

A FOCUS MAGAZINES PUBLICATION

The Quest for Mt. Doom

It's a crime!

A Play By Mail Special Feature

News, Charts, L.E.D. storm and Crazy Cars preview, Who Framed Roger Rabbit, Hints 'n' tips, Tony Bridge, H.Q. all reviews

THIS WEEK'S TOP

3



The meanest fighting machi



**THE PEPSI CHALLENGE
GAME OF THE YEAR!**



Hold on to your stomachs, unscramble your brains for the journey of a lifetime as you take the controls of the most advanced Helicopter armaments specialists could ever conceive – outmanoeuvre the fastest jet fighter, outgun the most dangerous gunship.

Traverse the war-torn skyline of skyscraper city as you sharpen your skills for the battle ahead. Plunge out to sea for an epic encounter with a huge, heavily armoured gunship. Race on to a shoot-out in the rocky canyon and dense forests, where your flying expertise is tested to the limits as you dive, hover and skilfully manoeuvre your way through this fortified maze.

CBM 64/128 £9.99t, £14.99d, SPECTRUM 48/128K £8.99t, +3 £12.99d, ATARIST £19.99d,

me ever to storm the skies...

0.1

Thunder Blade

Thrusting forward you gallantly roar ahead blazing enemy gunships, armoured tanks, jet fighters – avoiding heat seeking exocet missiles through the perilous oil installation to reach the final encounter – the awesome APACHE battle cruiser, the action never ceases. Never that is until you emerge victorious – Golden Gunner – master of the meanest fighting machine ever to hit the skies.

This game has been manufactured under license from Sega Enterprises Ltd., Japan, and THUNDERBLADE™ and SEGA® (or SEGA™) are trademarks of Sega Enterprises Ltd.



AMSTRAD CPC £9.99t, £14.99d, AMIGA £24.99d, IBM PC & COMPATIBLES £24.99d

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

Screen shots from various formats.



6 GAMESCAN

The new look chart hits *Gamesweek*. Faster, stronger, better!

8 News

Commodore Show report, Tilt D'or awards, and Snoopy may be coming to town. Read on.

12 Up Periscope

Snappy previews of *Crazy Cars 2* and *LED Storm* for your delectation. Hello John, got a new motor?



15 Arcade Ace

John "Hit the ball! Hit the ball! Cook does his Tommy impersonation and gets into some terminal pinball. Look out, this man's lethal!

16 HQ

Lee Paddon is back from the wars. If he doesn't watch out, it's the Eastern Front for him.

Well, it's all over, the event of the decade has now reached its sad conclusion, it's the end of my tenure as Acting Editor. Before I say Goodbye, Farewell, Adieu and all those other sad things, let's have some good news.

The winner of the Live and Let Die competition, who will be receiving a licence to own the complete James Bond video collection, a copy of the game and a poster is . . . fanfare of trumpets . . . Kevin Burton from Southampton. The twenty-five runners-up, who get a poster each, are: P. Stevenson, Reading; P. Soames, Godalming; R. Sabater, I. D. Lewis, S. Muscat, D. Patel and O. Ajayi of London, D. Goman-Smith, Woking; M. Jones, Birmingham; D. Ford, Newcastle; P. M. Green, Farnborough; M. Wisbey, Hitchin; A. Fleming, Glasgow; M. Bush, Cambridge; G. Morris, Leicester; A. Hawksby, Wirral; A. Gill, Hull; C. Garbutt, Basildon; J. Temple, Colchester; S. Wilding, Kettering; N. I. Wolby, Kirby Cross; D. Boyes, Bramtree; T. Graves, Eastleigh; S. J. Lee, Huntingdon and S. Whitton, Misterton, S. Yorks. Congratulations.

Okay, it's time. Please, put those hankies away – let's be dignified about this.

Bye.

Billy MacInnes.

18 Ground Zero

18 Victory Road

A muscle-bound commando-type takes "the stairway to heaven", blasting vampires and other nasties. Richard Henderson weeps as he pumps his relatives full of lead.

18 Flying Shark

Biggles would have loved this – Wing Commander Billy definitely did. Hang on to those handlebar moustaches, chaps.

20 The Grail Adventure

Richard goes in search of the Grail again – funny how he always ends up in the pub, though, isn't it?

20 Power Pyramid

Emma Norman thought this was pretty pointless.

22 Action ST

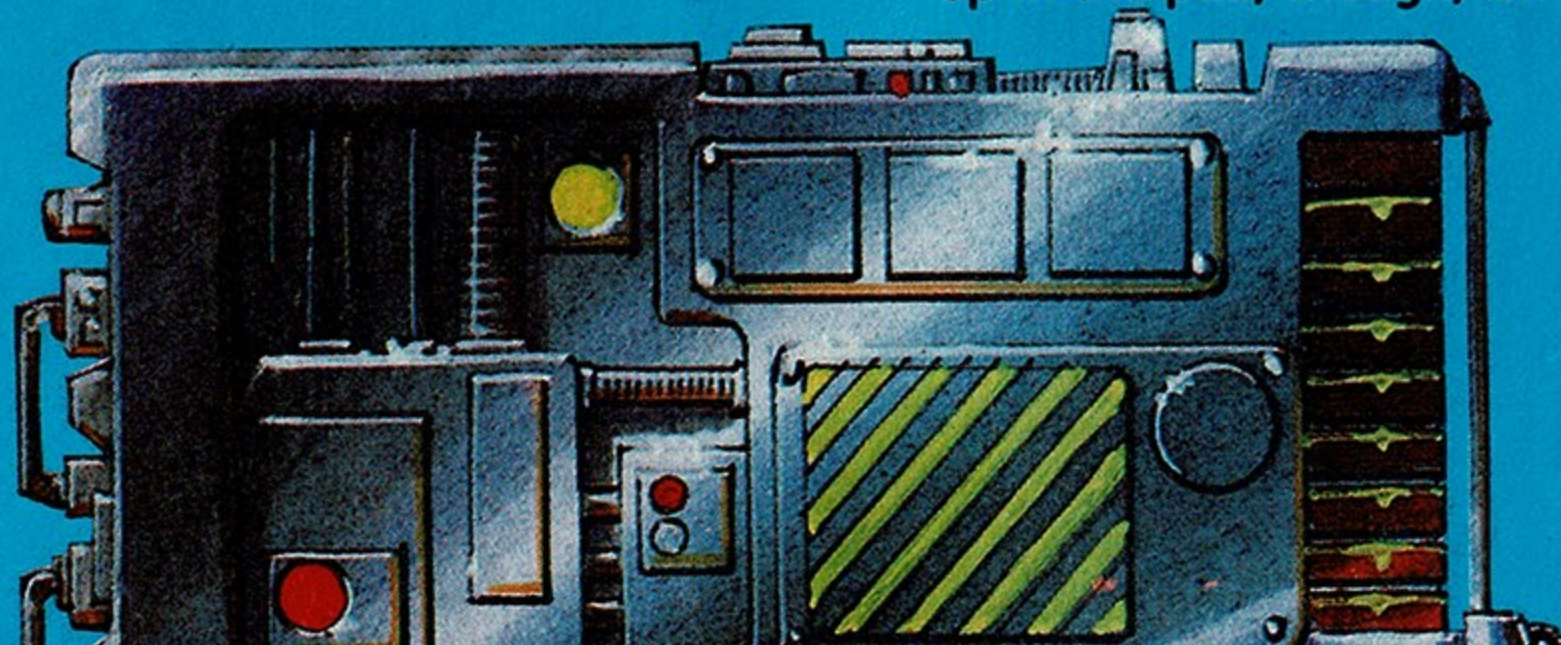
Five games for the price of one from Gremlin. Our reviewer liked this one quite a lot. In fact, too much, 'cos he didn't do any work for the rest of the day.

22 Times of Lore

Tony Hetherington gets involved with some pretty strange characters (but he's used to it – after seeing the *Gamesweek* mob). I hear he does something mythical with a pint of bitter.

24 War in Middle Earth

Tolkien's brick of a book arrives at a games machine near you very soon and *Gamesweek* has the exclusive review. See you in Middle Earth, fellow hobbits.



EDITORIAL

Editor Duncan Evans
Staff Writer Billy MacInnes
Editorial Assistant Richard Henderson
Managing Editor Brendon Gore

PRODUCTION

Production and Design Editor Simon Pipe
Art Editor Chris Winch

ADVERTISING

Advertisement Manager Daniel Healy
Advertisement Executive Ian Turner

Computer Gamesweek, Greencoat House, Francis Street, London SW1P 1DG. Telephone: 01-834 1717. Fax: 01-828 0270. Telex: 9419564. Focus G. ISSN 0954-769X. © 1988 Focus Magazines Ltd.

Typeset by Magazine Typesetters, 6 Parnell Court, East Portway, Andover, Hampshire. Printed by McCorquodale Magazines, Andover, Hampshire. Distributed by SM Distribution, Streatham, London SW16. Telephone: 01-677 8111. Telex: 261643.

27 Turbo Trax

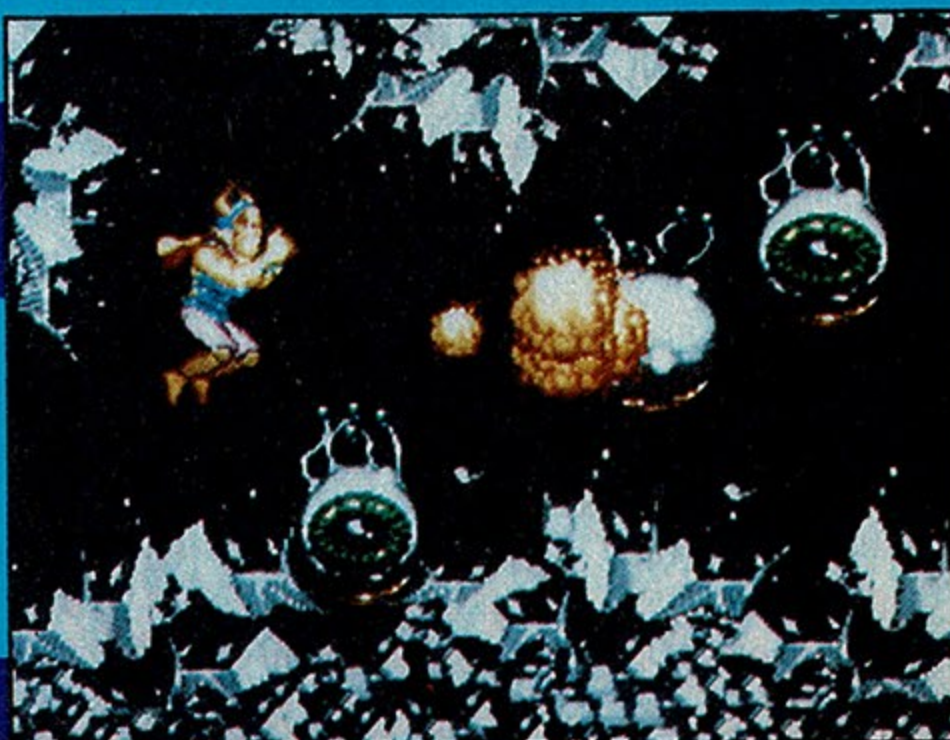
Richard Henderson got into this one and drove it away – as far as the nearest pub (Wow! He managed to miss the lamp-post this time?).



● Ivor Hislop reviewed on page 22

30 Play it again Sam 5

Billy "Bogart" MacInnes pulls his hat down, turns his collar up and says, "Here's looking at you, kid", a lot as he gets into this Superior compilation.



32 Company Profile ● Dark Chamber is hot news, see page 8

This week, Billy "It's for youoooo" MacInnes goes to the Telecomsoft offices and talks with Paula Byrne about the company and the possibility of a Busby shoot 'em up. Thankfully, Busby is nowhere to be seen.

34 Adventure Bridge

Tony "where have all the pixies gone" Bridge reckons there's too much graphic gloss in adventure games.

40 C.I.A.

Last Ninja 2 – the Solution 2.

42 On Screen

Emma "big ears" Norman brings you the Who Framed Roger Rabbit? review plus all the latest from the film world.

44 Eating Arizona

Andrew Marshall reports on the "It's a Crime" play by mail game.

46 Letters

Backlash or feedback, send it to Gamesweek. Blah, blah, blah.

Subscription prices for one year are:
U.K. £30
Europe £40
(Add £5 for airmail)
Overseas £60
(Add £10 for airmail)

EXECUTIVES

Publisher Trish Phillips
Publishing and Commercial Director
Paul Coster BSc
Financial Director Brendan McGrath
Chief Executive Richard Hease

FOCUS
MAGAZINES

Reasonable care is taken to avoid errors in this magazine but no liability is accepted for any errors which may occur. No material in this publication may be reproduced in any way without the written consent of the publishers. The publishers will not accept responsibility for the return of unsolicited manuscripts, listings or discs. Please keep a copy of all work submitted for publication and do not send original artwork. We will assume permission to publish any unsolicited material unless otherwise stated.

GAMESCAN

TOP TWENTY

Full price chart compiled by Gallup

No.	LAST WEEK	TITLE	PUBLISHER
1	1	LAST NINJA 2	SYSTEM 3
2	2	FOOTBALL MANAGER 2	ADDICTIVE
3	3	DALEY THOMPSON'S OLYMPIC CHALLENGE	OCEAN
4	7	OUT RUN	SEGA - US GOLD
5	5	TAITO COIN-OPS	OCEAN
6	RE	FISTS 'N' THROTTLES	ELITE
7	4	SUPREME CHALLENGE	BEAU JOLLY
8	NE	RETURN OF THE JEDI	DOMARK
9	8	1943	US GOLD
10	18	ROAD BLASTERS	US GOLD
11	14	PETER BEARDSLEY'S FOOTBALL	GRANDSLAM
12	9	TRACK SUIT MANAGER	GOLIATH
13	19	GOLD SILVER & BRONZE	US GOLD
14	20	GUNSHIP	MICROPROSE
15	17	TYPHOON	OCEAN
16	RE	TARGET RENEGADE	IMAGINE
17	NE	PACMANIA	GRANDSLAM
18	RE	BARDS TALE	ELECTRONIC ART
19	13	WE ARE THE CHAMPIONS	OCEAN
20	12	ELITE	SUPERIOR



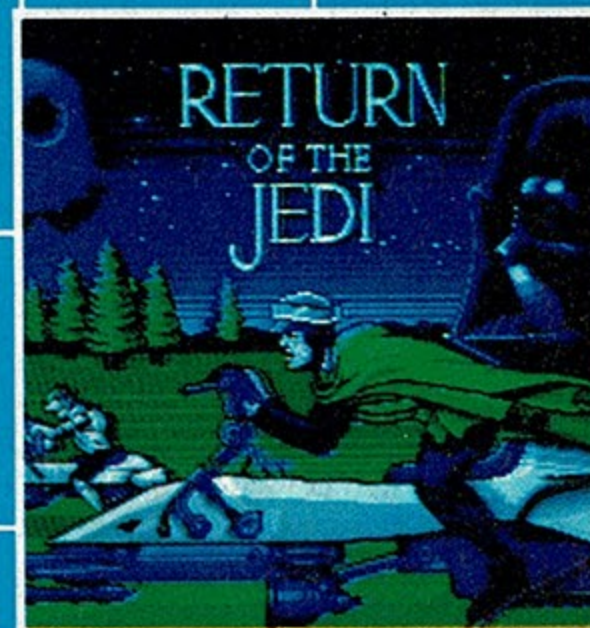
No. 1 for the fourth week running is the king of the high kickers LAST NINJA 2.



No. 2 is Bobby Robson's favourite game - FOOTBALL MANAGER 2



No. 3 is still DALEY THOMPSON'S OLYMPIC CHALLENGE. Surely he must run out of bottle soon.



New entry. Bubbling under is RETURN OF THE JEDI - can it knock LAST NINJA 2 off the high spot?

Now BATMAN IS ALIVE! . . .
ON YOUR HOME MICRO

TM

BATMAN

THE CAPED CRUSADER



BATMAN TM & © 1988
DC COMICS INC.

CASSETTE
SPECTRUM AMSTRAD
COMMODORE

£9.95

ocean



NEWS

Gamesweek on the street

Boy reporter gets lost at Commodore Show

ARRIVED AT THE RECENT Commodore computer show with nervous anticipation and it only took a short while for the feeling of despair to sink in. This show was obviously intended to force old products (Amiga included) down the consumer's throat, and not to release new games.

Contrary to my former statement, Anco (as already stated elsewhere in the news) decided to take the proverbial plunge and promote that certain



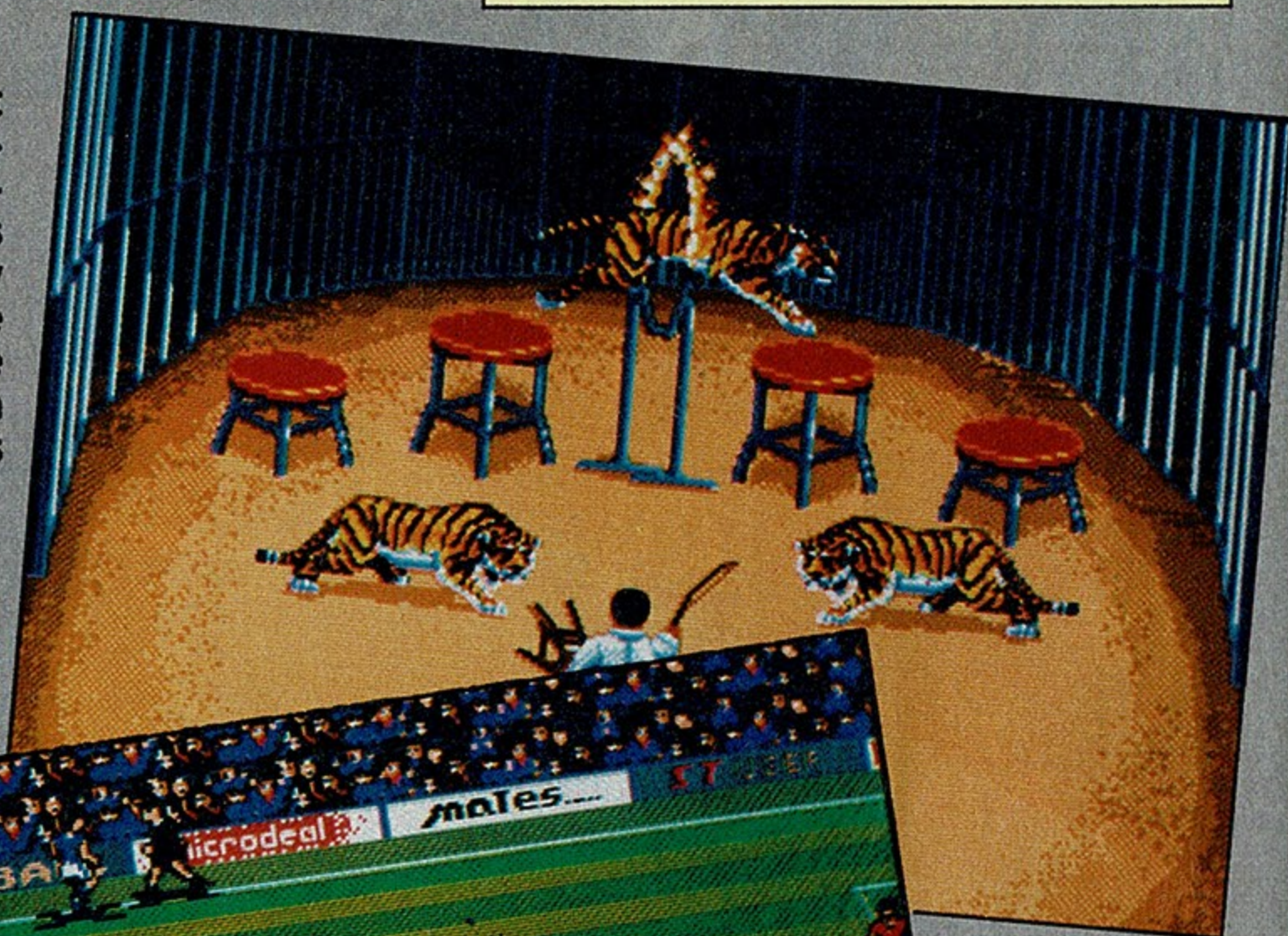
page 3 model that has had her name blasted all over the computer games market already. Unfortunately, she was not there to greet us, but Billy and I were entertained by Anco's own Gill Stephens, which is the next best thing.

Microdeal had no news of amazing new product, but Steve Bak did state that Jug, Amiga International Soccer, Turbo Trax, and a new compilation (which includes Goldrunner and Karate Kid II) will all be released sometime in the coming week. He was also showing off the Amiga version of Airball, which is almost identical to the ST version (in other words, very good), apart from the sound which is yet to be added.

