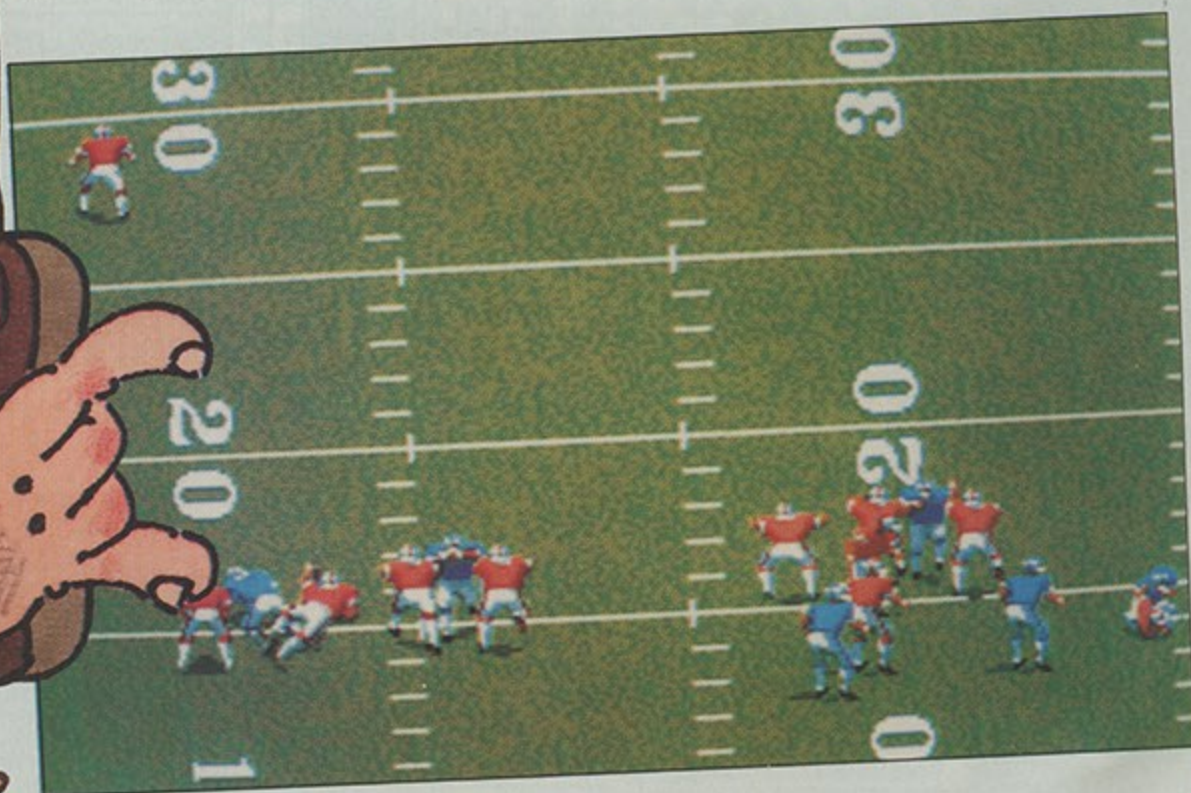
and his analysis of the teams, to the half-time entertainment, this game has it all.

Which brings us to the game itself. In this rough version, you can choose from four types of defence, each of which has four set moves to choose from. If you are playing offense, the number of options are as varied. Apparently you will be able to choose from a running play, a passing play, even a kicking play in the final version. The players actually look like football players – big and solid – and when you're playing them, it really is akin to the real thing. Sometimes I found myself so caught up in what was happening in the line of scrimmage, that my poor old quarterback just stood there and waited till he got his. Poor chap, he must be covered in bruises.