Martin Galway, music man of Sensible Software, admitted (under my intense pressure) that he BUYS Gamesweek (he has obviously got good taste!), and he proceeded to spill the beans over their brilliant soccer game, and the apparent rift between them and Microprose. They have been informed, or so he says,

that Sensible Software are not allowed to promote the game nor sell copies as they have already sold the copyright (as one does in these sort of cases). Microprose's action is understandable and totally within reason, but in my opinion it is not exactly a gentlemanly agreement; a programmer should always have the right to promote his/her own pro-

● Tynesoft were displaying Circus Games at the show (left), all the fun of the fair with added thrills and spills



● Amiga Soccer was displayed at the show by MicroDeal

duct, and surely it would be beneficial to both parties if they do.

Tynesoft were present, as usual, and they were, as usual, promoting Superman and Circus Games. Circus Games is due for release in a short while, but Superman has been delayed and may not be on the streets until the new year. There were thousands of bargain basement stands with the older computer games retailing from as little as 50p. Commodore themselves were pushing the Amiga into the public eye as much as possible and they had a superb

Naughty – but nice

NEWS REACHES the Gamesweek offices of the impoundment of a shipment of the game, Sex Vixens From Space, by the airport C25 ("porn") squad. Although the game has been available in the UK through mail order since September this year, Precision Software imported 25 copies on a trial basis. It was these copies which were impounded and will be destroyed. The C25 squad took their action on the grounds of "protecting the youth of today".



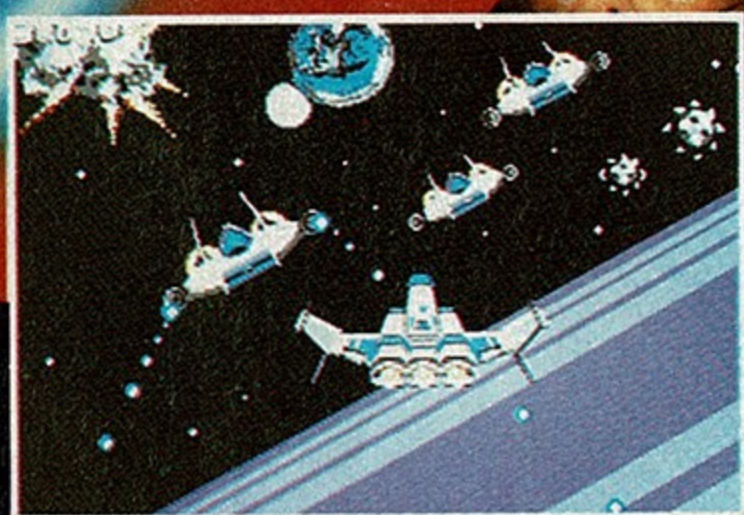
graphical demo running that was smooth and well drawn, but it certainly was not as well drawn as the graphics in the Amiga advert, currently being shown on British television, they were obviously created using a main-frame, not the humble Amiga as it suggests.

The show, on the whole, was slightly depressing, but maybe I was expecting too much from a once big event. Next year perhaps they'll call it the Amiga show.

Rik Henderson

GALACTIC

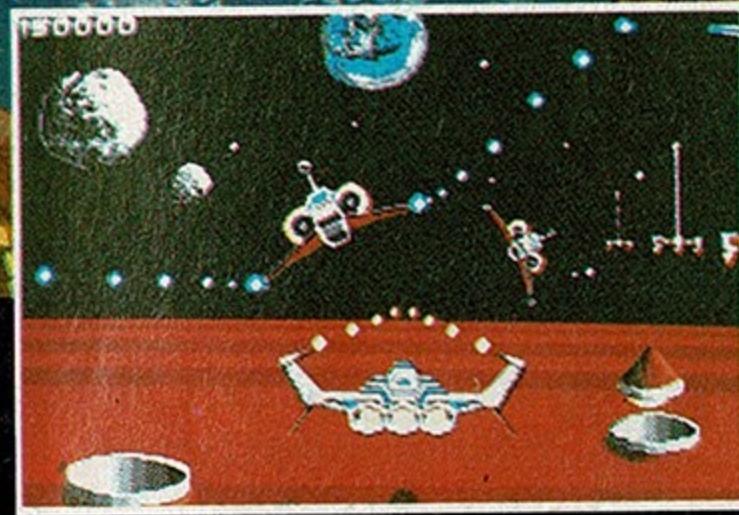
CONQUEROR



ATARI ST VERSION



IBM PS, PC, XT, AT AND
COMPATIBLES VERSION



AMIGA VERSION

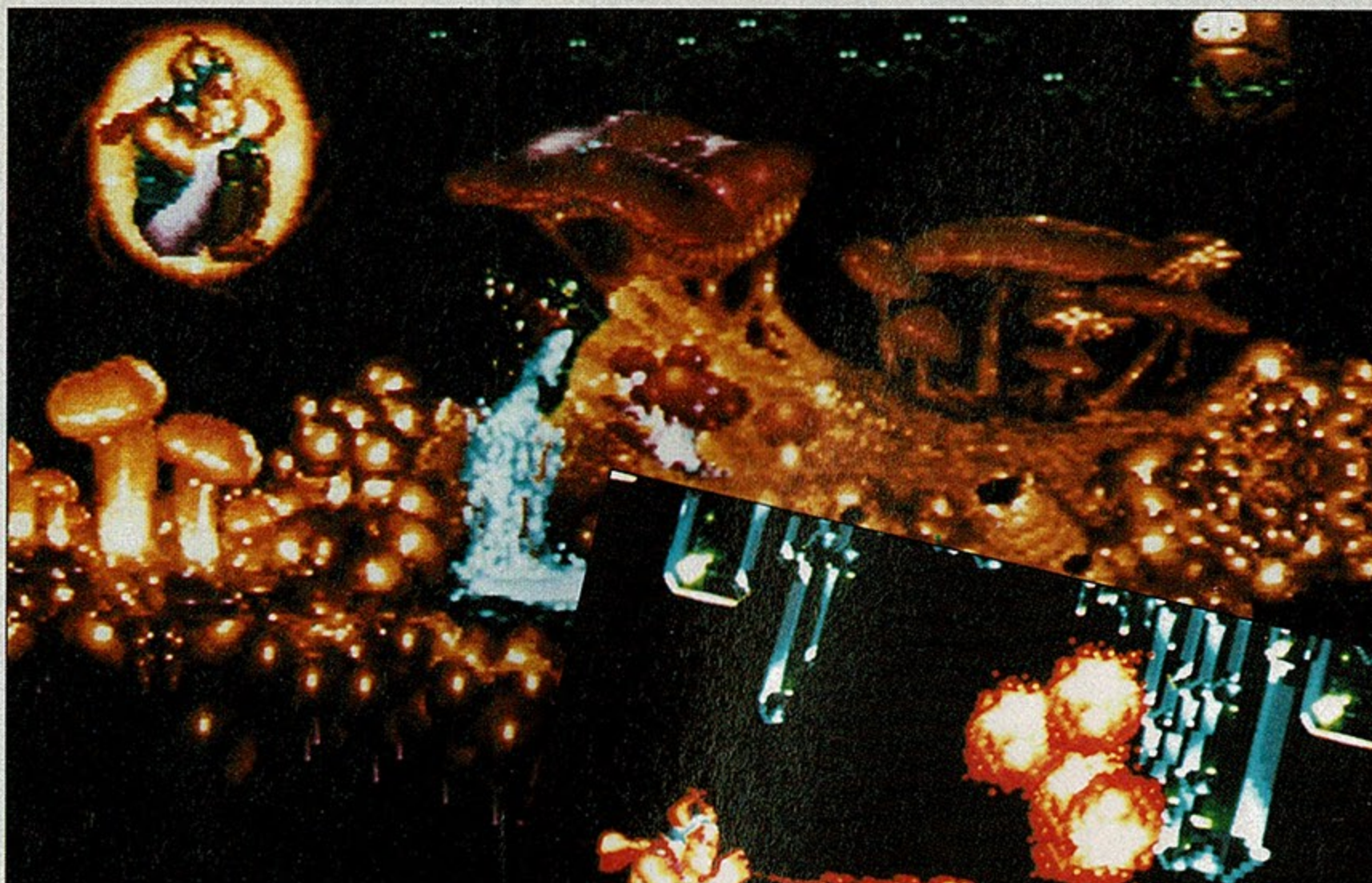
**THE GAME WHICH COMBINES THE FAST ACTION OF A COIN-OP MACHINE AND THE SOPHISTICATED STRATEGY OF A COMPUTER !!
ARE YOUR REACTIONS FAST ? ARE YOU STRATEGICALLY GIFTED ? THIS GAME REQUIRES SUPERIOR SKILLS IN ALL AREAS !**



TITUS

UNIT 4 STANNETS LAINDON NORTH TRADE CENTRE BASILDON ESSEX SS156DJ PHONE : (0268) 541 126

© 1988 TITUS GALACTIC CONQUEROR, TITUS AND THE TITUS LOGO ARE REGISTERED TRADEMARKS OF TITUS L.T.D.



● **Dark Chamber** – a graphic tour de force, boys, see it and weep

Rainbow assault on Games market

RAINBOW GAMES, the coin-op arcade games developer, which is a subsidiary company of Rainbow Arts, is working on five new games. The first game to be completed will be **Dark Chamber** in February next year. **Monster Olympics** will follow a month afterwards. Several US companies have shown interest, although it is too early to say just who will licence the products in the US and UK.

Rainbow Arts expect Rainbow Games to be responsible for at least 25% of

total turnover by 1990. The hardware for the games, specifically the **Pluto** motherboard has been developed in-house. Our apologies for the mix-up over the **Outrun Europa** story in issue 12. Unfortunately we ran pictures of **Crazy Cars II**, due to a momentary lapse of reason on the part of our normally sane Production Editor, Simon Pipe. (Hey—it happens OK man?—Simon.) Look out for our **Commodore Show report** in next week's news and our Atari Christmas Show report the week after.

Animal magic

Rumour has it that Snoopy will be coming to a monitor near you, courtesy of Softek, in March next year. Meanwhile, another **Garfield** game, **A Winter's Tail**, will be released on the ST and Amiga at the end of this year or beginning of 1989. The first 5,000 editions will feature a special **Party Pack**.

Also planned are two coin-op conversions, one of which will be **Darius** (released in February) and another program, as yet unnamed, will be released in March. Several other original games are in the pipeline. **Soldier of Light** has just been released for the C64 (£8.99 cass/£14.99 disc). **Inside Outing** has been released for the ST. The ST version costs £19.99 and the Amiga, which follows, will retail at £24.99.

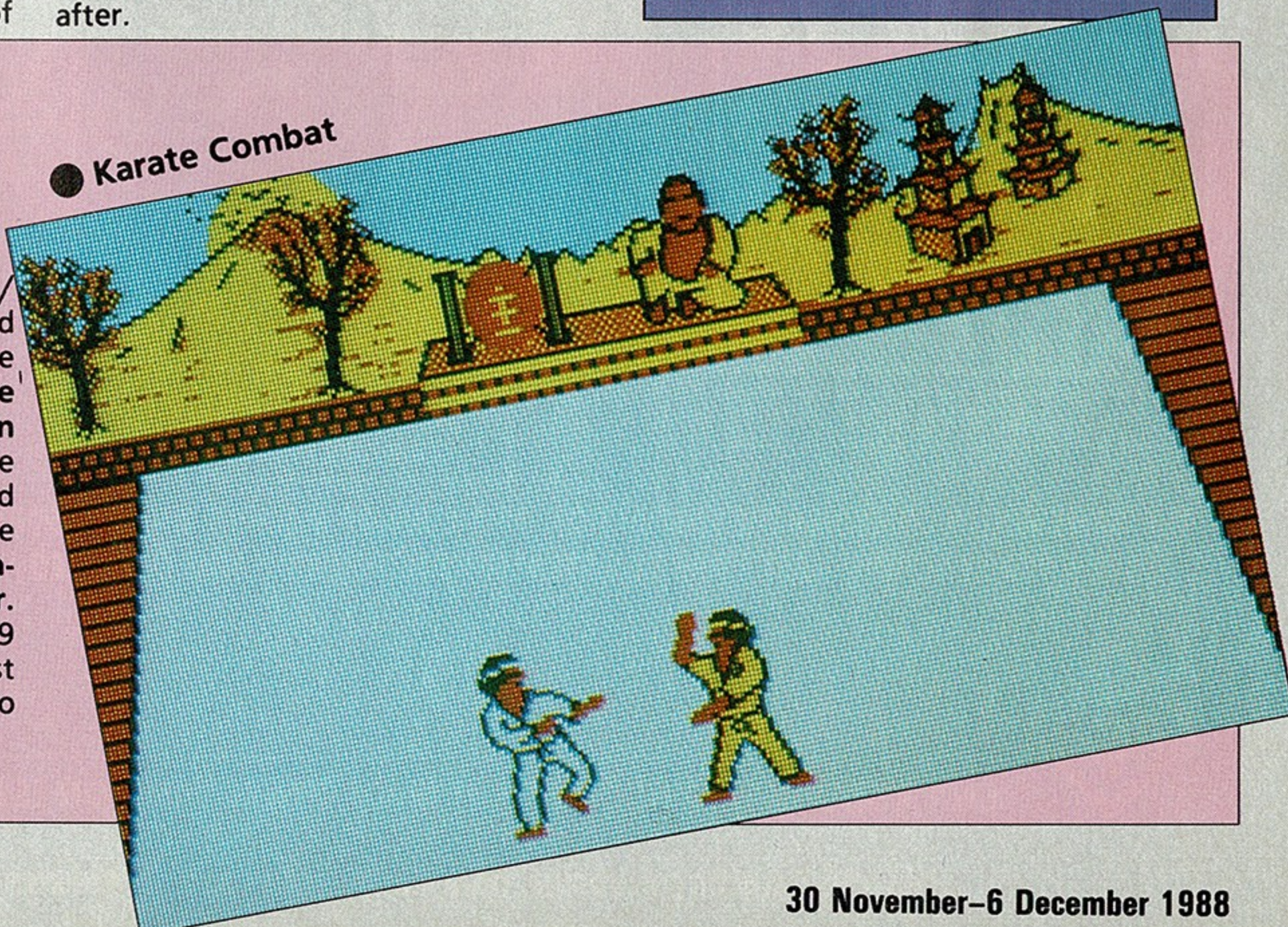
Old joysticks never die . . .

The service division of **Roebuck Designs Ltd**, based in Letchworth, now offers a reconditioned Joystick service. These are fully tested and guaranteed for one month. The customer sends in his faulty joystick along with £4.50 (which includes VAT and return postage) and the company supplies a working joystick of the same model.

A BBC bonanza

The first four Blue Ribbon BBC/Electron budget games, licensed from Superior Software, have just been released. **Repton**, **Karate Combat**, **Mr. Wiz** and **Percy Penguin** are the four games involved, available on cassette only, with the BBC B, B+ and Master compatible on one side and the Electron on the other. **Repton** and **Karate Combat** retail for £2.99 each. **Mr. Wiz** and **Karate Combat** cost £1.99 each. These four releases are the first of the 15 agreed between the two companies.

● **Karate Combat**



NEWS

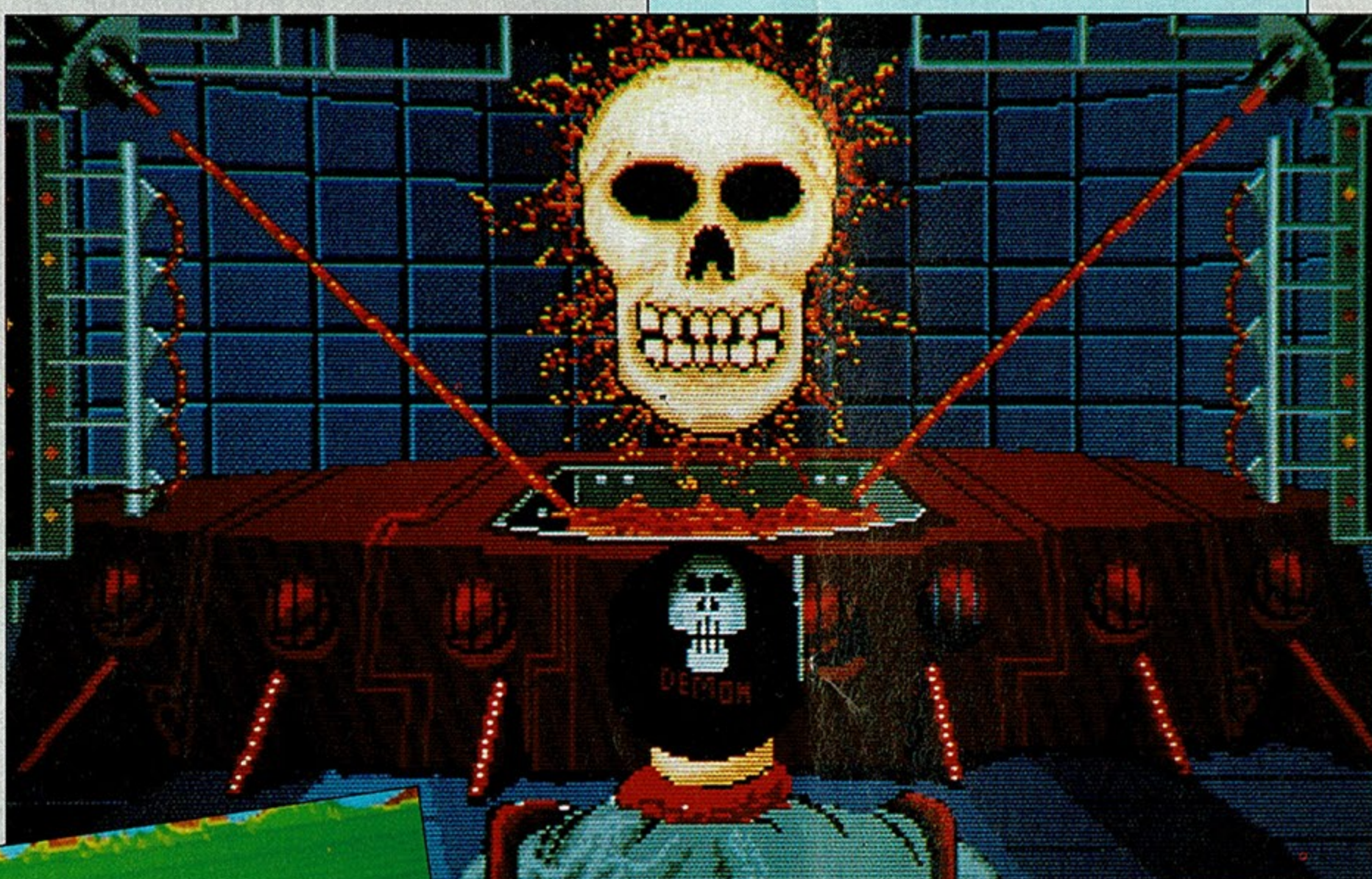
Gamesweek on the street

And I'd just like to thank . . .

UK AND US COMPANIES scooped up lots of Tilt D'or awards between them at the recent bash in Paris. The Tilt D'or awards are equivalent to the French Computer "Oscars". They are sponsored jointly by Tilt magazine (France's best-selling computer games magazine) and Canal + television station.

Mirrorsoft won four awards in all, the highest number of awards to go to any software publisher. Tetris won the Best Strategy Game award and shared the Best Original Game award. FTL's **Dungeon Master** won the Best Role Play Game award and shared the Best Animation Award. Telecomsoft's **Carrier Command** shared the Best Original Game award. **Corruption** won the Best Adventure Game in English and **Virus** shared the Best Animation award. **Barbarian II** from Palace Software won the award for the Best Arcade Adventure, the

company's third Tilt D'or award in the last four years. Elite's **Buggy Boy** shared the Best Arcade Game award with Ocean's **Operation Wolf**. **Interceptor** from Electronic Arts won the Best Flight Simulator Award and **Thunderblade** from US Gold won the Best Prospect award. Fans of **Rocket Ranger** will be pleased to hear that the program won the Best Graphics award.



● Fast lane carnage and tasteful visuals from Highway Hawks. Your chance to get a few licence losing points plus a healthy body count

On the roads it was a white line nightmare

Anco, notorious for its Strip Poker programs, has several other releases in the near future. **Highway Hawks** is a road race shoot 'em up which requires Grand Prix driving skills and good killing reflexes. You must destroy the assassin cars, but also keep your tank full, your engine cool and your tyres thick. You can acquire faster cars and more lethal weaponry as you progress. The game is

said to have quite a lot of levels. It is due for release for the Amiga on December 10 and will retail at £19.95.

Meanwhile, back in the basement, **Maria's Christmas Box** – a strip poker game starring Maria Whittaker, is now available for the Amiga and ST (£14.95). Spectrum, C64 and CPC versions will be released any minute. An ice hockey game called **Face Off**, but which may be re-named **Puck Off**, is due to be released in early 1989.

A compilation of games, **Super 6**, has also just been released. These are: **Grid Start** (a Formula 1 game), **Karting Grand Prix**, **Thai Boxing**, **Flight Path 737**, **XR35** and **Las Vegas**.

CODEMASTERS HAS TAKEN legal action against Alternative Software and R and R Distribution (Entertainment) Ltd. The writ is for Breach of Copyright and Passing Off, seeking an injunction and damages. Codemasters alleges that the Alternative packaging of **Formula Grand Prix** (a re-release of the CRL game **Formula One**) plagiarises that of its best-selling **Grand Prix Simulator**.

SNK, the Japanese arcade giant who developed **Ikari Warriors**, one of the most successful arcade games of all time, has appointed De Gale Marketing as its European and UK agent. De Gale will handle the company's interests in the computer industry. De Gale is linked with Electrocoin, the UK company who act as exclusive distributor for all SNK games in the UK.

Up

PER

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

L.E.D. STORM



This year has been the year of the arcade licence, and every recent popular arcade machine has had plans for a home computer conversion newly unveiled. Such classic games as **Double Dragon**, **WEC Le Mans**, **Operation Wolf** and **R-Type** are all set to be amazing successes this Christmas, but the arcade licence that everybody is to look out for in the new year is the one snatched up by GO! earlier this year.

L.E.D. Storm is the game I am talking about and, believe it or not, it is also a racing game. It is not in the classic 3D mould, though, such as **Crazy Cars II**, also previewed here, instead it is more a sort of shoot-'em-up racer that scrolls vertically.

The aim of the game is quite simple, you must take your super powered futuristic car from the start of the first level to the end of level nine, passing (and blasting) all sorts of hazards on the way. Each level boasts its own sort of terrain,

such as a desert which features statues and huge dinosaur bones. There is also a smattering of obstacles that must be overcome, like ramps and frogs (?), and this can only be done with fast reactions and some deft gun use.

L.E.D. Storm allows you to not only drive your advanced car, but it also offers you the function of changing it into a motorbike when a canyon needs to be jumped. The action of the game is definitely fast, furious and non-stop and it will take more than sheer nerve to make it to the finish. The graphics are an almost exact emulation of the arcade machine (on the ST) and the speed of the gameplay has not changed one iota. GO! follow-up their amazing **Tiger Road** conversion with a superb action game in **L.E.D. Storm**.

Unfortunately, you will have to wait until January 18th before you can sample the game for yourselves, however, you CAN read the first full review in this magazine in just two weeks' time; don't miss it!



SCORE



● High Octane Overdrive – burn those smokies and keep an eye out for the bear in the air – 10-4 Big Buddy!

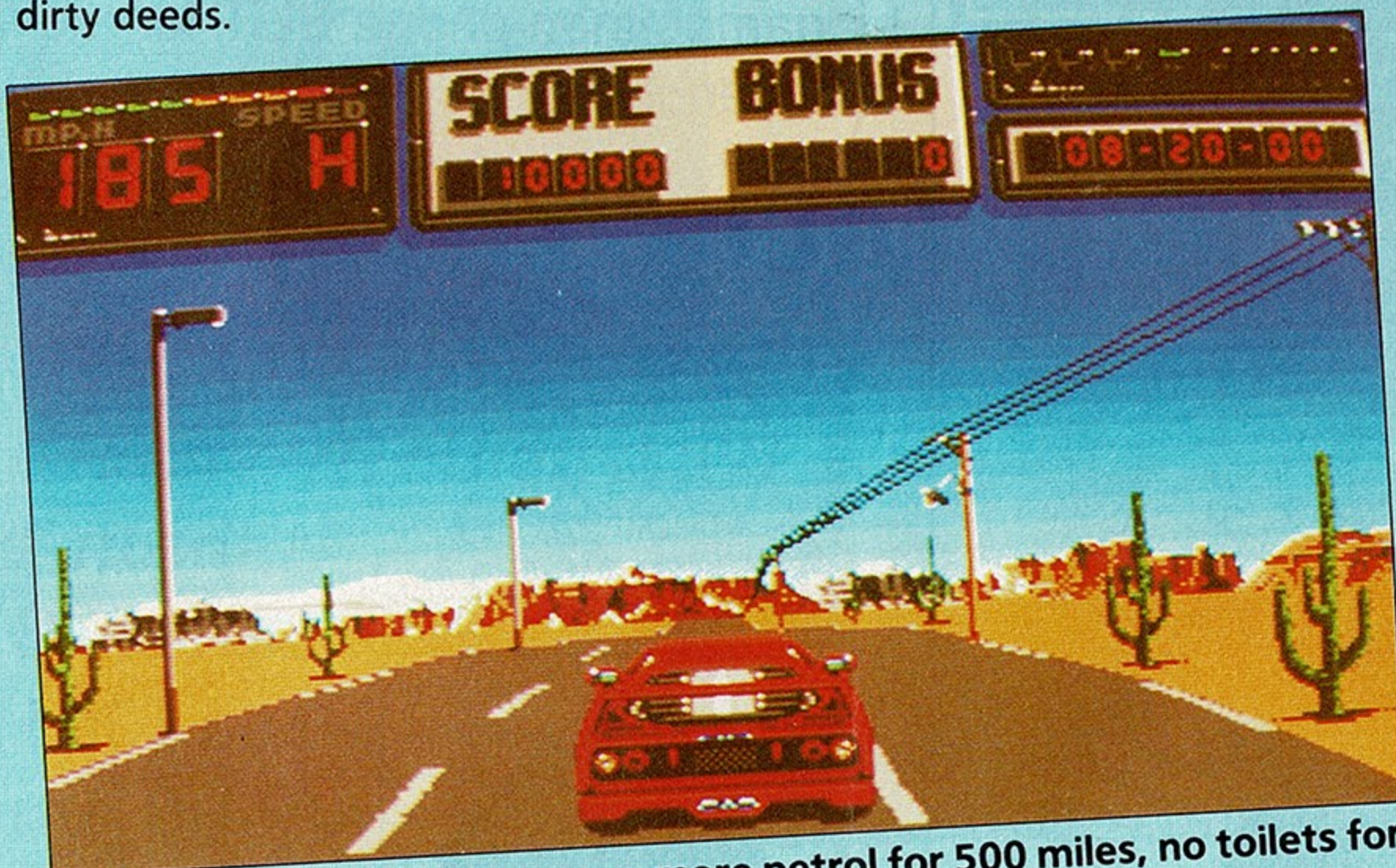
CRAZY CARS II

It's fast, it's furious and it's back. The Ferrari automobile, one of the slickest, smoothest, classiest sports cars ever to come out of Italy, makes a re-appearance on the computer games scene. This time, though, we no longer cruise to the beaches, nor test drive through the mountains, this time, it's serious, and it's for real...

Crazy Cars (the first instalment in the racing games from French software house, Titus) was by no means the most popular of racing games with the British computer press, and as such failed to sell in a vast magnitude. The reason being, although it had superb graphics and great sound, it lacked any variety in gameplay and proved to be rather tedious over only a short time. The sequel, however, has even better graphics and a detailed plot (**Crazy Cars** had one too, but it was rather flimsy to say the least).

In **Crazy Cars II** you have the chance to risk both your life and, more importantly, your expensive and impressive sports car, in the search for fame, glory and a chunk of self-satisfaction. This is because

you have discovered a secret about a certain ring of policemen, coppers that are so crooked that you could use them as boomerangs. You have found out that they have formed a stolen car racket, and with you being a car owning citizen, the only option is to stop them from their dirty deeds.



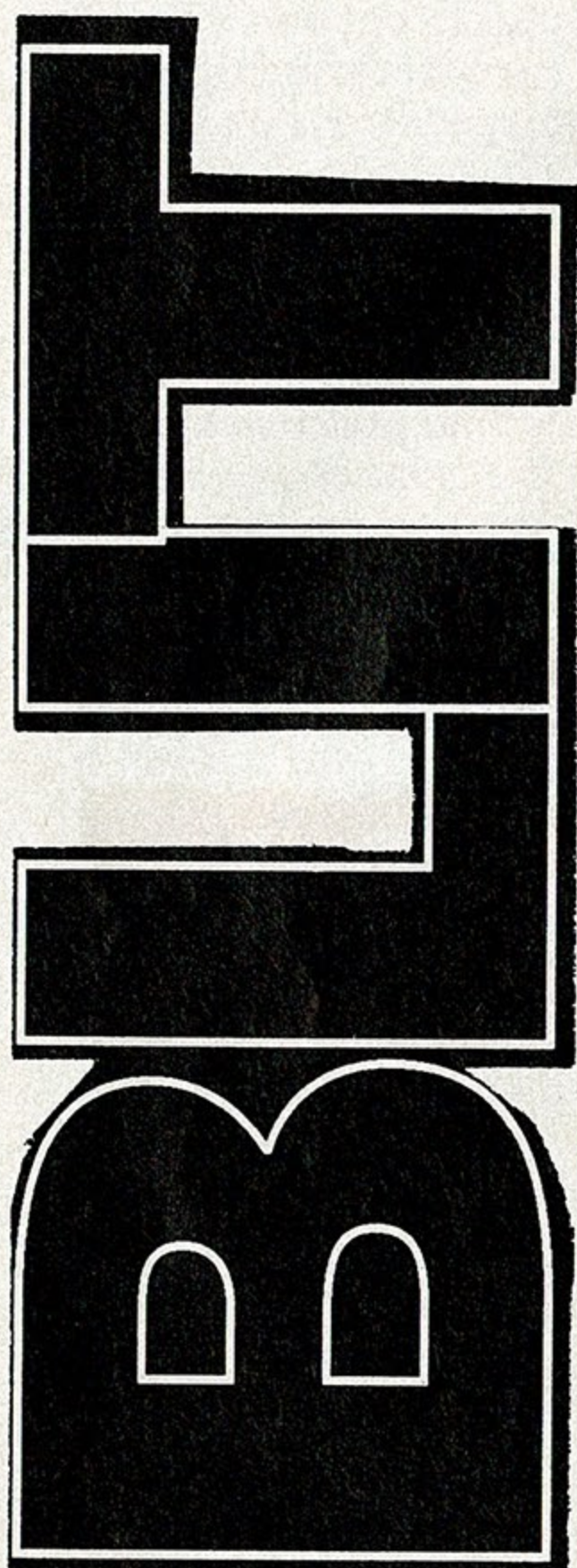
● On the road to nowhere – no more petrol for 500 miles, no toilets for a 1000

The only way to catch them is to race chase them across the United States until you finally catch up with them, but the problem is that they are dressed as policemen (with that being their trade and all) and you cannot distinguish between them and the real hard-working bobbies, who have set speedtraps all along your routes.

Other features include a map of each successive state to allow you to decide which is the best route to take, and a radar system to warn you of approaching police vehicles. The graphics are amazingly realistic in superb 3D (as you can see from



the screenshots) and **Crazy Cars II** is set to show people what can really be achieved with the racing game theme. It will be released on all major 16-bit formats and the Amstrad CPC at the beginning of December, and on the Spectrum and C64 in January and February respectively. Prices, of course, will vary.



BLIT

Software Development Ltd

REQUIRES TOP FLIGHT PROGRAMMERS,
GRAPHIC ARTISTS AND MUSICIANS TO
WORK ON ALL MAJOR 16 & 8 BIT
FORMATS▶

BLIT is a dynamic new development house set to take the
games industry by storm▶

The complete company structure relies on the quality of our
product, so only highly motivated, fantastically talented people
need apply▶

If you have amazing pixel painting ability, possess superior
powers of sonic manipulation or are an expert coder in 68000,
6502 or Z80 and you want **YOUR NAME** on tomorrows smash
hit games then phone **BLIT** for a chat or write in the strictest
confidence to:

BLIT

Software Development Ltd

21 Whernside Avenue,

Ashton-Under-Lyne,
Lancs, OL6 8UY

Tel. (061) 330 9939
(9.00 am to 6.30 pm)

Embarrassing although it may be to admit, but in the great vids vs. pins debate, my vote comes down in favour of pins every day of the week.

OK, OK ... before I have a full-scale riot on my hands, I'm not just about to suggest the wholesale abolishing of vids (far from it, guv'nor), but merely trying to put forward the point that pinball is a separate and worthwhile field of human endeavour in its own right ... and if it came to one or the other, then the **Space Invaders** would be out of the door faster than you can say circuit board.

Why? Well, for a start, there is something much more physical about the gameplay in pinball. On a vid, you frantically flay the fire button and wrench the joystick to and fro, but in most cases there is no true analogue physical interaction between you and the machine. Yes, you are controlling what is going on, on screen, but your degree of control is mediated by the machine and centred on a central sprite.

With pinball, however, you are holding on to the machine itself and The Nudge – where you take the unit and shove it in the appropriate direction – is a very important, and come to think of it, satisfying, part of the game.

Another factor is that in pinball the skills – and skill does play a great part – that you gradually acquire when playing any unit are far more portable from machine to machine than the skills you develop when playing vids.

Vids are far more diverse and varied in nature – whereas with a pinball machine, no matter what the theme or layout of the table, there is the minimum configuration of the two flippers at the bottom with buttons either side of the unit and therefore learned flipper techniques can be utilised in any game. This makes the learning curve for a new machine much faster than for a new video – that equates to cheaper, incidentally. Occasionally, over the next few weeks, I'll be trying to wean you off your present exclusive diet of vids and try to explain one or two of the techniques involved with good pinball – meanwhile, take a look at William's latest effort,



● I don't suppose many of you would have noticed the 5th Century BC classical Greek flavour to this pinball machine ... no, I didn't think so

Sword of Fury. This table has a nice uncluttered layout, has multi-ball and multiple play level and impressive, sampled sound effects. After the disaster of its **Dungeons and Dragons** table, it's nice to see William's back on form. Next week it's business as usual and back to the trash, the newest from Taito, Truxion.

First came Jason and the Argonauts, then Sinbad and the Eye of the Tiger, and now – John Cook and the Swords of Fury!

It's *that* time of year again – when all sorts of people ask you, the punters, to vote for this, that, and on occasion, the other. Here at **Gamesweek** we are no exception. We are asking you, the Great British Gamesplaying Public, to pin your colours firmly to the mast and vote for your favourite coin-operated video games and pinballs of 1988.

Such is the diversity of the beast, we've invented seven categories for you to vote in, which should be fairly self-explanatory. If you can't work it out, don't worry, it only means you are not very intelligent and therefore are not qualified to vote. Keep rubbing those sticks together.

For the rest of you, fill in the form with the game in each category that you have enjoyed most in 1988 and send it off to **Arcade Ace, Computer Gamesweek, Focus Investments, Greycoat House, Francis Street, London SW1P 1DG.** The closing date for votes is January 5th, 1989. Go on! Strike a lasting blow for western civilisation and vote now!!!

GAMESWEEK VIDEOGAME AWARDS OF '88

BEST BEAT 'EM-UP.....

BEST SHOOT 'EM-UP.....

BEST DRIVING GAME.....

BEST UNCATEGORISABLE GAME.....

BEST OVERALL GAME.....

BEST PINBALL.....

ALL-TIME GREAT

NAME.....

ADDRESS.....

..... AGE.....

COMMENTS.....



Arcade ACE

It had all seemed too easy. I built up the depot. I designed and built the fleet. Up until that point I had walked all over the Republic's fleet and mopped up a few of his outposts. His responses had been feeble, he simply didn't have the men to trouble my main garrisons. But this had been the big one. The Republic's home planet.

Hindsight is a wonderful thing. Looking back, it's easy to see that I had to be sure that the leadership was up to it. The plan had relied on tactical skill. If the opposition looked too powerful, my orders were to break off. I'd designed the ships for long-range combat. Hopefully, they would wreak havoc at long range and break off before the opposition got to short range where they were defenceless.

But the Republic was waiting for me. I suppose the plan was a little unsubtle. His fleet was bigger than I'd expected. In their first



big engagement, my admirals proved to be hopelessly inept. They tried to break off, but failed. The fleet was cut to ribbons. Fortunately, the marines escaped. Perhaps I'd waited too long. I had been distracted by the Republic's raids against my merchant fleet. I had been too busy building escorts and new cargo ships and neglected the fleet. Still, there was always next time.

No, it's not the usual strategy game cover hype. I actually made all the decisions I have just described in one of the most detailed strategy games I have ever played. It's called **Stellar Crusade** from Strategic Simulations (SSI).

HQ

This week Lee Paddon is a bit upset about blowing away that whole planet . . . all those people. Don't worry Lee, the first few are always a bit difficult

The rules are fairly easy to consume in handy chunks. After each chunk, you play a scenario to introduce you to the main principles of the game. First, you are taught the combat system, then the exploration system, and lastly the economics. If this still seems too easy, there is the option to handle maintenance and training manually and a Fog of War option, which means you'll only know what is at a planet if you go there. I usually play with these options set "on". There is another option, which means you must reallocate damaged ships. I usually keep this one off and let the computer handle the cycling of damaged ships which cuts out a great deal of menu consulting.

Each planet can produce food, minerals and fuel. When you explore a planet, you find out how many such units can be produced at the planet and what the cost of building more is. This cost ranges from five upwards. Ideally, you want to find planets where you can build more of each at a cost of five. One type of each unit is fed to a factory to produce one industrial production. This production is used to build raw material facilities, more factories, shipyards or training centres. Once shipyards and training centres have been produced, you can use industrial output to build ships or combat units.

Raw materials can be produced all over the

place and fed to factories. This is where the merchant fleet comes in. This in turn will be attacked by the enemy's raiders and defended by your escorts (and conversely for the enemy's merchant fleet).

Ships can also be assigned to commando raids and reconnaissance or put in training (i.e. in reserve, not doing anything). These ships are all handled abstractly. The rest of the ships are in task forces. These actually appear on the star map. These do most of the fighting, colonising and planetary assault. Inevitably, there were things I didn't like. Each turn takes about fifteen minutes. In the long campaign scenario there can be more than 100 turns. A lot of this time is taken up with issuing the same orders as last time to planetary economies. A planet should produce the same things each turn until told otherwise. There is no "oops" button.



If you make a mistake and want to reload the position as it was last turn, you have to reload the whole program. The rules are unclear on research and effectiveness. The "hotline" in California isn't much help, either. For the two player version, a back to back option would help. This would save time with both players planning their economies and moves at the same time.

A lot of thought obviously went into the game system here. I just wish a little more thought had gone into the presentation. A great game, but possibly only for those staying at Her Majesty's Pleasure or marooned on a desert island.



Nick '88

BARBARIAN II

THE DUNGEON OF DRAX



Spectrum Version



Atari ST Version



C64 Version



C64 version out now. Spectrum version out next week. St version out early December. Coming soon for Amiga, Amstrad CPC + PC compatible.

PALACE

Palace Software, The Old Forge,
7 Caledonian Road, London N1 9DX.
Telephone 01-278 0751.

Flying Shark, the famous coin-op conversion, has arrived on the ST. All I can say is, it was well worth the wait. Let me tell you why.

The basic story behind the game is that you are the pilot of the legendary Flying Shark, a nifty little bi-plane. The battle is coming to an end and the bad guys are winning. High Command has recalled you, the great combat ace (that's me alright), to fly a lone mission against overwhelming odds, win the battle and save mankind. "Oh, and can you stop off at the corner shop and get a bottle of milk while you're at it?" Nothing's too tough for this boy!

So, off you take and it's wipe out time. Wave and waves of enemy airplanes come towards you, all guns blazing. Sweep them from the skies. Meanwhile, loads and loads of tanks fire at you from the ground. It's not a healthy place to be, but you're the Flying Shark and you like it this way. As you weave and dodge about the screen, sending streams of death towards the bad guys, watch out for the hidden tanks and the columns of planes that sneak out from the side of the

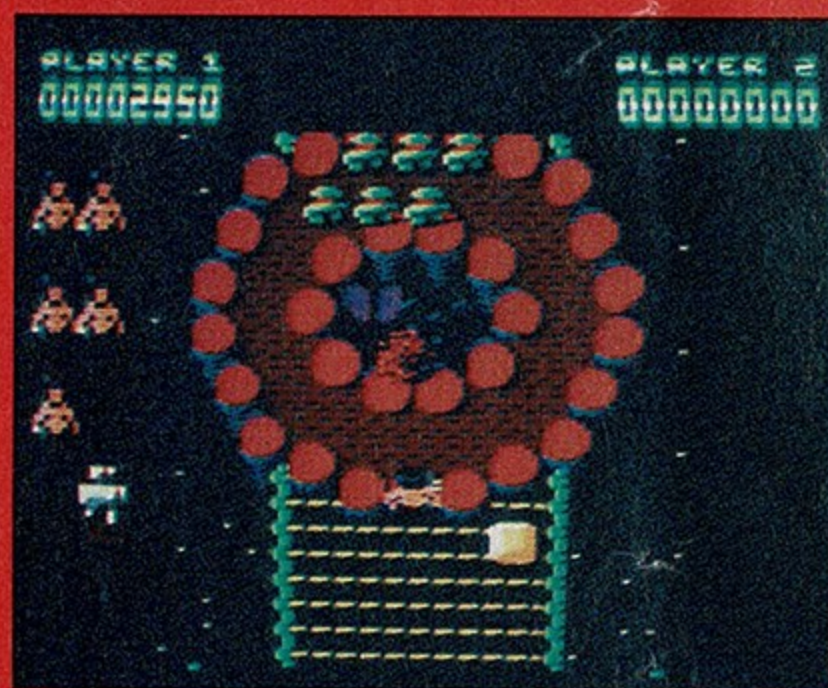


screen.