You may not be Jim McMahon, or Dan Marino, or Refrigerator Perry



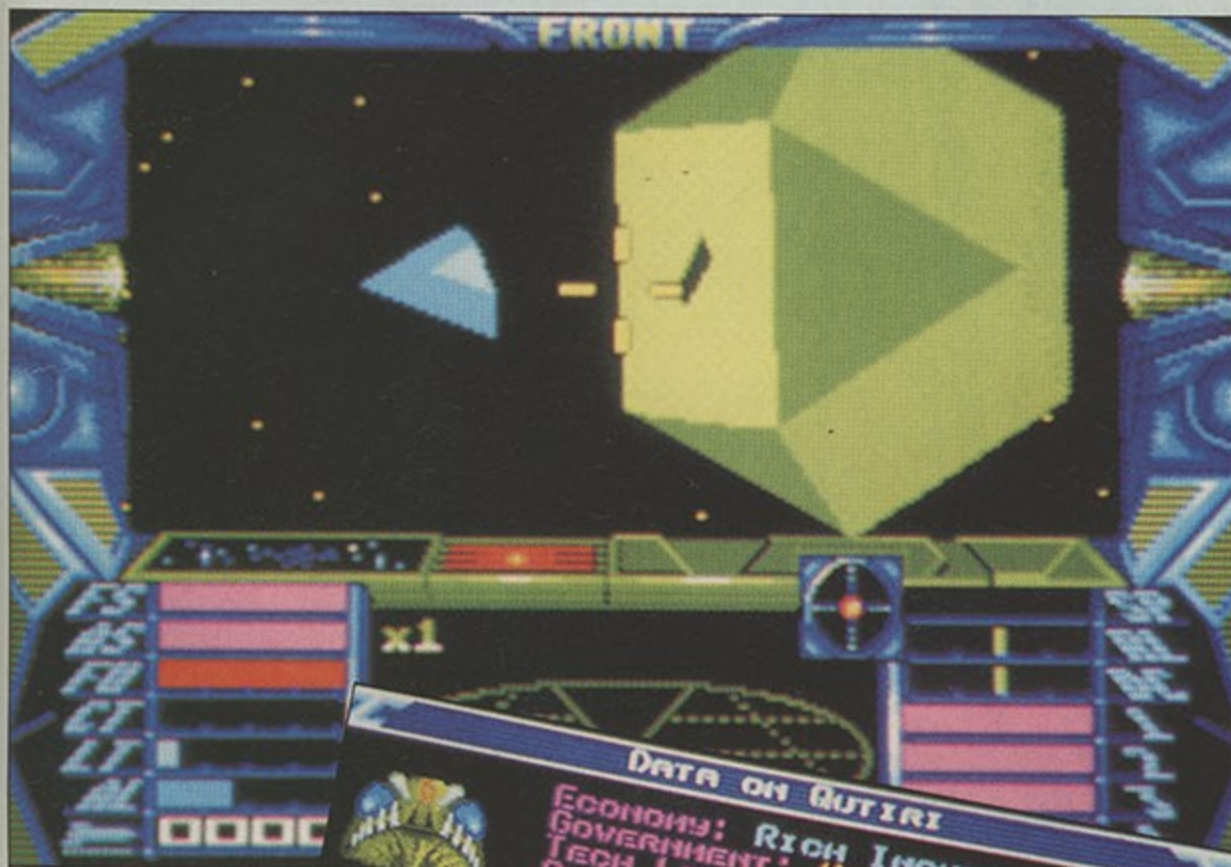
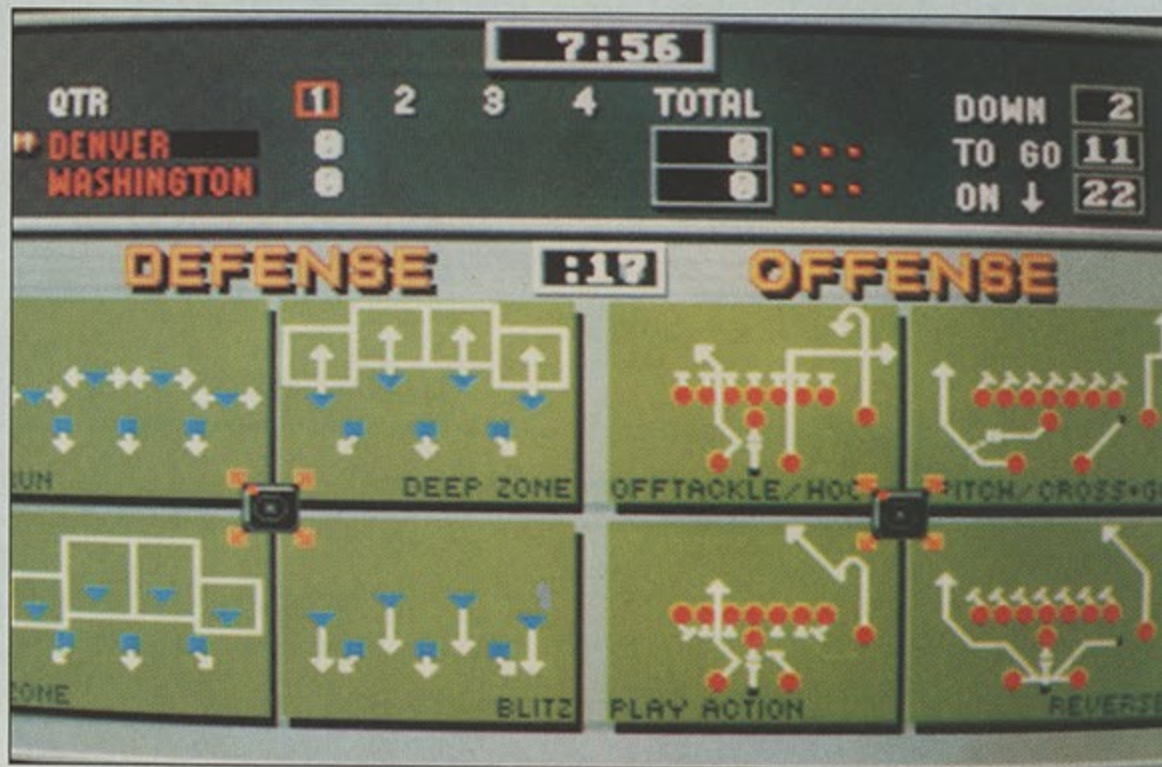
really has to be seen to be believed. Not only do you get the experience of the game, of which more later, but you also have all the attendant paraphernalia and spectacle that people have come to associate with American football. From the toss of the coin, to the cheerleaders, to the sports programme, its presenter