At the start of the game, you have two guns and three smart bombs on the Shark, but you can pick up added firepower as you progress. You increase your shooting power by destroying entire Red squadrons – normally with the help of a lil ol' smart bomb – and picking up the (S) symbol they leave behind. Destroying several collections of tanks will leave a (B) symbol which gives you an extra smart bomb, while the

death of a Silver squadron will give you an extra life when you pick up a (1UP) symbol. Blowing the Gold squadrons away gives you 1000 bonus points.

There are five levels to the game. Whenever you reach the end of one level – which is pretty difficult – the next level will be loaded from the disc. The action takes place over the varied terrain including jungles, the high seas, deserts and railway depots.



Yep, it's clone time again, and what better to clone than an idea that has proved so immensely popular as to have spurred a myriad of arcade machines, let alone computer games. It is one of these arcade machines that Ocean has focused their attentions on yet again and **Victory Road** becomes another Christmas coin-op statistic.

The game is essentially the same as other classics of the genre, like **Ikari Warriors** and Ocean's own **Guerrilla War**, and in fact it is so similar to the latter game one wonders what Ocean's marketing strategy actually is. The main similarity between **Victory Road** and the other games is that it too plays

vertically, it too is a shoot-em-up, and it too has a facility to allow people to cooperate in blasting the nasties.

The plot is different from any of the others as it draws away from the usual jungle skirmish idea and revels in an original storyline that is better in every detail. You're this hero, see, and you begin a none-too-clear quest on the "stairway to heaven" in a weird Egyptian land and you must wind your way through various bad guys and reach the "victory road". Backgrounds change, as do the surrounding currently occupied from level to level; tombs, ancient buildings, lakes and oceans are all featured.

There are many power pills and extra weapons to collect to make your task slightly easier, and you really need them because at the end of each level you will drop down a portal which will transport you to an end of level monster that CAN prove a real foe-and-a-half. Other nasties include vampires and two-headed monsters, which are particularly hard to kill as the heads will fly at you when you think that it's about to die.

Victory Road, unfortunately, is

not as good a game as **Guerrilla War**, mainly because the action is not quite as furious. Your little 'Rambo' type hero can fire his seemingly unlimited bullets and he can also lob a never ending supply of grenades. There IS an original feature also chucked in for good measure, this is the way you also have a toggle key apart from the usual joystick functions. The toggle key allows you to lock your gun in a

F A X B O X

Program: Victory Road

Version: Amstrad CPC

Price: £8.95

Supplier: Ocean

Reviewer: Richard Henderson

RELEASE DATES

CPC: Out now

C64: Out now

Spectrum: Out now

specific direction even though you may face in another.

To be honest, I'd never even heard of the SNK (also the company responsible for **Guerrilla War**) coin-

Although the game is fairly difficult, it is also very enjoyable. This is because even a novice can accomplish quite a lot of mayhem before he loses his six lives. Quite a few of the people in the office played **Flying Shark** and enjoyed it. It can get quite addictive at times, and it was no surprise to find that, on several occasions, both ST's in the house were playing **Flying Shark**.

F A X B O X

Program: Flying Shark
Version: ST
Price: £24.95
Supplier: Firebird
Reviewer: Billy MacInnes

RELEASE DATES

ST: 7/12/88

The variety of the attack waves, combining land and sea enemies, is also very impressive. Familiarity with the gameplay will not breed contempt, because it is highly entertaining and always diverting. Besides which, there are several different ways to make your way through the levels. As you fly onwards

through a level, it becomes progressively more difficult, more satisfying and more frustrating. The final confrontation at the end of each level is well worth waiting for as well.

The graphics are very good and also very clear. The music can get a bit irritating at times, but you can always turn the sound down, can't you? It is the gameplay, however, that really makes this game. It's great fun dodging deadly bullets from planes and tanks alike. Even Biggles never had it so good!

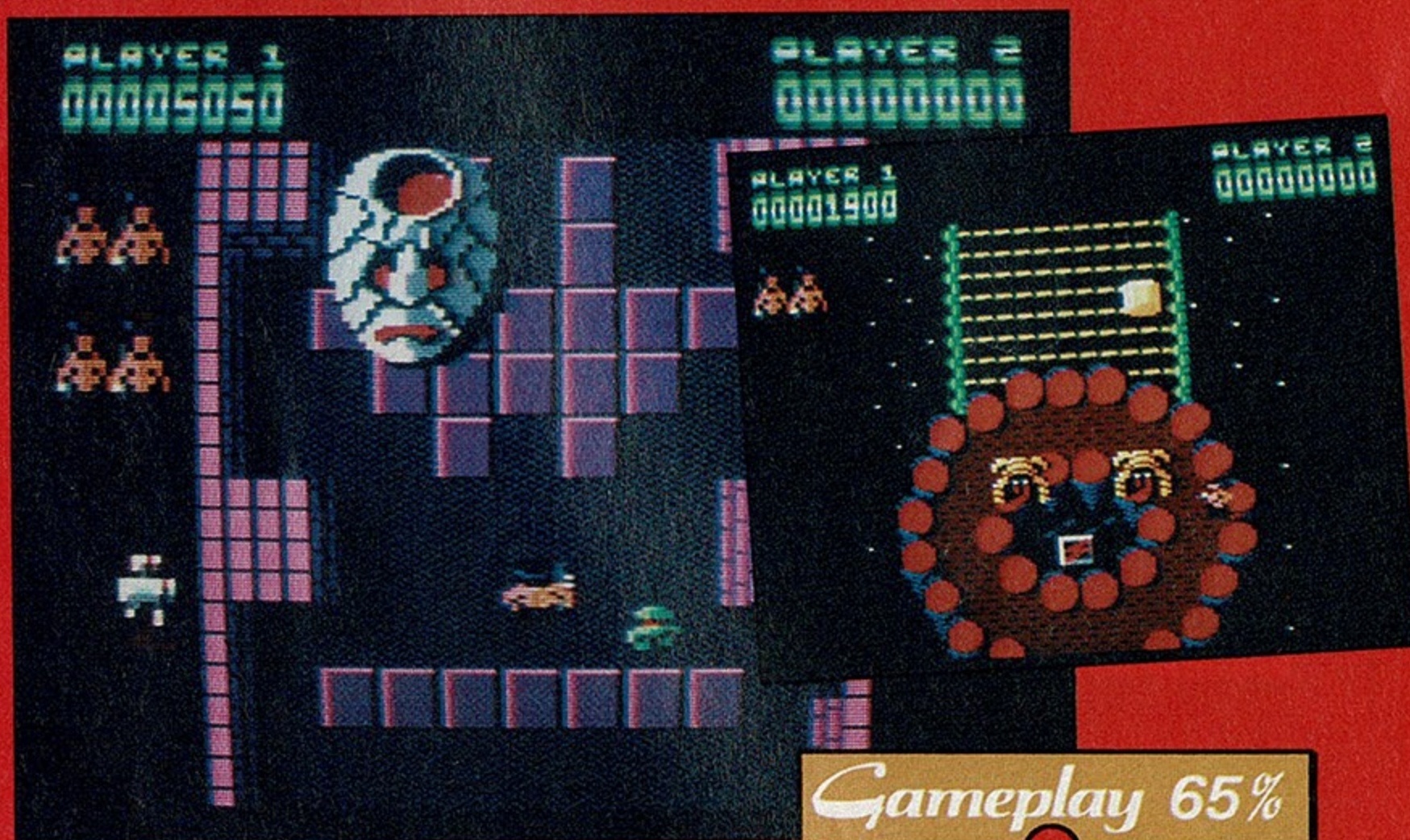
Gameplay 92%

Grafix 87%

Sonix 64%

Overall

89%



● Give those natives a bit of bolt-action diplomacy

op that this is converted from, and also I can't say that I'll look out for it after playing the Amstrad version. The graphics are well drawn but slightly too slow, and the sound is pretty basic, apart from the little music which is good. **Victory Road**, though, is not a game I'll play too often but it will interest those who are great fans of the theme.

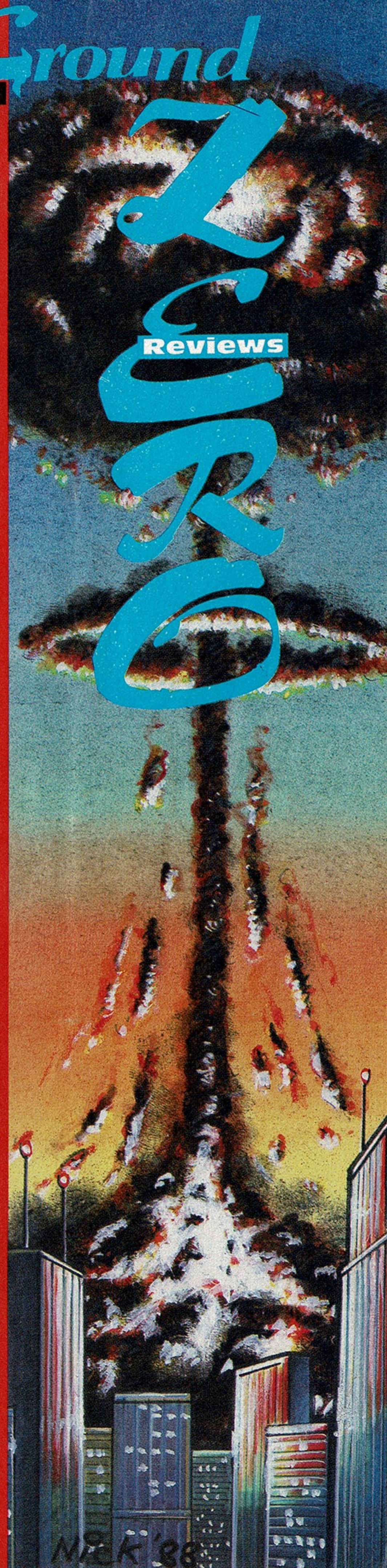
Gameplay 65%

Grafix 76%

Sonix 62%

Overall

66%





● Hey, everybody! Look at them two – don't they walk funny

Look this is just not on. Okay I can take thousands of football simulators, trillions of ninja games, and a magnitude of alien invasion games, but why, oh why, is the market flooded with games about the Holy Grail? I mean nobody has actually found it yet, so we don't even know if it exists.

I wouldn't mind so much if The

Grail Adventure was a good game, but alas, it failed to grab me with any of its offerings. Its major fault was the fact that it was so boring, and now I'll proceed to explain why...

The Grail Adventure is a first for the market, in that it was created with Talespin, Microdeal's new adventure creator, due for release at the beginning of next year. It is also

unique for the way it is operated.

The game is made up of a plethora of full-screen graphics. If one clicks the left mouse button on the wizard for example then a speech bubble is likely to appear with a variety of commands. Whichever command is chosen generally determines what the next screen will entail, and so forth.

F A X B O X

Program: The Grail Adventure

Version: Atari ST

Price: £19.95

Supplier: Microdeal

Reviewer: Richard Henderson

RELEASE DATES

ST: Out now

The plot of **Grail** is pretty run-of-the-mill stuff, but worth mentioning because it may interest any closet masochists out there. Apparently there has been a war, one that is so large in magnitude that it has been called "great", and this war ended with the land deciding that peace was an all round better idea. Now

Being of the impression that bubble ghost was pointless, imagine what a shock it was to be confronted by **Power Pyramids**. Try as I might, I can see neither the purpose in, nor the excitement of, pushing spheroids around a computer screen. It may strike some people as the only real way to pass the time, but personally I have better things to do.

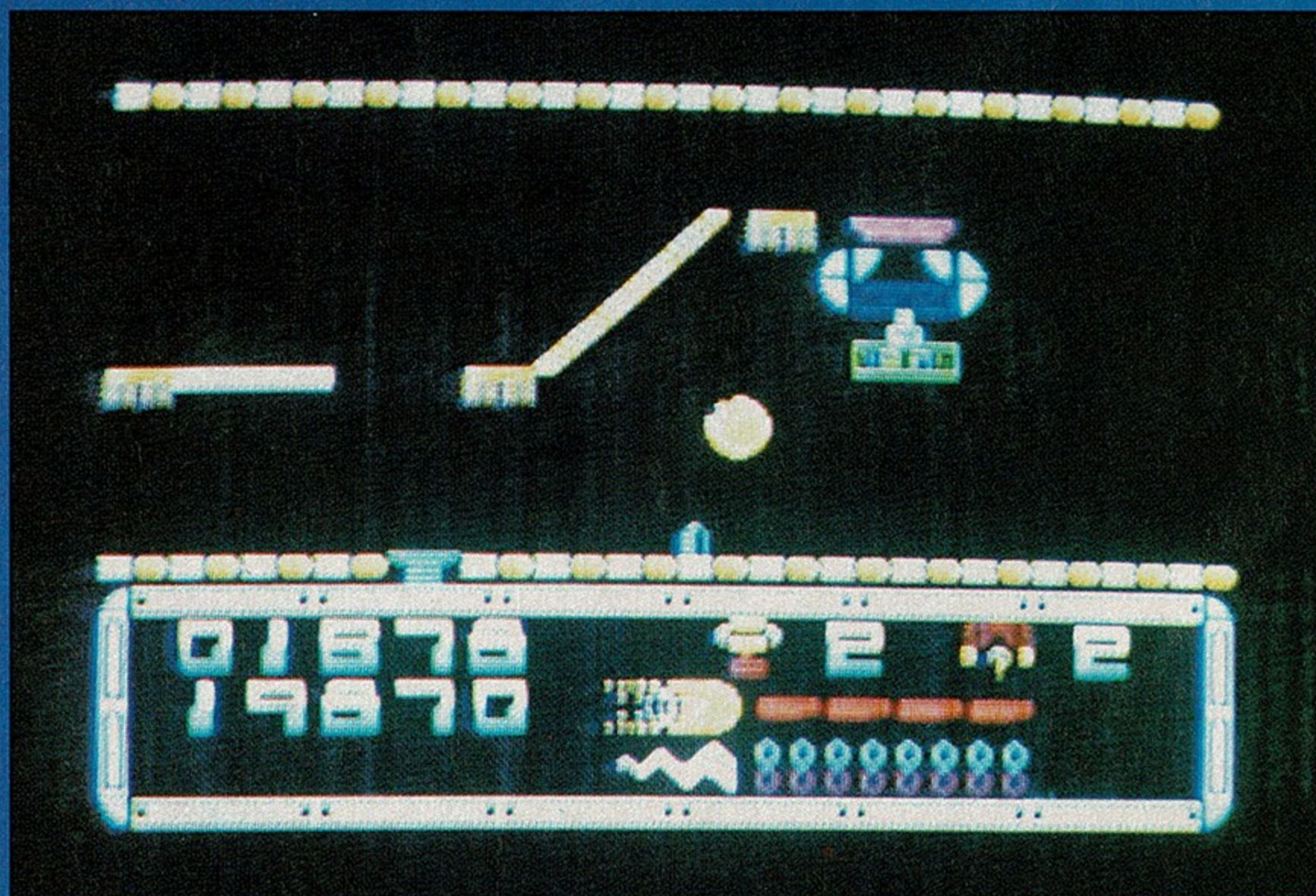
The story so far is this. Apparently Pyramids are essential for civilised life on every planet in space, and to economise on their transportation between each planet, they must be de-activated for the duration of the trip. This happens to millions of commuters every day on British Rail, so it's nothing new.

The intention of the game is to steer your yellow ball through a number of screens, picking up pyramids by activating each level and avoiding bursting the ball whilst doing so. This is not as easy as it seems, as there are such objects as water, daggers and sparks of electricity to burst the unsuspecting ball.

The game is controlled by keyboard only, using Caps shift for small jumps, space key for ejectors and slopes, and a combination of the two for speed changes. The ejectors and slopes are the complex bit – well, just the slopes actually, which are like trap doors and can be tilted in order to access a different part of the screen. There are also transporters which convey you through the screens of each level.

The game has four levels, each guarding a Pyramid for collection. Basic has 14 screens, the number of which increase through Super, Grand and finally Royal, which is the proud possessor of 54 levels, all increasing in difficulty.

Your mission is completed as soon as you have delivered the four Pyramid models and got a docket





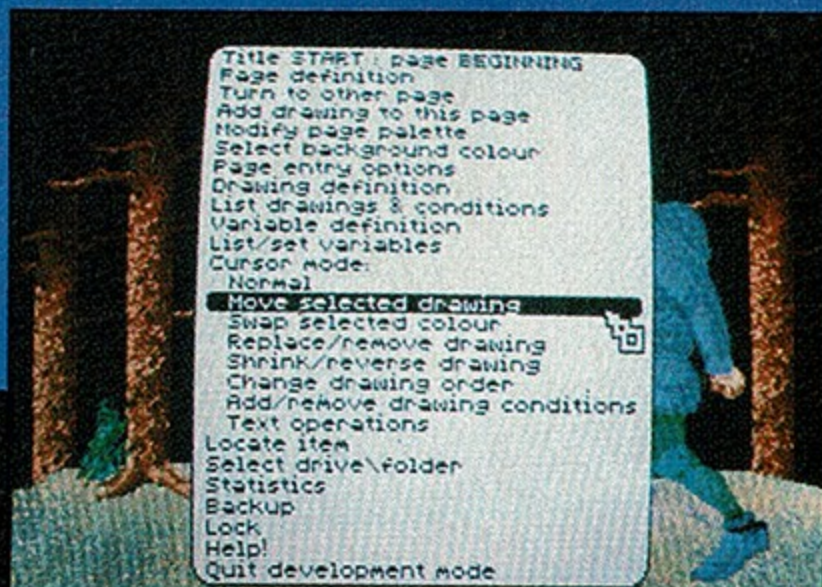
the population has a new problem in the form of a disease, a disease that turns strong men into dissolving wimps, a disease that turns nubile women into leperous hags, a disease that turns staff writers into acting editors (a horrible disease indeed).

You take the role of a wizard (whose name seems to have escaped me for the moment, don't

worry it's not THAT relevant) whose task is to discover the HOLY GRAIL (holy grail, Batman!) so that he can cure the plight of the plebians (plight of the plebians? Sounds like

an Anne MacCaffrey novel!).

The idea around the creator itself is a good one and reminiscent of Hypercard, a superb utility for the Apple Macintosh. Unfortunately, a good adventure game must consist of a gripping plot and engrossing gameplay. Although this can be acquired with Talespin, *The Grail Adventure* has neither. I can see that Talespin will be used more for educational software, where it will be most useful, because Grail is, quite honestly, a bad apple.



Gameplay 35%

Grafix 72%

Sonix 65%

Overall

42%

FAX BOX

Program: Power Pyramids

Version: Spectrum

Price: £8.99

Supplier: Grandslam

Reviewer: Emma Norman

RELEASE DATES

Spectrum: Out now

Commodore: Out now

● You've heard of Pyramid power – well, this isn't it



signed. "What is this docket?" I hear you cry. Well, for the benefit of you still awake and following this review with the intensity it deserves, I shall tell you. The docket, presumably, is confirmation from the client that the Pyramids have been delivered fully activated.

Well, there you have it, not the worst game I've ever seen, but a far cry from the best. The graphics are rather good and the sonics are not too bad, but unless you have a particular penchant for shoving balls about, it does not come with my recommendation.

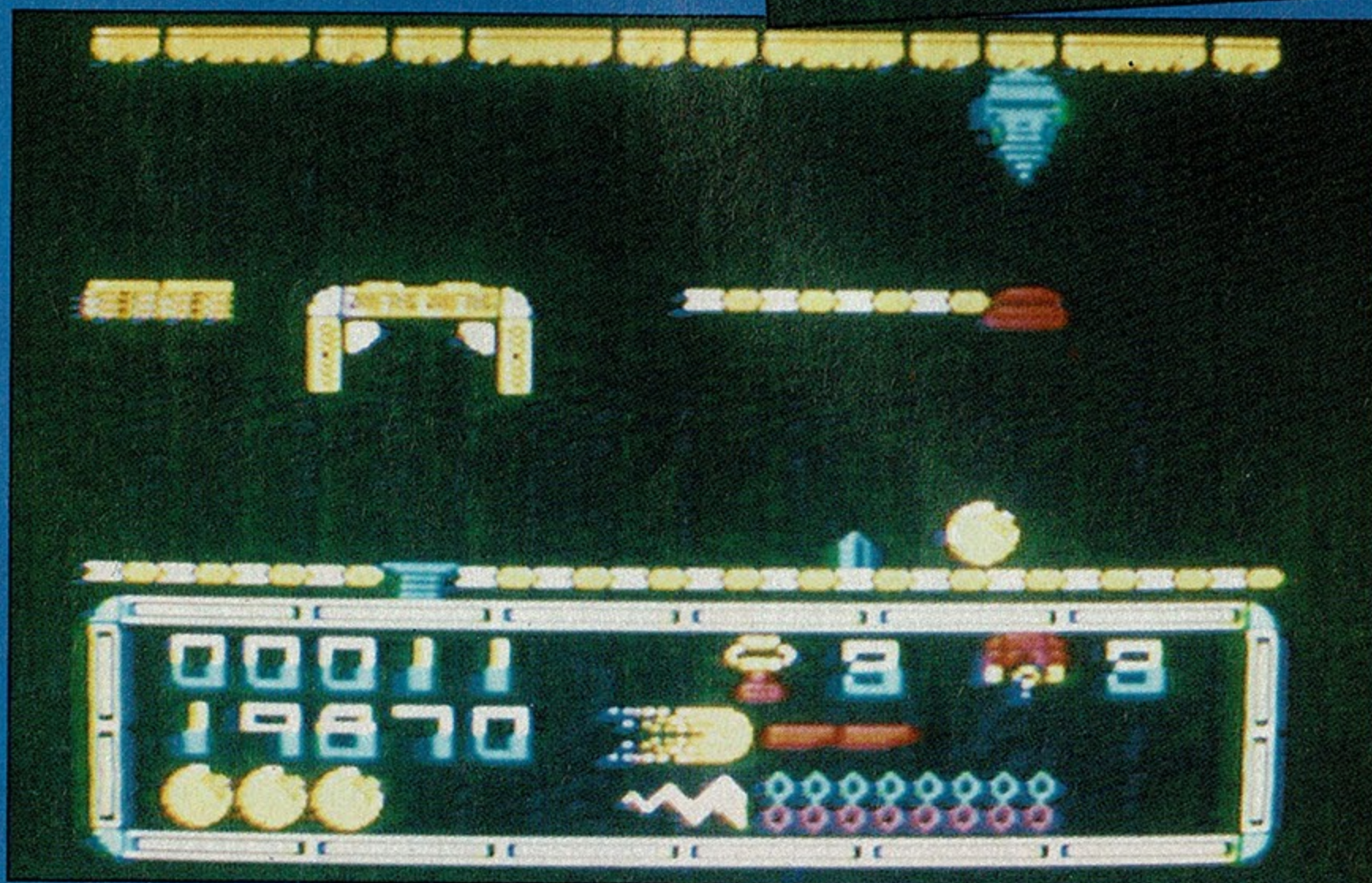
Gameplay 40%

Grafix 60%

Sonix 50%

Overall

45%



Nobody can say that there is a lack of games for the Atari ST, but it would be fair to state that compilations for the said computer are pretty scarce. Gremlin Graphics, under the Star Games label, has produced good quality compilations for the 8-bits for years, and now the time has arrived for the ST to taste their rehashed wares.

First on the agenda is **Northstar**, a great shoot-em-up with amazingly colourful graphics. You play a small man with a robotic arm (this is where the similarity with **Bionic Commando** begins and ends), and an ability to leap an enormous height. It scrolls horizontally but this is not such a disadvantage as it seems at first, the game is incredi-



● Richard's favourite game – Deflektor. We couldn't pull him away!

bly fast, so the jerky scrolling that the ST is famous for is not noticed at all. Enemies fly at you so quickly that you must have an amazing joystick to cope with all of the action, in fact the only problem with **Northstar** is that it is far too hard.

There is only one word that can describe **Deflektor**, brilliant. The whole concept around the game is totally unique and numbingly addictive. The aim seems simple, but not

everything is as it seems. You must guide a laser beam around the screen using mirrors, in your aim to destroy cells (represented by large blue balls). To help your task there are blocks that act as fibre optics, reflectors, deflectors and absorbers, which all have different properties, and once all of the cells have been disintegrated you can leave the level currently on by manoeuvring it to the receiver. The graphics are great, the action is fast

F A X B O X

Program: Action ST
Version: Atari ST
Price: £19.99
Supplier: Gremlin Graphics
Reviewer: Richard Henderson

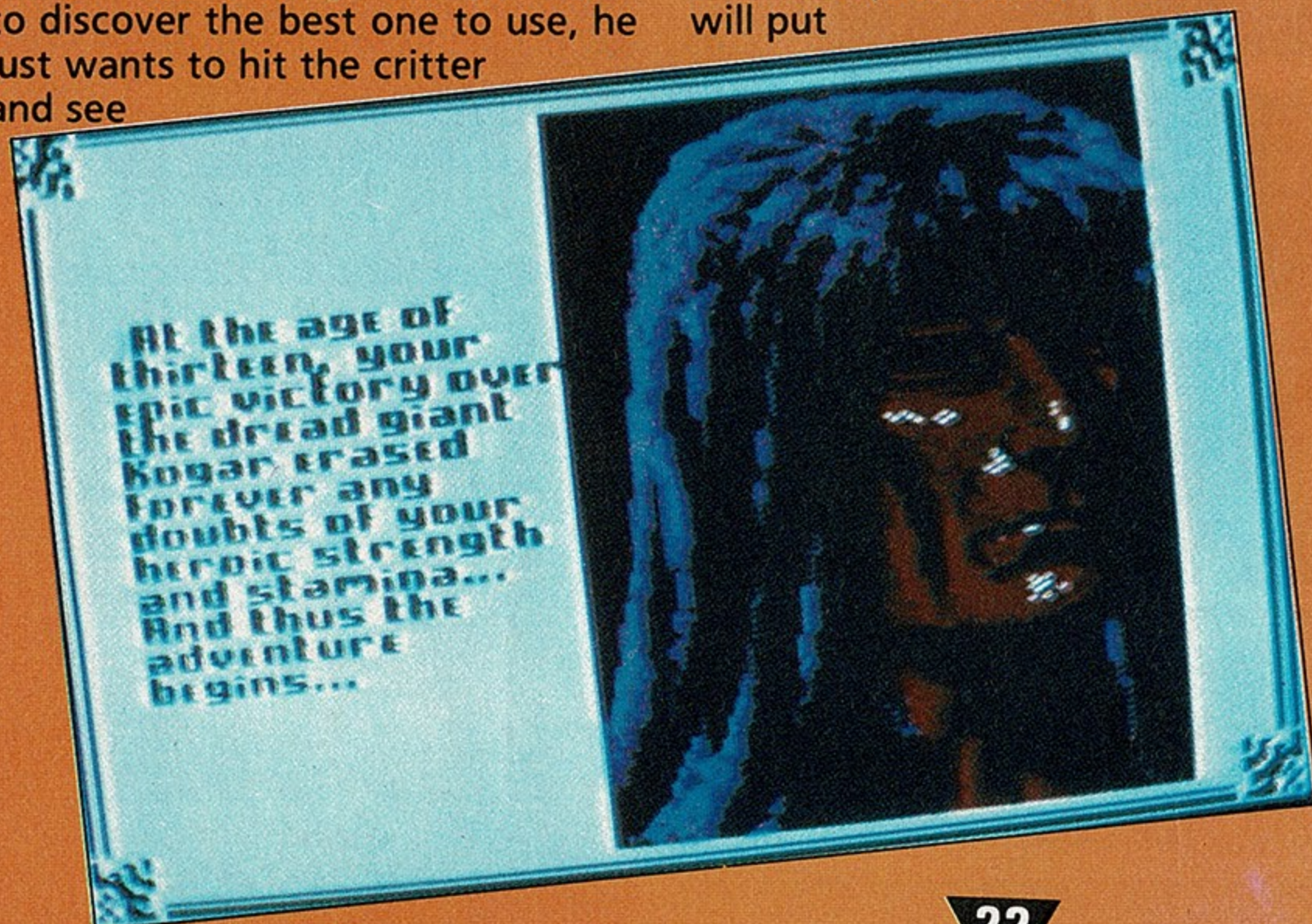
RELEASE DATES

ST: Out now

Times of Lore is Origin's attempt to bridge the gap between roleplaying games, such as its own Ultima series, and the untapped market of arcade players. Naturally, the average zap-the-aliens kind of guy doesn't want to spend hours immersed in figures and percentages working out the chances of hitting the orc standing in front of him or wade through the spell book to discover the best one to use, he just wants to hit the critter and see

what happens! I've always thought this was a reasonable idea, and so did Origins, as it has now released a hit and hope roleplaying game.

Naturally, the world's in big trouble. This time it's because the all powerful leader, who's knackered after a long battle, has gone home to rest, leaving the world of Albar-eth open territory for bands of villains and orcs to move in. Enter one hero (that's you) who will put



F A X B O X

Program: Times of Lore
Version: C64
Price: £14.95
Supplier: Origins (Microprose)
Reviewer: Tony Hetherington

RELEASE DATES

C64: Out now
Amstrad: Out now
Spectrum: Out now
ST: Jan 1989
Amiga: Jan 1989

things right. In fact, you can choose from three heroes, a heavily armoured knight, a mighty barbarian or a valkerie who's a mix of the two.

The screen display looks a lot like another fantasy arcade game that gives you a choice of characters (Gauntlet) except for a line of icons at the bottom of the screen and a burning candle that depicts your life force. Selecting these icons allows your character to pick up and drop objects, view what you are carrying, examine objects, give objects away

(with there being a time limit on each level), but above all else it is the idea around the game that appeals the most.

Trailblazer is another game of quality, and has already tasted immense success on the 8-bits. The idea is quite simple, which is half the attraction, as all the action is based around one football and its exploits on a scrolling 3D landscape. You have to guide it from one point to another in the time limit set, whilst avoiding all sorts of hazardous squares. The graphics are fast and the gameplay is furious and the



● Trailblazer title screen and the psychedelic colours of Northstar

ST version of this great game is definitely the best of the lot.

By the power of Greyskulls, I have the POWER! Remember him, yep **He-Man** is back to quell the challenge of the **Thundercats**, or whatever toy is now in fashion. This is the game based on the film and to be honest with you the original 8-bit version was absolutely terrible. The ST version is actually a lot better as a game goes, but it still fails in the fact that it is far too easy. Mind you, once placed on a compilation with

four other games, it stands up quite well.

Last game on the pack, and also the worst, is **3D Galaxy**, which is a version of **Galaxians** (the ancient arcade game) which is basically, and quite obviously, reworked in 3D perspective. Not a very good game and almost ignorable towards an impact on this collection. Gremlin has come up trumps with another of their great marketing ideas.

Gameplay 89%

Grafix 79%

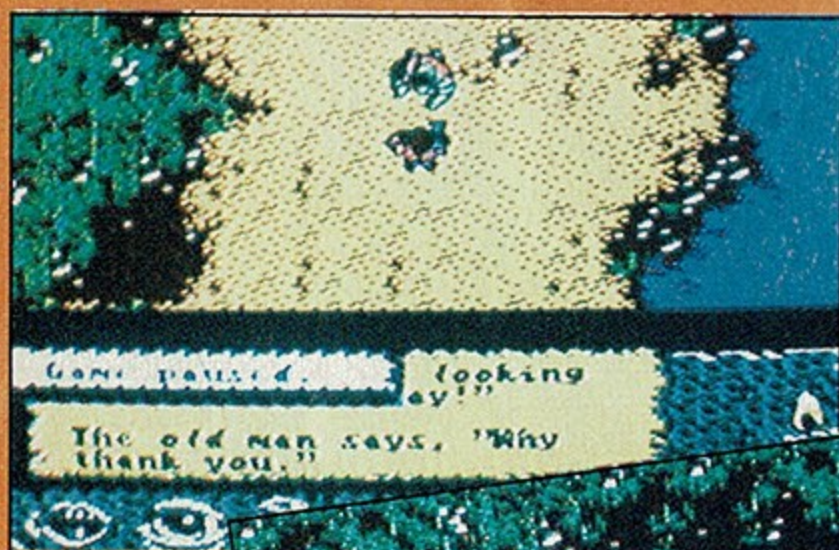
Sonix 76%

Overall

81%

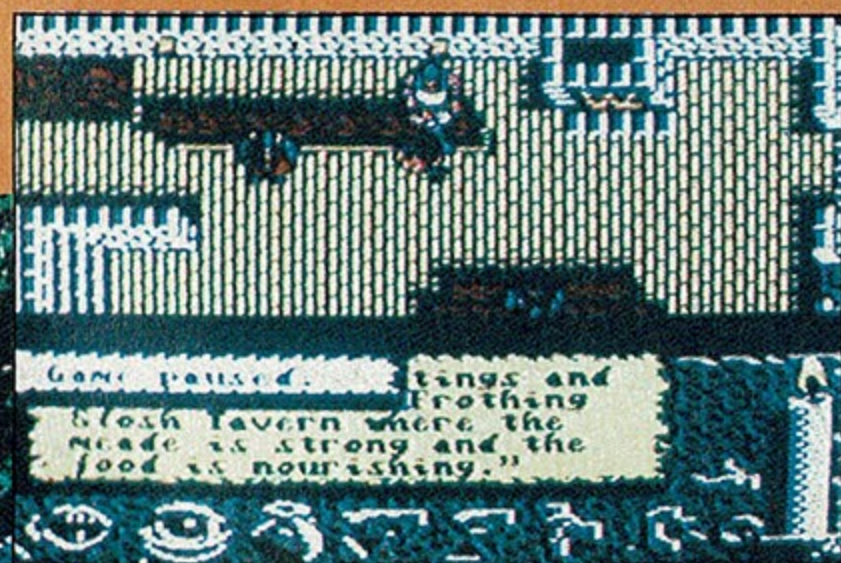
and use objects. No, don't turn over, this isn't an adventure. It certainly isn't a game where you've got time to ponder your next move, as a whole country full of people and monsters are plotting despicable things and they aren't going to wait for you.

Your first job is to stock up with



band of orcs have pinched. You'll know when you're on the right track, as they'll begin to attack you. You'll need all your alien zapping skills and reactions as the come at you from all sides, occasionally reinforced by skeletons and arrow firing hooded rogues. However, you should be able to wipe them out with a few well timed blows.

Taking some out will reveal objects that will appear on the ground which you can pick up and use,



● A selection of scenes from Times of Lore – role-playing for the arcade player

plenty of rations, step bravely into the woods that lie to the North, and find some magical stones that a

these include weapons, such as a throwing dagger, potions to heal wounds, and scrolls containing spells to freeze or wipe out your

opponents (the magical equivalent of a smart bomb).

Unfortunately, hacking away at everyone you meet isn't the way to win this game, because although you're mean and tough, you still need the occasional helping hand, and you have to have a few joystick controlled conversations to find out what's going on and how to stop it. But don't be in too much of a hurry as, according to the game blurb, **Time of Lore** will take 2000 hours to play. You should enjoy every minute.

Gameplay 85%

Grafix 73%

Sonix N/A

Overall

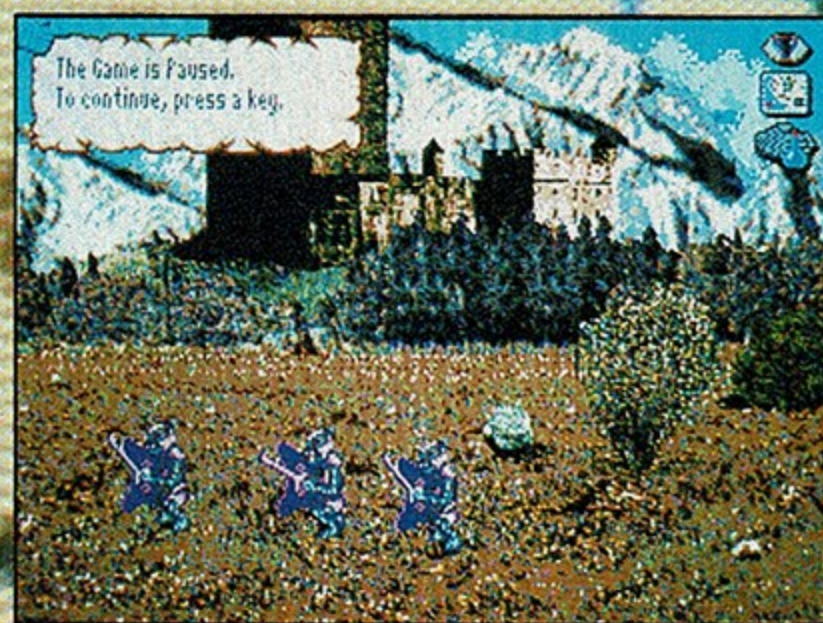
80%

Lord of the Rings is a big block of three books that's been an essential part of quite a few childhoods. Why, even I read it! A massive epic covering over 1400 pages, the idea of translating it to a monitor near you seems close to insanity. It's a relief, therefore, to say that Virgin Mastertronic has done a very, very good job of it.

The game more or less follows the plot of the books, which it is probably worth re-capping, briefly. Frodo Baggins has a ring that makes him invisible, which is "The One Ring", forged by Sauron, the Dark Lord. If Sauron got his hands on the ring, he could defeat all of his enemies, subjugate the whole of Middle Earth and generally do nasty things to his heart's content. If the

● Below Soldiers on the move across war torn Middle-Earth, and above some nasty orcs outside a fortress

you a detailed map of a part of Middle Earth, which you can scroll by moving your trusty pointer – a blue hand – to the edges. On this map, armies are badges and characters are figures. The Nazgul are shown as little "grim reaper" types and Frodo and pals are little gnomic, almost Noddyesque, characters.



The game begins on the Animation level. On this screen, you can see Frodo, Pippin and Sam making their way to Rivendell. The scrolling is a bit slow here. In the right-hand

the forces on the screen more closely. You do this by changing your finger into a magnifying glass by clicking on the Magnifying Glass icon. Take the magnifying glass to whatever you want to see and click again. This will show you the forces on the Animation level. You can also order forces to move in whatever direction you like, by using the Arrow icon. For example, I sent Eomer's cavalry to cut off one of the Nazgul. This was actually quite difficult, because the cunning little devil tried to elude them.

You can go to the main map from the Campaign level by clicking on the Map icon. There are several features worth mentioning on this level. There is an Hour Glass icon which allows you to select the speed at which time passes in the game. There are three options, Normal, Hasty, and Very Hasty. You can change the speed of the game at any time. The Eye icon, which allows you to gaze into Galadriel's Mirror, brings up a window that tells you which forces are on the move. The Magnifying Glass icon works in the same way as it does on the Campaign level. The Scroll icon brings up the archive menu, which allows you to save a game, or restore a game.

● Mount Doom rains down destruction!