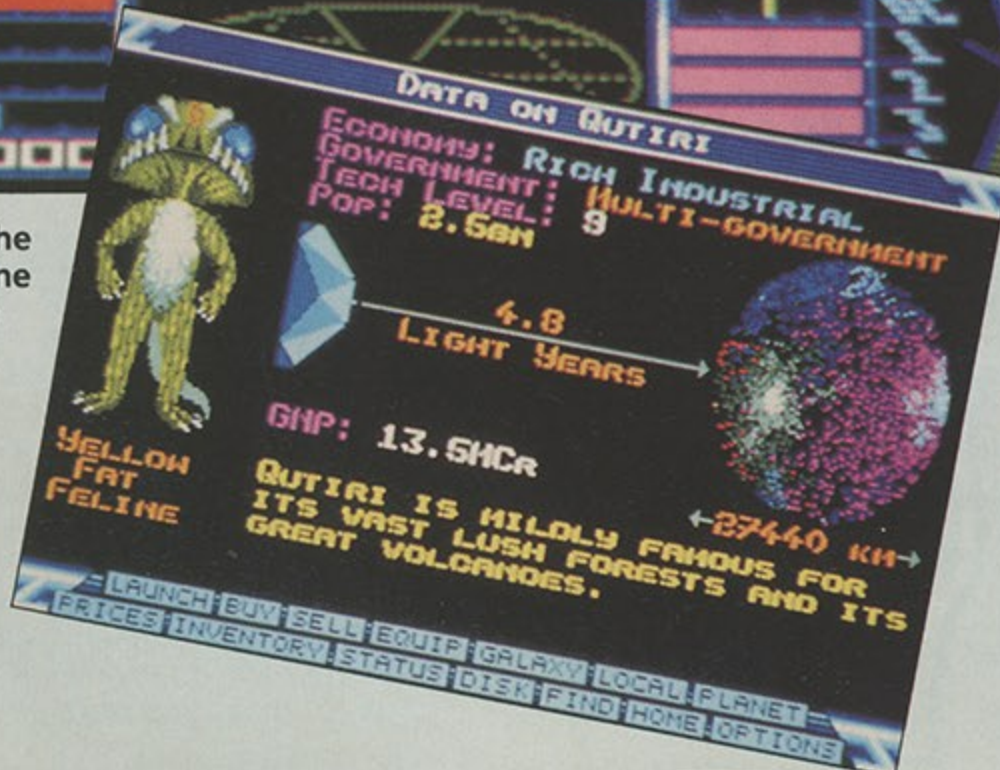


# DISCODE

(and you may not want to look like them), but with this game you will be able to play like them. The individual statistics make it even more like the real thing that we've grown to know and love on the T.V. The game offers a 28 game, 16 team schedule complete with post season play-offs. If it fulfils even a half of the promise that this version shows, then I think Cinemaware are onto a real winner. Look out for the Amiga version, priced £24.99, and watch this space for the review of the finished product. Those of you without an Amiga, don't despair, versions for the C64, Atari ST, Mac and IBM PC will follow early in the new year.