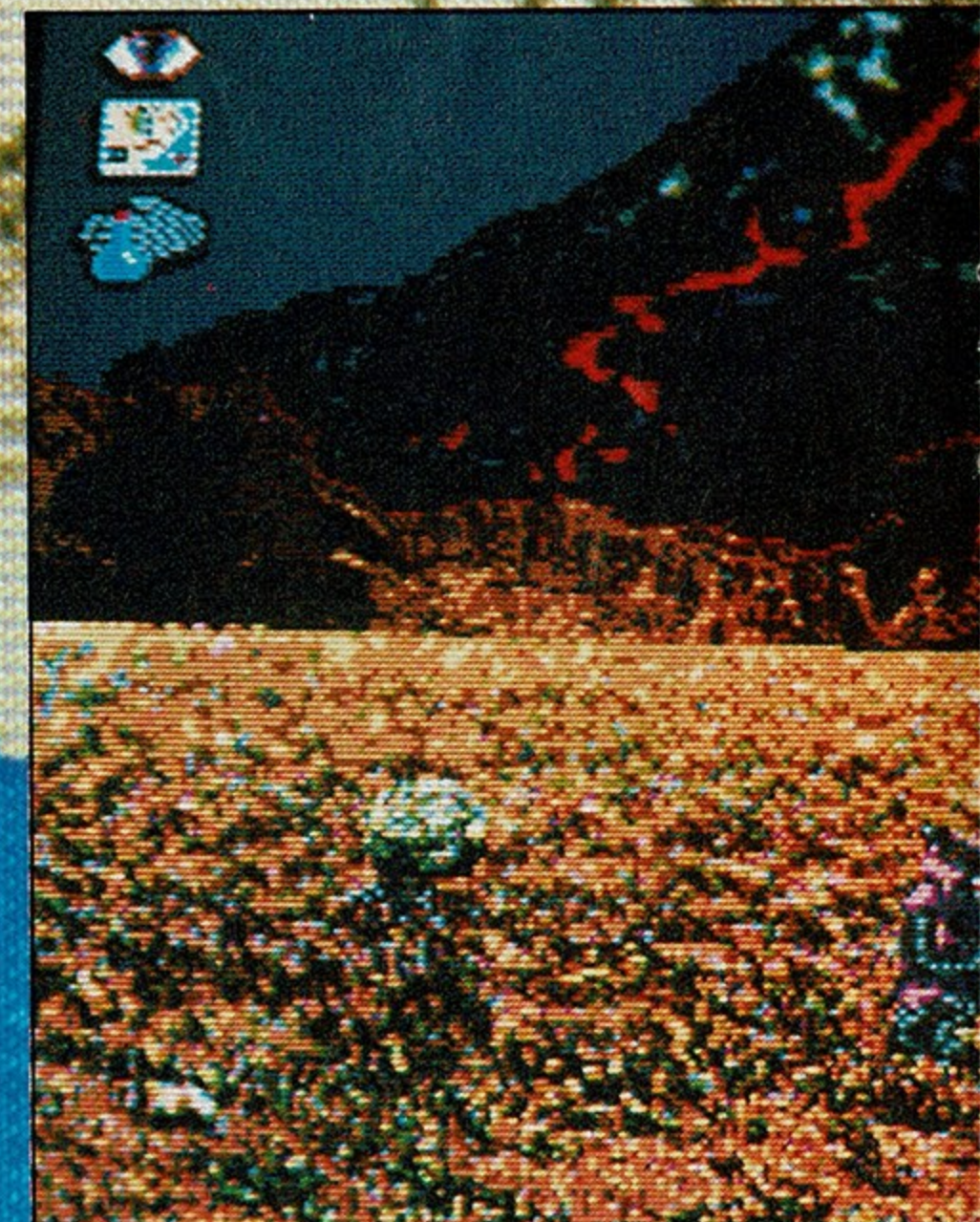


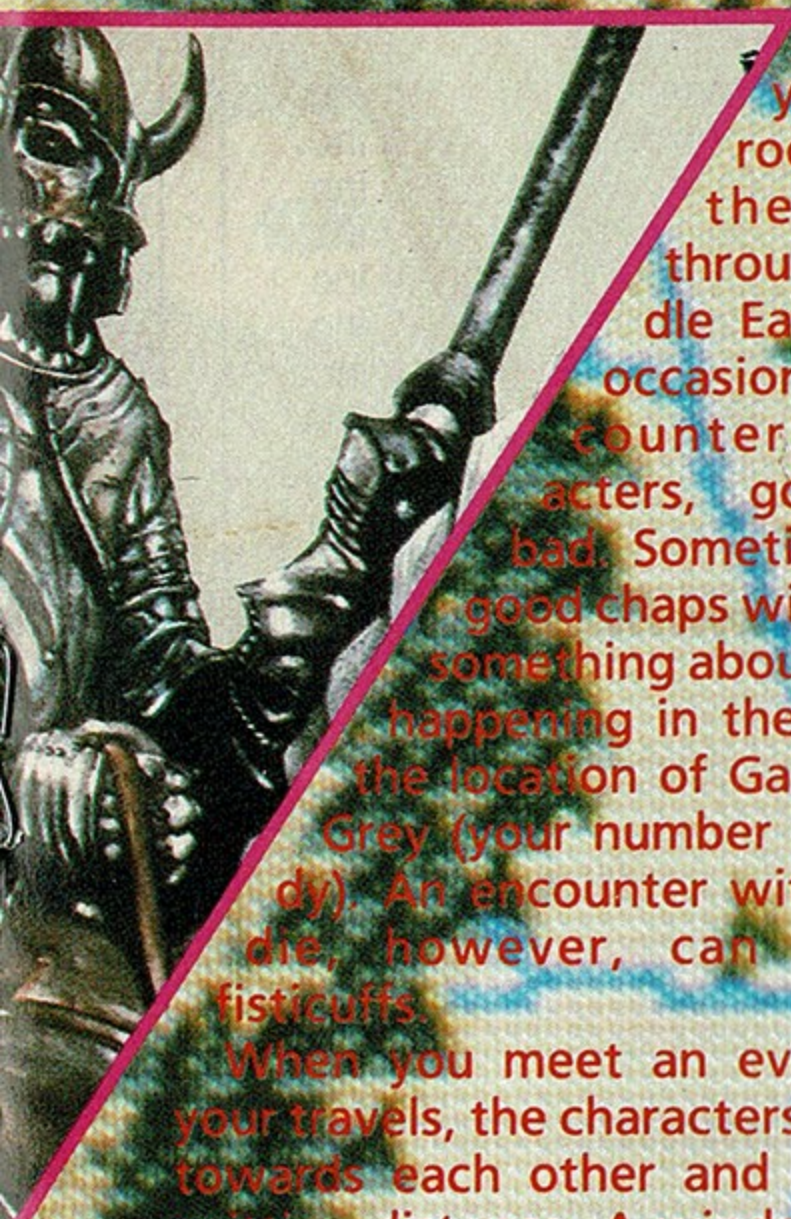
ring can be destroyed, then the evil, nasty, vicious, mad, bad and downright gruesome Sauron will be defeated. There is a catch. Being magical, the ring can be destroyed only by throwing it into the Crack of Doom, the mouth of the volcano Mount Doom, located in the centre of Mordor – the evil place where Sauron resides. Simple, huh?

There are many different aspects to the game – as is only to be expected from an adaptation of such a ginormous epic. For a start, there are three levels to it. A Full Map level shows you the whole of Middle Earth, with all of the forces shown as dots – the goodies (i.e. you) are the blue dots, the baddies are red, and the neutrals (SLD) are yellow. The Campaign level gives

corner of the screen there are three icons, an eye, a map, and a blue bottle. Clicking on the eye allows you to gaze into Galadriel's Mirror, which tells you the status of the characters on the screen, such as "Frodo is hale and hardy". Clicking on the map takes you to the Campaign level. The Blue Bottle icon is used to pick up, drop, or use objects which you encounter on your journey.

At any time, you can leave Frodo and company to wend their way and go to the Campaign level. If anything significant happens to your lads while you're away, a message will flash on the screen, giving you the option of going back to them or ignoring it. While you are in Campaign level, you can examine





As your heroes make their way through Middle Earth, they occasionally encounter characters, good and bad. Sometimes, the good chaps will tell you something about what is happening in the land, or the location of Gandalf the Grey (your number one buddy). An encounter with a badie, however, can lead to fisticuffs.

When you meet an evil one in your travels, the characters advance towards each other and pause at spitting distance. A window opens in the top right of the screen, which displays four options for each character, Charge, Engage, Withdraw, Retreat. The first time that this happened to me, I allowed Aragorn (who we'd met on our travels), Frodo, Pippin and Sam to come to blows with a Nazgul. This was a very bad move, because the crafty Nazgul killed all three of my hobbits before Aragorn finally triumphed. Tragic it was, seeing those poor little hobbitesses with their toes up in the air. In combat mode, the

computer controls the action and gives you the result.

My first game, as you can guess by the deaths of Pippin, Frodo and Sam, did not reach a very successful conclusion for the forces of good. In fact, the nasties managed to get their mitts on the ring – which is not a very healthy situation. I was still feeling my way through the game, though – that's my excuse. As you can imagine, the scope of the game means that each time you play it,



you can do something completely different. The variety of options and commands means that you just can't get bored – believe me!

The sound is very impressive, the music for the opening screen was nothing short of spectacular. The graphics are very good indeed, particularly the maps. After all, what makes this game is its playability. I found it very enjoyable. More than



F A X B O X

Program: War in Middle Earth
Version: Amiga
Price: £24.99
Supplier: Virgin Mastertronic
Reviewer: Billy MacInnes

RELEASE DATES

Amiga: Jan '89
ST: Jan '89
PC: Jan '89
Spectrum: Jan '89
C64: Jan '89
CPC: Jan '89

that, I found it engrossing – it kept my mind occupied for hours (no mean feat) – and it would probably have kept me strapped to the monitor for even longer, if I didn't have to break away to write this review.

War in Middle Earth is a complex game, but it is also entertaining and imaginative. It couldn't help but be so, being based on such a sweeping

COMPETITION

To coincide with our exclusive review of War in Middle Earth, Virgin Mastertronic are giving away several prizes for all you lucky people out there. The winner will receive a boxed hard-back set of the Lord of the Rings trilogy, a copy of the War in Middle Earth game and a Middle Earth poster. Nine runners-up will each receive a copy of the game and a Middle Earth poster, while another ten, not so close runners-up, will each receive a copy of The Hobbit book and a poster. In order to enter, all you have to do is answer the three questions below correctly and send the answers to us by January 6th 1989.

1. What was Gollum also known as?

- a) Roger
- b) Smeagle
- c) Dukakis

2. What was the first book in the trilogy?

- a) Fellowship of the Ring
- b) The Man with the Golden Gun
- c) Travels with my Aunt

3. What do the initials J.R.R. stand for in Tolkien's name?

- a) Joseph Robert Ranulph
- b) John Ronald Reuel
- c) Mark Anthony Presley

imagination as Tolkien's. That said, there is no reason why an adaptation of Tolkien couldn't have been an unmitigated disaster. It is to Virgin Mastertronic's immense credit, that what they have produced is a great game that goes a long way to meeting Tolkien's vision.

Gameplay 97%

Graphics 94%

Sonix 92%

Overall

95%

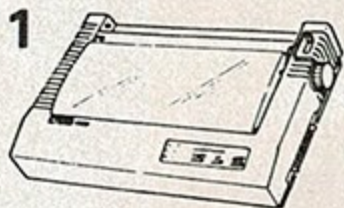
A

C

E

CITIZEN 120D CENTRONIC

1



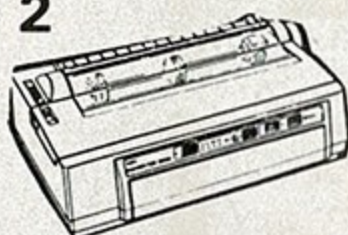
- ★ 120 CPS DRAFT
- ★ 24 CPS NLQ
- ★ TRACTOR & FRICTION
- ★ 4K BUFFER

£120 + VAT = £139.00**HQP 45**

- ★ 24-PIN PRINTER
- ★ WIDE CARRIAGE 136
- ★ 200 CPC 66 NLQ
- ★ 24K BUFFER

£399.00 + VAT = £485.85**NEC P2200 CENTRONIC**

2



- ★ 140 CPS DRAFT
- ★ 47 CPS NLQ
- ★ 24-PIN
- ★ TRACTOR & FRICTION FEED
- ★ OPTIONAL C.S.F.

£286 + VAT = £329.00**star****LC-10 CENTRONIC**

3



- ★ BUILT IN FONTS
- ★ 120 CPS DRAFT
- ★ 30 CPS NLQ
- ★ 4K BUFFER
- ★ OPTIONAL C.S.F.

£189 + VAT = £209.00LC-10 COLOUR **£225 + VAT = £259**LC-24-10 **£279 + VAT = £310**NX-15 **£289 + VAT = £332****Panasonic KXP 1081**

4



- ★ 120 CPS DRAFT
- ★ 24 CPS NLQ
- ★ IBM/EPSON C
- ★ TRACTOR & FRICTION FEED
- ★ CENTRONICS

£138 + VAT = £159.00**LASER PRINTERS****PANASONIC KXP 4450**

- ★ 1 YEAR ON SITE WARRANTY

- ★ 300 DPI
- ★ 512K
- ★ SERIAL/ PARALLEL

£1564 + VAT = £1799.00**CANNON LBP-8**

- ★ 300 DPI
- ★ 512K
- ★ SERIAL/PARALLEL

£1474 + VAT = £1699.00**ARCHIMEDES**

Prices inc. VAT

305 series	* Base	£699 inc.
	* Mono	£769 inc.
	* Colour	£939 inc.
310 series	* Base	£799 inc.
	* Mono	£859 inc.
	* Colour	£1049 inc.
440 series	* Base	£2149 inc.
	* Mono	£2199 inc.
	* Colour	£2349 inc.

PC Emulator £79 inc.

PHILIPS MONITORSMono 7502 **£68 + VAT = £79**Colour 8833 **£225 + VAT = £259**Colour 8852 **£259 + VAT = £297****PC COMPATIBLES**

All Amstrad PCs in stock

Prices start from **£399**

Commodore PCs in stock

Prices start from **£319**

All Atari PCs in stock

Prices start from **£499**

We also stock Opus and Samsung

COMMODORE AMIGA

A500 + Free Modulator £389 inc.

A500 + 1084 + Printer & PC Emulator & Leads £799 inc.

Atari, 520 STFM 1M Drive ... **£299**Atari, 1040 STFM..... **£399****REPAIRS**

WE REPAIR ALL SORTS OF
MICROS AND MONITORS
ON THE PREMISES.

OUR PRICES ARE
COMPETITIVE AND ALL
REPAIRS CARRY A
GUARANTEE

COMPUTERS LTD. WHERE TOP NAMES COST LESS!

(H34)

MAIL ORDER

FROM BRISTOL ADDRESS ONLY

PRICES SHOWN INC. VAT AND FREE DELIVERY



BRISTOL: 42 CANNON STREET, BEDMINSTER.....
BRISTOL: 3 NORTH STREET, BEDMINSTER

Tel: 0272 637981
Tel: 0272 66634

CARDIFF: 87 CITY ROAD**Tel: 0222 483069****SWINDON: 31 FARINGDON ROAD****Tel: 0793 512074/3****MAIL ORDER ONLY IN BRISTOL**

Cast your memory back to many moons ago when the home computer went by the name of 'Binatone' home entertainment system and the No. 1 toy for little boys (and girls, I seem to remember) did not have a single sword or battlecat in sight. I'm talking about the toy of the decade (1970's to be precise), the toy that every young laddie in their flares and saddles spent hours worshipping. I'm talking about the Scalextric set.

F A X B O X

Program: Turbo Trax
Version: Amiga
Price: £24.95
Supplier: Microdeal
Reviewer: Richard Henderson

RELEASE DATES

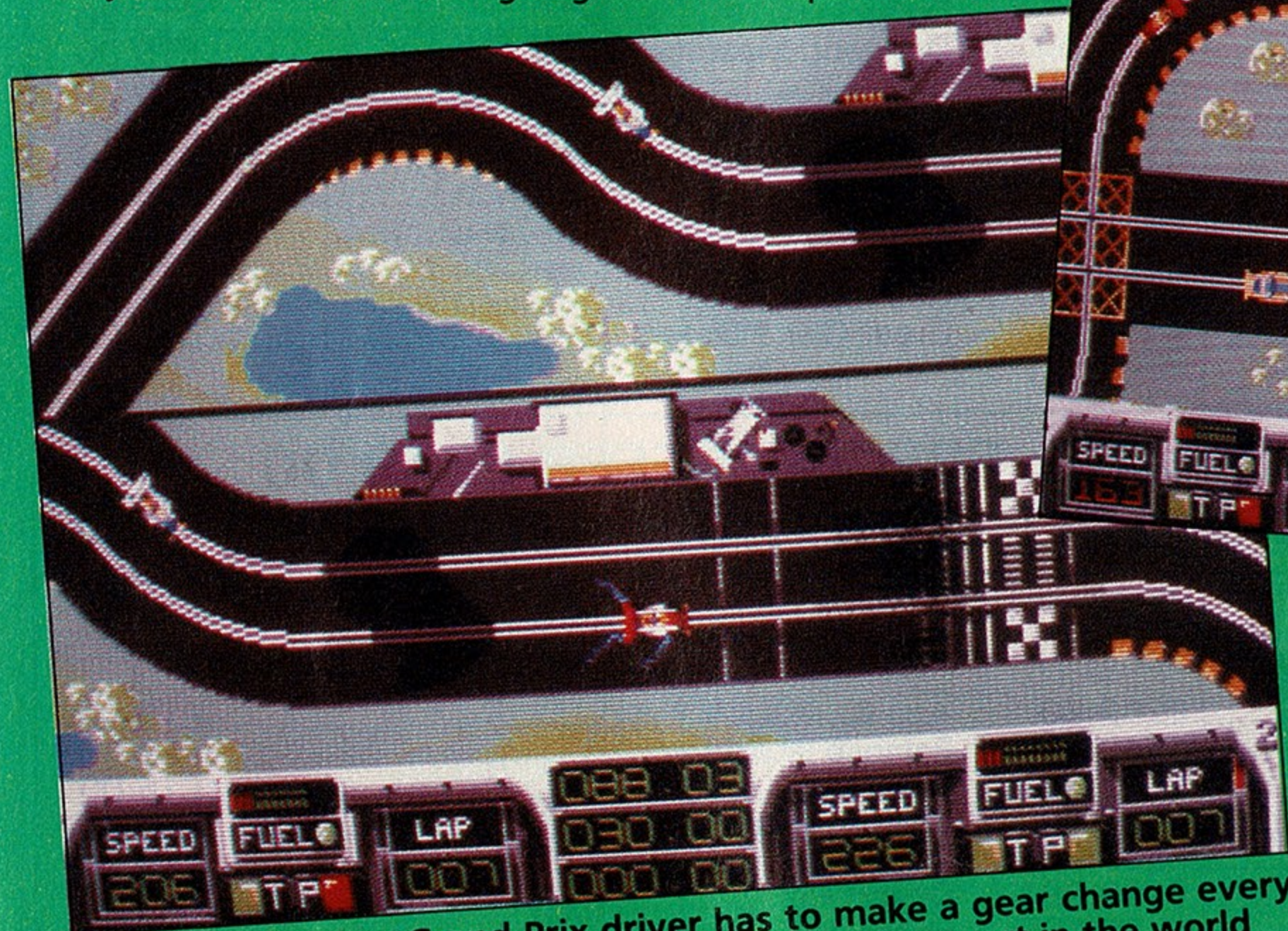
Amiga: Out now

toy, in other words you must guide your small racing car around a race-track viewed from above. The car runs in a track that it cannot leave unless it crashes and there are two of them which run in parallel. You

little too small for those gamers with bad eyesight, and the sound effects are sampled throughout. There is a construction set that allows you to create your own tracks which will prove invaluable once the ones supplied have all been mastered and the presentation of everything all around is very good.

Scalextric on a computer is not a new idea, Leisure Genius supplied us with an official game yonks ago,

The only problems I ever found with mine were that the cars used to fly off at the bends when going at



● Did you know a Grand Prix driver has to make a gear change every three seconds? Also, it's still the most dangerous sport in the world

great speeds, thus causing pieces of their bodywork to fall off, and that it took absolutely hours to construct a course worthy of more than 10 minutes play. Microdeal has sought to rectify these problems by converting it all onto the home computer in time for Christmas, a worthwhile investment if they shift as many copies as Scalextric used to shift sets.

have the choice of viewing the action in split screen format (so that two people can compete against each other) or to compete on normal full screen action.

Nearly all of the old options and track pieces are there including pit-stops and skid chicanes (a favourite with me). New features included are a choice of driving in wet or dry weather, a turbo speed and a more controllable car (instead of the old fast or faster controls of the toy set). Now you must use a joystick to careen around corners as well as determining your variable speed.

Turbo Trax has great graphics, although the cars are portrayed a

● Fast, Faster, fastest!

but Turbo Trax definitely goes all out to prove to be the most authentic. Apparently the programmer never owned a set when he was a child and he has produced this as a substitute, if you've never experienced the toy then perhaps you'd like a taste of slot-car racing. The other problem worth mentioning about this program is that it is perhaps a little too expensive for what it offers.

Gameplay 75%

Graphics 78%

Sonix 85%

Overall

76%

Turbo Trax is not a bad game by any definition of the word, it's just not a spectacular one. Its main problem is that it is perhaps too simple, even though it is good fun to play. The idea and the methods are all basically the same as the fave

FUTUREPLACE COMPUTERS

Telephone: 01-692 8700

12 LOAMPIT HILL
LEWISHAM
LONDON
SE13 7SW

AMSTRAD

PC1512 Single Disc, Mono Monitor	£438.00
PC1512 Single Disc, Colour Monitor	£579.00
PC1512 Twin Disc, Mono Monitor	£569.00
PC1512 Twin Disc, Colour Monitor	£710.00
PC1840 Single Disc, Mono Monitor	£539.00
PC1840 Twin Disc, Mono Monitor	£658.00
PC1840 Single Disc, Colour Monitor	£668.00
PC1840 Twin Disc, Colour Monitor	£808.00
PC1640 20 Meg Hard Disc, Mono/M	£960.00
PC1640 20 Meg Hard Disc, Colour/M	£1100.00
PPC512 Single 720K 3" Drive	£428.00
PPC640 Single 720K 3" Drive/Modem	£530.00
PPC512D Double 720K 3" Drive	£555.00
PPC640D Double 720K 3" Drive/Modem	£856.00
MC2400 PC Modem Card	£190.00

PRINTERS

Citizen 120D with Parallel Interface	£138.00
Citizen 120D with Commodore Interface	£138.00
Citizen 120D with Serial Interface	£152.00
Citizen LSP100	£183.50
Citizen MSP10E	£227.70
Citizen MSP40	£315.00
Star LC10 Multifont Printer	£209.00
Amstrad LQ3500	£328.90
Amstrad DMP 4000	£316.50

25% DISCOUNT ON GAMES SOFTWARE

ATARI ST SOFTWARE

Airball Construction Set	£11.40
Alien Syndrome	£15.20
Army Moves	£16.15
Bad Cat	£15.20
Battle Ships	£11.40
Bermuda Project	£19.00
Bionic Command	£15.20
BMX Simulator	£11.40
Bobo	£15.20
Bomb Jack	£15.20
Boulderdash Con Set	£18.05
Bubble Bobble	£15.16
Chubby Gristle	£15.20
Crazy Cars	£15.16
Defender of the Crown	£20.90
Deflektor	£15.20
Dungeon Master	£19.00
Elf	£15.20
Empire Strikes Back	£15.16
F-15 Strike Eagle	£19.00
Flintstones	£15.16
Football Manager II	£15.20
Foundations Waste	£18.95
Gauntlet II	£15.20
Great Giana Sisters	£15.20

ATARI ST SUPER PACK: SPECIAL OFFER £349.00
INCLUDES £450.00 FREE SOFTWARE + JOYSTICK

CAMBRIDGE COMPUTERS

Z88 Portable Computer	£282.50
Z88 128K Eprom	£42.50
Z88 128K Ram Pack	£42.50
Z88 32K Ram Pack	£17.00
Z88 32K Eprom Eraser	£33.90
Z88 512K Ram Pack	£189.99
Z88 Mains Adaptor	£8.50
Z88 Parallel Printer Cable	£25.40

AMIGA A500
SPECIAL OFFER
£369.00

SHOP HOURS

MON to FRI 10am 6pm

SAT 9am 6pm

IBM SOFTWARE

Ace II	£15.00
Balance of Power	£22.50
Bobo	£15.00
California Games	£18.75
Decision in the Desert	£18.75
Desert Rats	£20.00
Football Manager II	£15.00
Japan Scenery Disk	£15.00
Leader Board	£18.75
Platoon	£15.00
Hunt for Red October	£20.00

3 1/2 3

**Double Sided,
Double Density,
135 TPI, Bulk**

Quantity

10	£8.90
25	£22.00
50	£43.00
100	£84.00

**AMIGA OWNERS: YES, THESE DISCS WILL
FORMAT TO 880K**

CREDIT CARD HOTLINE 01-692 8700

ACCESS - VISA - DINERS CARD - AMERICAN EXPRESS

Free delivery on all hardware. Software add £1.00 per order. All prices include VAT
CWO to Futureplace Ltd. Also available to order MOBILE PHONES and FAX MACHINES

AUTHORISED DEALERS FOR:



HOMESoft (UK)

Software and Hardware



ALMOST PROBABLY THE CHEAPEST MAIL ORDER/RETAILER IN EUROPE

16-BIT	ATARI	AMIGA
5 Star Compilation	14.90	—
1943 Battle of Midway	13.90	15.90
Aaargh	—	12.90
Action Service	11.90	11.90
Alien Syndrome	14.90	14.90
Alternate Reality	11.90	11.90
Arcade Force Four	15.90	—
Barbarian 1 or 2 (Pal)	11.90	11.90
Battlechess (EA)	—	16.80
Bard's Tale 1 or 2 (EA)	16.80	16.80
Birdie	12.90	15.90
Black Tiger	12.90	15.90
Blazing Barrels	11.90	11.90
Bubble Ghost	11.90	11.90
Brainbox	11.90	11.90
Buggy Boy	11.90	14.90
California Games	12.90	15.90
Carrier Command	14.90	14.90
Chrono Quest	17.90	17.90
Corruption	14.90	14.90
Driller	14.90	14.90
Dungeon Master	14.90	14.90
Earl Weaver Baseball	—	16.80
Elite	14.90	17.90
Eliminator	11.90	11.90
Espionage	11.90	11.90
Euro Scenery Disk	12.90	12.90
Exolon	11.90	14.90
Faery Tale Adventure	—	17.90
Fantavision	—	29.90
Ferrari Formula One	—	16.80
Fernandez Must Die	14.90	14.90
Final Assault	12.90	12.90
Fish	14.90	14.90
Flight Sim. II	23.90	23.90
F.O.F.T.	17.90	17.90
Football Director 2	11.90	11.90
Fusion (EA)	—	16.80
Fright Night	11.90	11.90
Future Tank	—	10.90
The Games	12.90	15.90
Garfield	11.90	14.90
G. Lineker's Super Skill	12.90	12.90
Hero of the Lance	15.90	15.90
Hostages	14.90	14.90
International Karate+	11.90	11.90
Iron Lord (EA)	16.80	16.80
Interceptor F/A 1B	—	16.80
Ikari Warriors	9.90	14.90
Jackal	15.90	15.90
Japan Scenery Disk	12.90	12.90

16-BIT	ATARI	AMIGA
Lancelot	11.90	11.90
Major Motion	11.90	11.90
Maupiti Island	14.90	14.90
Manhattan Dealers	11.90	14.90
Menace (Draconia)	11.90	11.90
Mortville Manor	11.90	11.90
Motor Bike Madness	9.90	9.90
Nebulus	12.90	12.90
Netherworld	12.90	12.90
Night Raider	12.90	12.90
Nineteen Part one	11.90	11.90
Operation Wolf	12.90	12.90
Outrun	12.90	15.90
Daley's Olympic Challenge	14.90	14.90
Pacmania	11.90	11.90
Pool of Radiance	15.90	15.90
Powerdrome	16.80	16.80
Puffys Saga	16.80	16.80
Project D (Back-Up)	—	29.50
Rambo III	11.90	14.90
Roadblaster	12.90	15.90
Rocket Ranger	17.90	17.90
R-Type	14.90	14.90
Sidewinder	6.90	6.90
Skateball (EA)	16.80	16.80
Skychase	11.90	11.90
Space Harrier	11.90	14.90
Speedball	14.90	14.90
Star Ray	14.90	14.90
Stac	29.90	—
Stos	19.90	—
Summer Olympiad	11.90	11.90
Sundog	9.90	—
Super Hang-On	11.90	—
Thunder Blade	12.90	15.90
Three Stooges	—	17.90
Turbo	11.90	11.90
Ultimate Golf	12.90	12.90
Verminator	14.90	14.90
Viper	—	9.90
Virus	11.90	11.90
Vroom	11.90	12.90
Weird Dreams	14.90	14.90
Whirligig	11.90	11.90
Where Time Stood Still	11.90	12.90
Winter Olympiad '88	11.90	11.90
World's Great Epyx	15.90	—
Xenon	11.90	11.90
XR35	—	6.90
Zoom	—	11.90

**ORDERS DESPATCHED
WITHIN 12 HOURS
BY 1st CLASS MAIL**

**ACCESS/VISA
HOTLINE
0772 452414**

PERIPHERALS

Competition Pro Ex	Joystick	11.50
Competition Pro 5000	Joystick	11.35
Cheetah Mach 1+	Joystick	9.50
Cheetah 125+	Joystick	6.80
Cheetah Starfighter	Joystick	11.50
Konix Speedking	Joystick	9.70
Quickshot II Plus	Joystick	6.99
Quickshot II Turbo	Joystick	10.55
Microblaster	Joystick	5.90
Magnum	Joystick	9.30
Konix Navigator	Joystick	12.50
Konix Speedking	Autofire	10.20
Suncom Economy	Joystick	4.99
3.5" DS/DD Disks per 10		9.50
3.5" DS/ DD Disks per 50		47.00
3.5" DS/DD Disks per 10 in Case		10.50
100 CAP 3.5" Storage Box		5.90
100 CAP 5.25" Storage Box		5.50
190 CAP 3.5" Posso Storage Box		14.99
3.5" Head Cleaning Disk		2.50
Twin Joystick Extension Lead		4.50
Quality Mouse Mats		3.99

AMIGA 500 + MODULATOR JOYSTICK AND SOFTWARE ONLY £370.00

1040STfs +
MODULATOR &
BUSINESS
PROGRAMS ONLY
£445.00

ATARI 520 STFM
SUPER PACK
Includes £450.00 worth
of
SOFTWARE, JOYSTICK
ONLY £350.00

PHILIPS CM8833 HI RES
STEREO MONITOR £233.00

COMMODORE 1084S HI RES
STEREO MONITOR £233.00

EX-TRADE IN — ONE ONLY
C64 with C2N, Disk Drive
b+w TV, 1531 printer, Thermal
Paper Music System with Key-
board and over 200 disks. 400
pounds with postage. Phone for
details. A True Bargain.

CUMANA 1Mb EXTERNAL
DISK DRIVES
ATARI ST or AMIGA
ONLY £95.00

FOR NEW RELEASES AND ITEMS NOT LISTED PLEASE PHONE

HOMESoft (UK)

MAIL ORDER: PO BOX 49, LEYLAND, PRESTON, LANCASHIRE PR5 1DG
RETAIL: 37 SEVEN STARS ROAD, LEYLAND, PRESTON, LANCS PR5 1AN
PHONE: 0772 452414. 9am TILL 7pm six days a week.



ALL PRICES INCLUDE VAT AND POSTAGE, HARDWARE INCLUDED. ADD £2.00 EUROPE PER ITEM. COURIER SERVICE AVAILABLE.

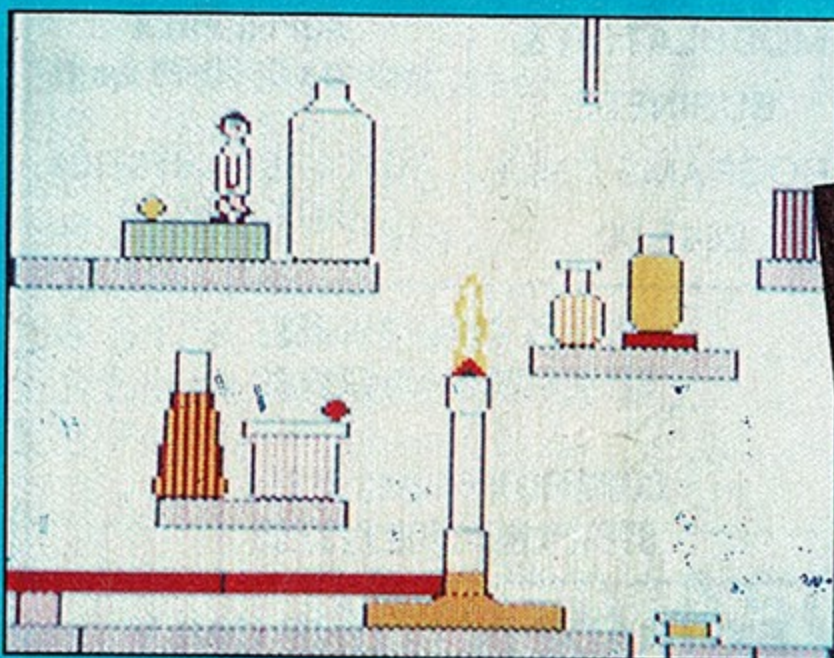
GOODS SUBJECT TO AVAILABILITY AND CHANGE WITHOUT PRIOR NOTICE. OFFER ENDS 31st JANUARY 1989. HOMESoft (UK) CARES FOR ITS CUSTOMERS

"f all the desks in all the offices in all the world, you had to land on mine." That's what I said to myself, when this package of games thundered onto my desk. "Set em up Sam," I said, "I think I'm gonna need a stiff hit to get me through this one."

Play It Again Sam 5, surprisingly enough, is the latest in a series of compilations from Superior Software. It features four games, **Imogen**, **Elixir**, **Bug Blaster** and **Fortress** (the Electron version has a game called **Moonraider** instead of **Fortress**).

Imogen is an animated adventure game with sixteen sections. Imogen is a wizard with the powers of metamorphosis, who has gone to the dogs. The people of Egbain have imprisoned him in a cave until he regains his sanity. They will know when this is so because he will free himself when the time is right.

You are Imogen. You have to collect the sixteen pieces of a spell scattered throughout different sections of the cavern, by solving the puzzles in each section. When you have done this, you will be able to assemble the spell that will bring about your release. You can transform yourself into a cat or a mon-



key. The monkey can climb up the ropes and trees, while the cat can jump over rocks and chasms. As the Wizard, you can hold and use the objects that you find in the caves.

Elixir is a platform and ladders

F A X B O X

Program: Play It Again Sam 5

Version: BBC Micro

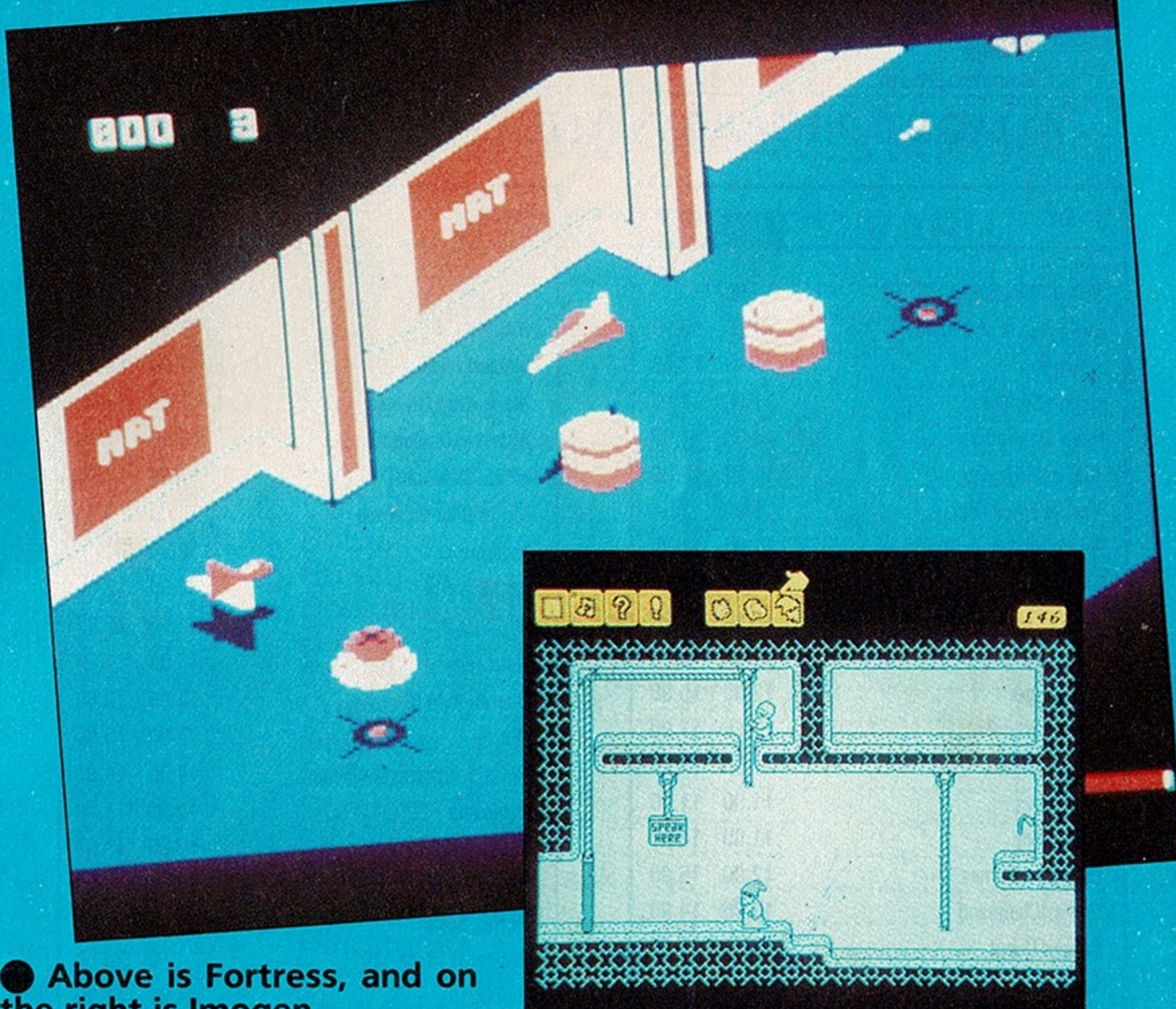
Price: £11.95

Supplier: Superior Software

Reviewer: Billy MacInnes

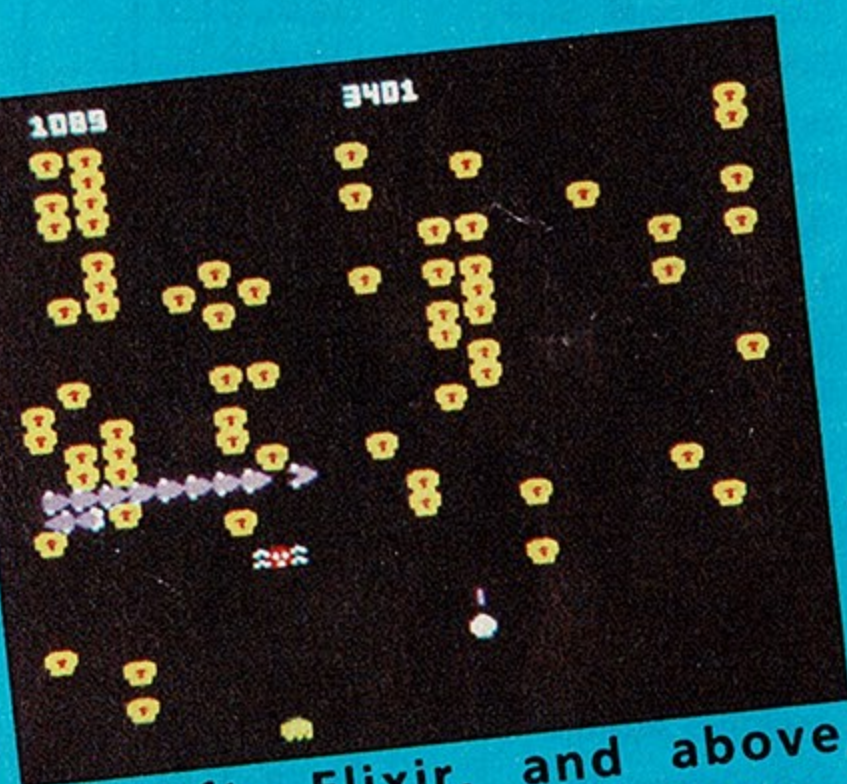
RELEASE DATES

BBC/Electron: Out now



● Above is **Fortress**, and on the right is **Imogen**

game set in a chemists. Your character has had a rather unfortunate accident which has left him only inches tall. Cyril Alone (that's you!) has to reach the elixir on the top shelf at the back of the shop to return to his normal height. In order to do this, he has to eat the 40 red vitamin pills scattered around the shelves. There are five other types



● Left: **Elixir**, and above, **Bugblaster**

of pills that fly towards you like bullets, which do lots of nasty things to you, such as slowing you down and killing you.

In **Fortress**, you are the pilot of the latest X3 start fighter. You have to avoid ground to air missiles, destroy fuel supplies and shoot up enemy fighter planes and tanks. Not much to it really, is there? I forgot to mention that you must also find your way through a maze of defensive walls and force fields. If you do

that, then you face the ultimate challenge of the **Fortress**.

Bug Blaster is a very simple **Space Invader** type game, where you shoot everything that moves, centipedes, spiders, scorpions, dragonflies, mushrooms and snails. It's very rudimentary, but it is reasonably good fun – for about five minutes.

The games on this compilation are quite varied as far as gameplay is concerned. Most of the graphics are very basic, but nice with it.

I looked up from the monitor and out into the night. Somewhere out there, people were playing computer games. The same people that might be playing **Play It Again Sam 5** one day.

"Sam", I said, "I was wrong. It wasn't that bad at all." I still had the drink though.