Plying the space line in the Elite



**E**lite is about to make its debut on the Atari ST with full 3D solid graphics. Combining elements of strategy, adventure and arcade action, you travel through eight galaxies, trading commodities from over 2,000 planetary systems, while fighting off hordes of bounty hunters, space pirates and police at the same time.

Multi-coloured ships speed toward you, eager to engage in frenzied battles (poor fools). In other parts of the game, you come face-to-face with graphic representatives of one of the many alien races in the galaxy.

The ST version of *Elite* features five missions. It is fully icon driven and each picture is drawn with detailed attention and in up to 16 colours. Control of this multifast space odyssey is by mouse, keyboard or joystick.

Whether you make your money by fair means or foul, as an honest trader or a tyrannical pirate (or a writer on *Computer Gamesweek*), you will have to fight hard, annihilating the enemy as you hurtle down the corridors of space, striving for the ultimate status symbol – to be the *Elite*.

*Elite* will be available for the ST on September 29 at a cost of £24.95. The Amiga version will follow on November 9.



I was overwhelmed by the brilliant first issue of your magazine. At last a weekly computer games magazine. Keep up the good work. My only criticism is that you should feature video games. I wish you the very best of success.

**Ms J. Tate, London.**

*Ed says: Clock in to page 33 then.*

**Z**

Wonderful, magnificent, you made my year. However, I was wondering if I should send in hints and tips on games and if so, who to?

**T. Craig, Dundee.**

*Ed says: Sure, send in your tips. Info on arcade games to me, Duncan 'nose control' Evans and adventure game tips to Tony 'pixie suit' Bridge, at our usual address.*

**Z**

I must say that I was impressed with Computer Gamesweek and look forward to forthcoming issues, but I felt that there was not enough news. A page is insufficient in such a fast-moving industry. This is not a criticism, merely a suggestion.

**Mr A. Goreston, Newcastle.**

*Ed says: This letter left me just as speechless as when a software house commented, "Computer Gamesweek? Is it a weekly then?"*

*The observant among you will have counted that there were in fact two pages of news in the first issue of Gamesweek, and there may well be more in future issues.*

**Z**

Congratulations to all concerned with Computer Gamesweek for producing a fairly interesting first issue. Although I liked the look of it mostly, the charts page (called Game-scan) was a bit unreadable, and the drawing of someone selling magazines on the news pages was horrible.

Will you be covering things like PBM and RPGs? I think you should offer prizes for the best letters each week, just like your sister magazine Popular Computing Weekly used to do some years ago.

**Andy Speed, Bolton.**

*Ed says: We will be tinkering with various aspects of the magazine as we go along, which is where your ideas come in. If there is enough demand for something then we'll introduce it into Gamesweek. Conversely, if you all hate something*



# LETTERS

*then it gets the chop. So send in those ideas!*

*With regards to RPGs - Tony Bridge will be covering computer RPGs in his adventure column as and when they are released, and every so often we will produce a round-up of all that's new in the traditional format.*

*Play By Mail will be treated similarly.*

*Giving a prize for the best letter isn't the worst idea I've heard over the past month, so I might implement it. You never know.*

**Z**

Good mag, chaps. Congrats on your first ish. Do you need anyone to write games reviews for you?

**J. Baker, London.**

*Ed says: Thanks, but most of our reviews are taken care of in-house or by a few freelancers. What we do happen to be looking for is someone who would actually like to work in Focus Towers with us, as a JTS or YTS employee, writing games reviews mainly, but also experiencing the nitty-gritty of magazine life. If you think you could cope with the pressure, the free coffee, and the excitement of reviewing games all week, then drop me a line.*



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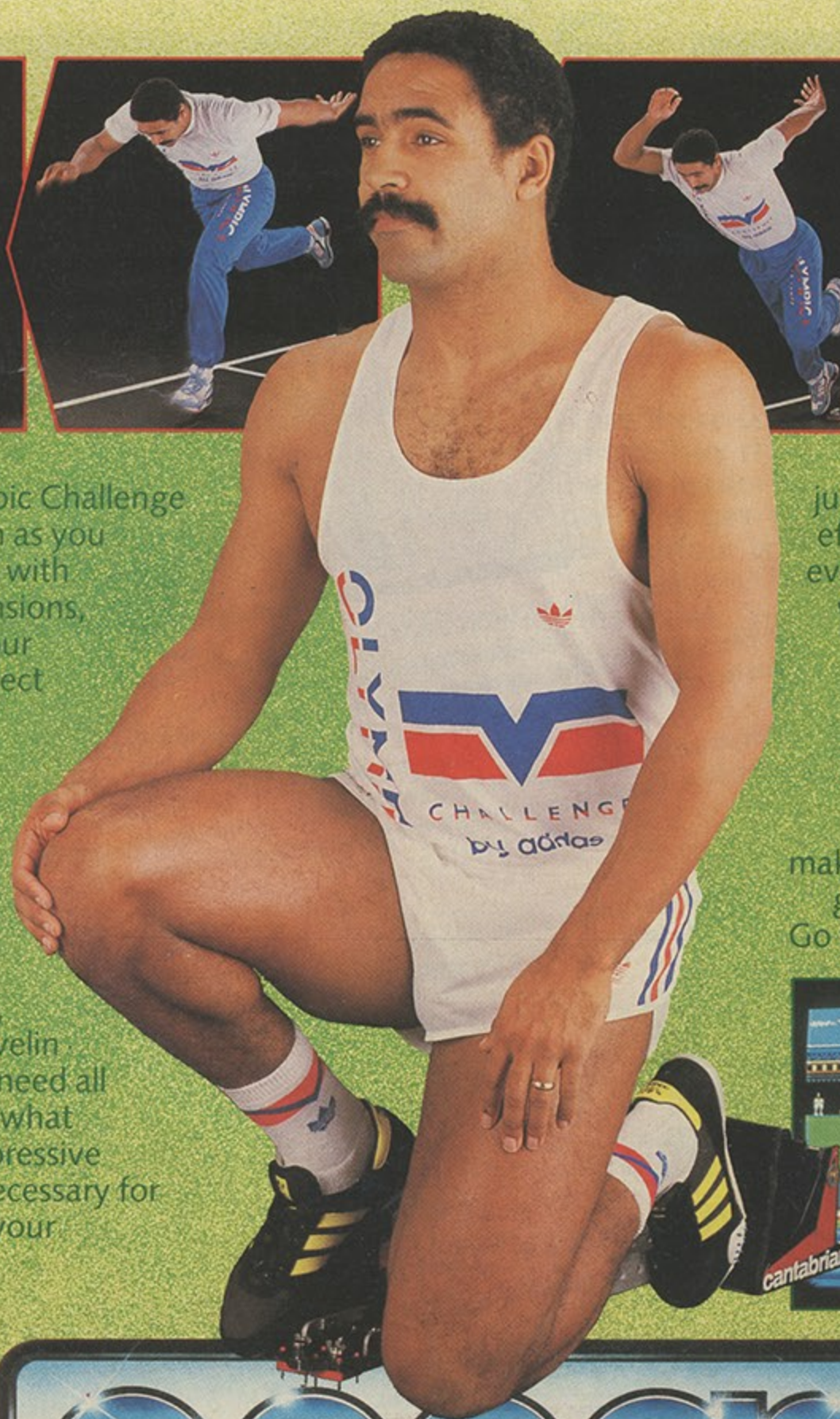
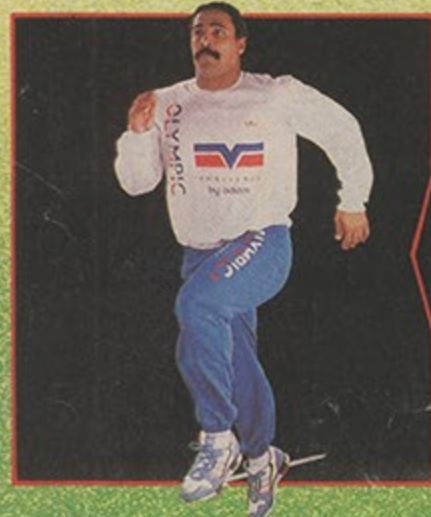
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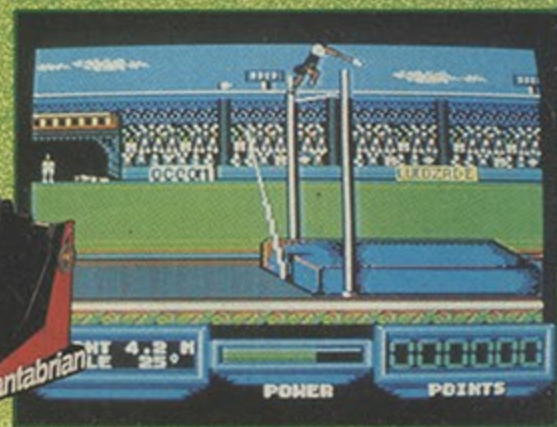


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