Gameplay 63%

Graphics 65%

Sonix 56%

Overall

61%



ST SPECIALISTS

Unit 1A, Willowsea Farm, Spout Lane North,
Stanwell Moor, Staines, Middx TW19 6BW
Telephone: 0753 682988

SOFTWARE LIST

TITLE	S.S.P. £	OUR PRICE £	TITLE	S.S.P. £	OUR PRICE £	TITLE	S.S.P. £	OUR PRICE £
Alien Syndrome	19.95	13.50	Hitchhikers Guide	29.95	19.50	Side Arms	19.95	13.50
Arcade Force Four	24.95	16.50	Hollywood Hijinx	29.95	19.50	Silent Service	24.95	16.50
Arkanoid	24.95	16.50	Hollywood Poker	14.95	10.25	Sapiers	19.95	13.50
Armageddon Man	19.95	13.50	Hacker 2	24.99	16.50	Seconds Out	19.99	13.50
Altair	19.99	13.50	Hawkeye	19.95	13.50	Shanghai	24.99	16.50
Aargh	19.95	13.50	Helter Skelter	14.95	10.25	Side Wall	19.95	13.50
Barbarian	24.95	16.50	Hercules	19.95	13.50	Sky Fox	14.95	10.50
Barbarian (Palace)	14.95	10.25	Heroes of Lance	19.95	13.50	Sky Fighter	14.95	10.25
Baker St 221B	19.99	13.50	Hopping Mad	19.99	13.50	Slap Fight	19.95	13.50
Bards Tale 1	24.95	17.50	Hostage	19.95	13.50	Solomons Keys	24.99	16.50
Bards Tale 2	24.95	17.50	Hot Shot	19.95	13.50	Space Pilot	19.95	13.50
Better Dead Than Alien	19.95	13.50	IK+	19.95	13.50	Space Port	19.95	13.50
Beyond The Ice Palace	19.99	13.50	Ikari Warriors	14.99	10.25	Space Quest 1	19.95	13.50
Bionic Commando	19.95	13.50	Impact	14.95	10.25	Star Trek	19.95	13.50
BMX Simulator	14.95	10.25	Impossible Mission 2	19.99	13.50	Snooper	19.95	13.50
Bubble Bobble	19.95	13.50	Insanity Fight	24.95	16.50	Scenery Disc 7	24.95	16.50
Buggy Boy	19.99	13.50	Int. Soccer	24.95	16.50	Scenery Disc II	24.95	16.50
Black Tiger	19.95	13.50	I Ball	9.99	7.50	Scenery Disc Europe	19.99	13.50
Blood Brothers	19.95	13.50	Jet	39.95	26.50	Sentinel	19.95	13.50
Blood Valley	19.95	13.50	Jewels of Darkness	19.95	13.50	Sidewinder	9.99	7.50
Bomb Jack	19.95	13.50	Joe Blade	9.99	7.50	Space Harrier	19.99	13.50
Borrowed Time	24.95	16.50	Karate Kid 2	24.95	16.50	Spitfire 40	24.99	16.50
Brave Star	19.95	13.50	Killdozer	19.95	13.50	Starwars	19.95	13.50
Bureaucracy	34.99	26.50	King of Chicago	24.99	16.50	Starglider	24.99	16.50
Captain Blood	24.99	16.50	Knight Orc	19.95	13.50	Starglider 2	24.99	16.50
Casino Roulette	19.95	13.50	Kings Quest Pk	24.99	16.50	Steath Fighter	19.99	13.50
Chessmaster 2000	24.95	17.50	Knightmare	14.99	10.25	Stellar Crusade	34.99	26.50
Chubby Gristle	19.95	13.50	Las Vegas	9.95	7.50	Stir Crazy	19.95	13.50
Corruption	24.95	16.50	Leather Goddess	29.99	19.50	STOS	29.95	19.50
Carrier Command	24.95	16.50	Leatherneck	19.95	13.50	Street Fighter	19.95	13.50
Combat School	19.95	13.50	Leisure Suit Larry	19.99	13.50	Street Gang	14.95	10.25
Crucified	14.95	10.25	L.C.P.	34.95	26.50	S.F.H.	24.95	16.50
Crystal Castles	14.95	10.25	Living Daylights	19.95	13.50	Strip Poker	14.95	10.25
Catch 23	19.99	13.50	Lamb of Havoc	19.95	13.50	Strip Poker 2	19.95	13.50
Championship Wrestling	19.99	13.50	Liberator	12.95	9.50	Summer Olympiad	19.95	13.50
Championship Water Ski	19.99	13.50	Leviathan	19.95	13.50	Super Conductor	49.95	32.50
Chess	24.95	16.50	Lurking Horror	29.99	19.50	Super Hang-On	19.99	13.50
Chopper	9.99	7.50	Legend of the Sword	24.95	16.50	Super Sprint	14.99	10.25
Crash Garrett	19.99	13.50	Mach 3	19.95	13.50	Space Ace	19.99	13.50
Dark Castle	24.95	16.50	Mercenary Compendium	24.99	16.50	Soccer Supremo	14.95	10.25
Defender Of Crown	29.95	19.50	Mickey Mouse	19.99	13.50	Staff	19.99	13.50
Dungeon Master	24.95	16.50	Mind Fighter	24.99	16.50	Sundog	24.95	16.50
Deflector	19.99	13.50	Moonmist	29.99	19.50	Star Fleet	24.95	17.50
Daley Thompson Olympic	19.95	13.50	Metrocross	19.95	13.50	Tanglewood	24.95	16.50
Deluxe Scrabble	19.95	13.50	Missing 1 Droid	9.99	7.50	Tetris	19.99	13.50
Dick Special	24.95	16.50	Mission Genocide	9.99	7.50	Thrusters	9.99	7.50
Deja Vu	29.95	19.50	Mortville Manor	24.95	16.50	T N T	19.99	13.50
Diablo	14.95	10.25	Mouse Trap	14.95	10.25	Tournament of Death	19.99	13.50
Dizzy Wizard	19.99	13.50	Netherworld	19.99	13.50	Tracker	24.95	16.50
Elf	19.95	13.50	Night Raider	19.99	13.50	Trail Blazer	19.95	13.50
Eco	19.95	13.50	Night Raiders	19.99	13.50	Trash Heap	19.95	13.50
Eddie Edwards Ski	19.95	13.50	Ninja	9.95	7.50	Trivia Challenge	19.95	13.50
Elite	24.95	16.50	Northstar	19.99	13.50	Trivia Trove	9.99	7.50
Empire Strikes Back	24.95	16.50	Nord and Bert	29.95	19.50	Turbo	9.99	7.50
Emlyn Hughes Int. Soccer	19.90	13.50	Obliterator	24.95	16.50	Typhoon	19.99	13.50
Extensor	9.95	7.50	Out Run	19.95	13.50	Thundercats	19.95	13.50
Enduro Racer	19.95	13.50	Overlander	19.99	13.50	Time and Magik	19.95	13.50
Epyx	29.95	19.50	Outcost	9.99	7.50	Trivia Pursuit	19.95	13.50
F18 Eagle	24.95	16.50	Pacland	19.95	13.50	Terramex	19.95	13.50
Fire And Forget	24.95	16.50	Padora	19.95	13.50	Terrestrial Encounter	14.95	10.25
Flight Sim 2	49.95	26.50	Pawn	19.95	13.50	Terrorpods	24.95	16.50
Football Manager 2	19.99	13.50	Peter Beardsley	24.95	16.50	Three Stooges	24.99	16.50
Flintstones	19.95	13.50	Phoenix	19.99	13.50	Tour de Force	19.99	13.50
Foundation Waste	24.95	16.50	Pink Panther	19.95	13.50	Trinity	34.99	26.50
Fernandez Must Die	24.95	16.50	Platoon	19.95	13.50	Ultima 3	24.99	16.50
Formula One	19.95	13.50	Plutos	19.95	13.50	Uninvited	24.99	16.50
Fright Night	19.95	13.50	Pool of Radiance	24.95	16.50	U.M.S.	24.99	16.50
Great Giana Sisters	24.95	16.50	Power Play	19.95	13.50	Ultima 4	24.99	16.50
Guild Of Thieves	24.95	16.50	Predator	19.99	13.50	Virus	19.99	13.50
Gunship	24.95	16.50	Project Stealth Fighter	24.95	16.50	Vampire Empire	19.95	13.50
Gambler	14.95	10.25	Perfect Match	9.99	7.50	Verminator	24.95	16.50
Gauntlet	24.99	16.50	Plundered Hearts	29.95	19.50	Vegas Gambler	24.99	16.50
Get Dexter 2	19.95	13.50	Power Struggle	14.95	10.25	Wanderer	24.99	16.50
Gold Dragons Domain	19.95	13.50	Perry Mason	19.95	13.50	War Games Con Set	24.95	16.50
Games Winter Edition	19.95	13.50	Quadralien	19.99	13.50	Warlocks Quest	19.95	13.50
Garrison	24.95	16.50	Return to Genesis	19.95	13.50	Where Time Stood Still	19.99	13.50
Gary Linekers Hot Shot	19.95	13.50	Rampage	14.99	10.25	Whirligig	19.95	13.50
Gary Linekers S/Skills	19.95	13.50	Road Blasters	19.95	13.50	Winter Olympiad	19.95	13.50
Gauntlet 2	19.99	13.50	Rolling Thunder	19.99	13.50	Wizball	19.95	13.50
Gee Bee Air Rally	19.95	13.50	Roadwar 2000	24.95	16.50	Worlds Greatest	24.99	16.50
Giganoid	14.95	10.25	Roadrunner	24.95	16.50	Warhawk	9.99	7.50
Gold Runner 2	19.95	13.50	Roadwars	24.99	16.50	Warlocks	19.95	13.50
Gryzor	19.95	13.50	Revenge 2	14.95	10.25	Wizards Crown	24.99	16.50
Garfield	19.95	13.50	Rings of Ziffin	24.99	16.50	Wizards Wars	24.99	16.50
Hollywood Poker Plus	14.95	10.25	Rockford	19.95	13.50	Xenon	19.95	13.50
Hunt For Red October	24.95	16.50	Shackled	19.95	13.50	Xevious	24.95	16.50
Hardball	24.95	16.50	Shadowgate	24.95	16.50	Zynops	19.95	13.50

UTILITIES

TITLE	S.S.P. £	OUR PRICE £	TITLE	S.S.P. £	OUR PRICE £	TITLE	S.S.P. £	OUR PRICE £
Adventure Art Studio	69.95	50.50	G.F.A. Draft	99.95	72.50	Music Studio	29.95	21.50
Animator	79.95	60.50	G.F.A. Draft Plus	139.95	115.00	M.C.C. Pascal	89.95	69.50
Art Director	49.95	32.50	G.F.A. Sheet	45.95	32.50	Paintworks	34.95	26.50
Back Pack	49.95	32.50	G.F.A. Vector	34.95	26.50	Power Basic	39.95	26.50
Cad 3D V2.0 & Cybermate	89.95	69.50	Graphic Sheet	59.95	45.50	Publishing Partner	159.99	110.50
Cad 3D Fonts and Printives	29.95	21.50	G.S.T. C Compiler	24.95	18.50	Sage Accountant	171.95	150.50
CAD 3D Architectural Design	29.95	21.50	K. Spread 2	79.95	60.50	Sage Accountant Plus	228.85	175.50
Degas Elite	24.95	18.50	K. Data	49.95	32.50	Sage Book Keeper	113.85	85.50
Dev-Pac 2	59.95	45.50	K. Graph 2	49.95	32.50	Saved	29.95	21.50
Digi Drum	24.95	18.50	K. Minstrel	29.95	21.50	ST Data Manager	79.95	60.50
Easy Draw 2	59.95	45.50	K. Roget	49.95	32.50	ST Swift Calc	79.95	60.50
Easy Draw 2 Supercharged V	99.99	72.50	K. Word 2	59.95	45.50	ST Word Writer	79.95	60.50
Easy Draw 2 General Library	29.99	21.50	K. Sega	49.95	32.50	ST Doctor	19.95	16.50
Easy Draw 2 Technical Library	29.95	21.50	K. Occam	59.95	45.50	ST Replay	79.95	60.50
Fast Assembler	19.95	16.50	Lattice C	Please ring		Super Conductor	49.95	32.50
First Word Plus	79.95	60.50	Lisp	89.95	69.50	Superbase Personal	99.95	72.50
Film Director	59.95	45.50	Macro Assembler	24.95	18.50	Timeworks DTP	99.95	72.50
Fleet Street Publisher	115.00	95.50	Maps & Legends	29.95	18.50	Timeworks Partner	49.95	32.50
G.F.A. Artist	49.95	32.50	Modula 2 Developer	149.95	110.50	Trimbase	89.95	70.50
G.F.A. Basic Interpreter	45.95	32.50	Modula 2 Standard	99.95	72.50	V.I.P. Professional	149.95	110.50
G.F.A. Compiler	45.95	32.50				Word Perfect	228.85	175.50

FANTAVISION NOW AVAILABLE
SUPER SOUND AND ANIMATION PACKAGE JUST IN FROM
AMERICA SSP £39.99 OUR PRICE ONLY £29.50

GAMES COMI P R O

After a number of reverses
Telecomsoft humble Billy
an audience with the hon
house that made it big

Telecomsoft, part of British Telecom, was formed in April 1984 with the introduction of the Firebird label to market budget software at £1.50. It was divided into two software houses after its initial success: Firebird Silver to produce budget software and Firebird Gold to produce arcade style games for the mass market. The first game released on the Silver label was **Booty** (for the Spectrum) **Buggy Blast** and **Demons of Topaz** were among the first programs developed by Firebird Gold. In November 1985 Rainbird Software was formed. One of its first products



● Divine graphics on fish

was the award-winning adventure – **The Pawn** (developed by Magnetic Scrolls).

Telecomsoft now has three labels which cover all aspects of the leisure software market. Rainbird specialises in 16-bit products and is recognised as one of the leading software houses in 16-bit games production. The label publishes software on behalf of several of the UK's top 16 bit programmers. The Firebird label concentrates on the full price 8-bit market. It produces mass market software for the Euro-

pean market. Silverbird handles the budget market, with games retailing at £1.99.

Telecomsoft has distribution deals in most countries in Europe, including France, Germany, Spain, Holland, Greece and Italy. It also has distribution deals in the US, Australia and New Zealand. Yugoslavia and Czechoslovakia are potential countries for further distribution and the USSR hasn't been ruled out

either. Most of Telecomsoft's product is released throughout Europe at the same time as it is in the UK.

Paula Byrne, Managing Director of Telecomsoft, says that "different territories look for different things in a game. The US market concentrates on a game's sophistication and depth of gameplay, the Europeans are very keen on a game's originality, whereas the games in the UK are breaking barriers technically."

Telecomsoft likes to be actively involved from the instigation of an idea (for example, the company thought of the ideas for **Carrier Command** themselves), through

the development to completion. It does not have an in-house team of programmers, preferring to combine people with different strengths and skills to obtain the best results.

Magnetic Scrolls is one of Telecomsoft's long time programming

partners. It began its life in 1984 and specialise in adventure games. Among its successes are **Corruption** (winner of a Tilt D'or), **Fish** and **Jeepster**. The company consists of eight programmers and five artists. It enjoys a mutual relationship with Telecomsoft. Magnetic Scrolls comes up with the idea for a game and then works closely with Telecomsoft during its development stage. It's next product will be a different style of adventure. As Anita Sinclair, Managing Director of Magnetic Scrolls, says "we've been ahead of the game for quite a while, waiting for the others to catch up with us. Now it's time for us to move further."

Among the other programmers working for Telecomsoft are Probe, Craftgold and Realtime Software. Graftgold produced **Magnatron** and **Intensity**. It is currently working on the 8-bit conversion of **Flying Shark**. Realtime was responsible for

the enormously successful **Carrier Command** program. Probe, which produced the **Outrun** and **Tiger Road** conversions for US Gold, is now employed on the Amiga ST conversions of **Savage**. It has also produced several budget games for the Silverbird label, including **Ninja Scooter Simulator**. Probe is currently working on a combat flight simulator and two new secret

● Starglider 2 – one of Telecomsoft's all time greats



SWEET DANY FILE

charge calls to
MacInnes was granted
negrown software

projects.

Paula Byrne sees the market moving more and more towards the 16-bit. The success of **Elite** and **Starglider 2** are evidence of this. Up until this time, the UK market was pretty boring and static with huge amounts of money being spent on licenses that couldn't be fully converted to the 8 bit formats anyway.

Firebird, concentrating as it does on original product, has given programmers the opportunity to work on something that they enjoy and allow free rein to their creative abilities. The growth of the 16 bit market has allowed the label to produce product beyond the ob-

"The US market concentrates on a game's sophistication and depth of gameplay, the Europeans are very keen on a games originality ..."

vious licence conversions. The expense of 16 bit software makes the customer more choosy, so the product has to make full use of the machine's capabilities. Telecomsoft places a lot of importance on interaction with its customers over product. "We get quite a lot of

● Above is **Weird Dreams**, and it looks like this poor fellow is really freaking out!

● Right is **Carrier Command**, another success story

feedback through our mail order operation. Advance orders give us an indication of just what is appealing to the customer. As long as we get the right themes and do something original into the bargain, then we are satisfied. "Having seen the almost complete version of **Weird Dreams**, which is both original and entertaining, it is obvious that the company really do take the importance of originality in a game seriously. Telecomsoft is also developing **Stunt Car Racer**, which is said to be "stunning".

"The rebirth of the games consoles is an exciting development,

because it is in an area of leisure software that is becoming mass market again." Telecomsoft it not involved with innovations such as CD I, because it has an awful lot of work to do with the 16 bit machines anyway. "Technically, what we have already will take us three years into the future. We have plenty on our plate at the moment trying to maximise our market position."

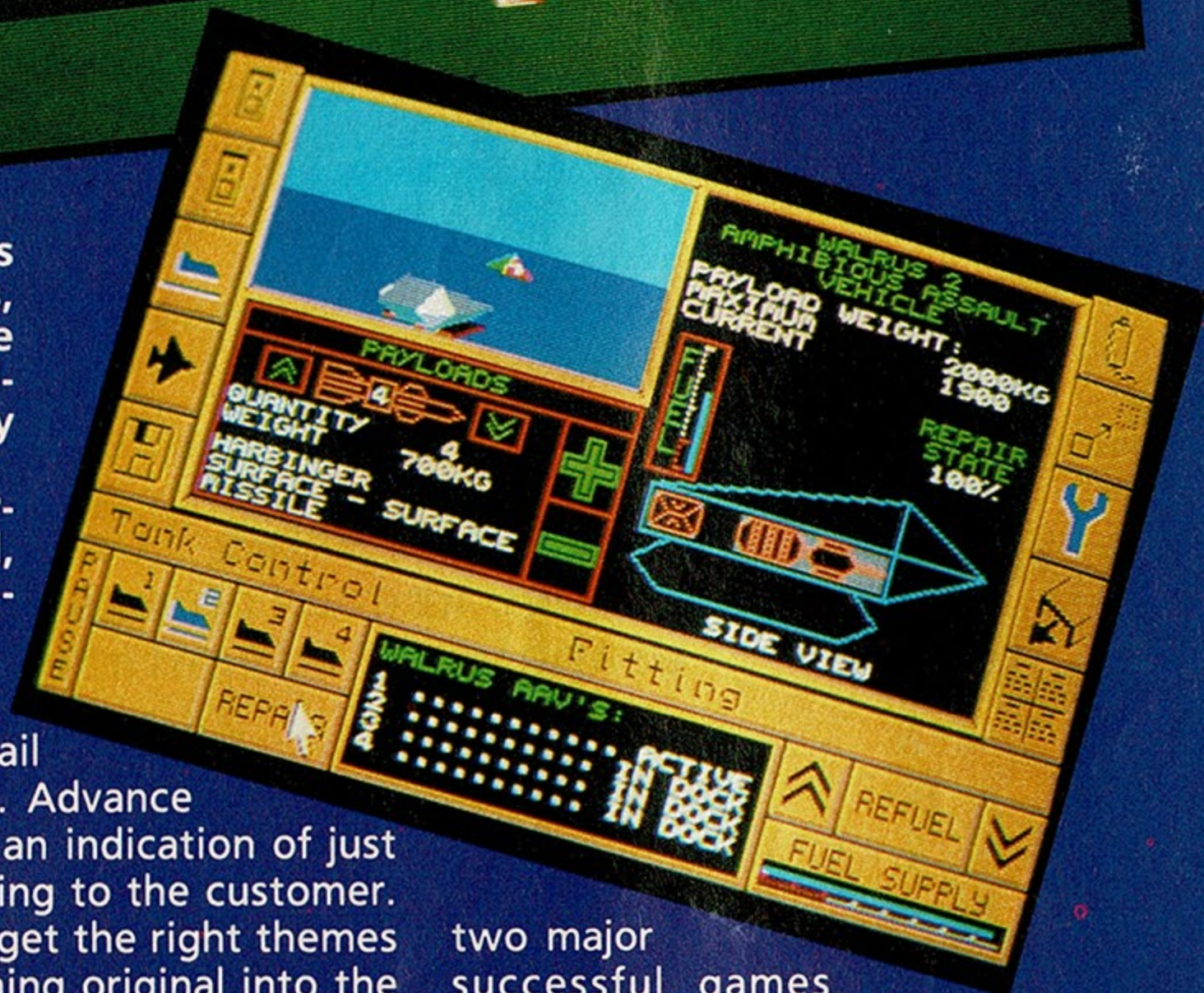
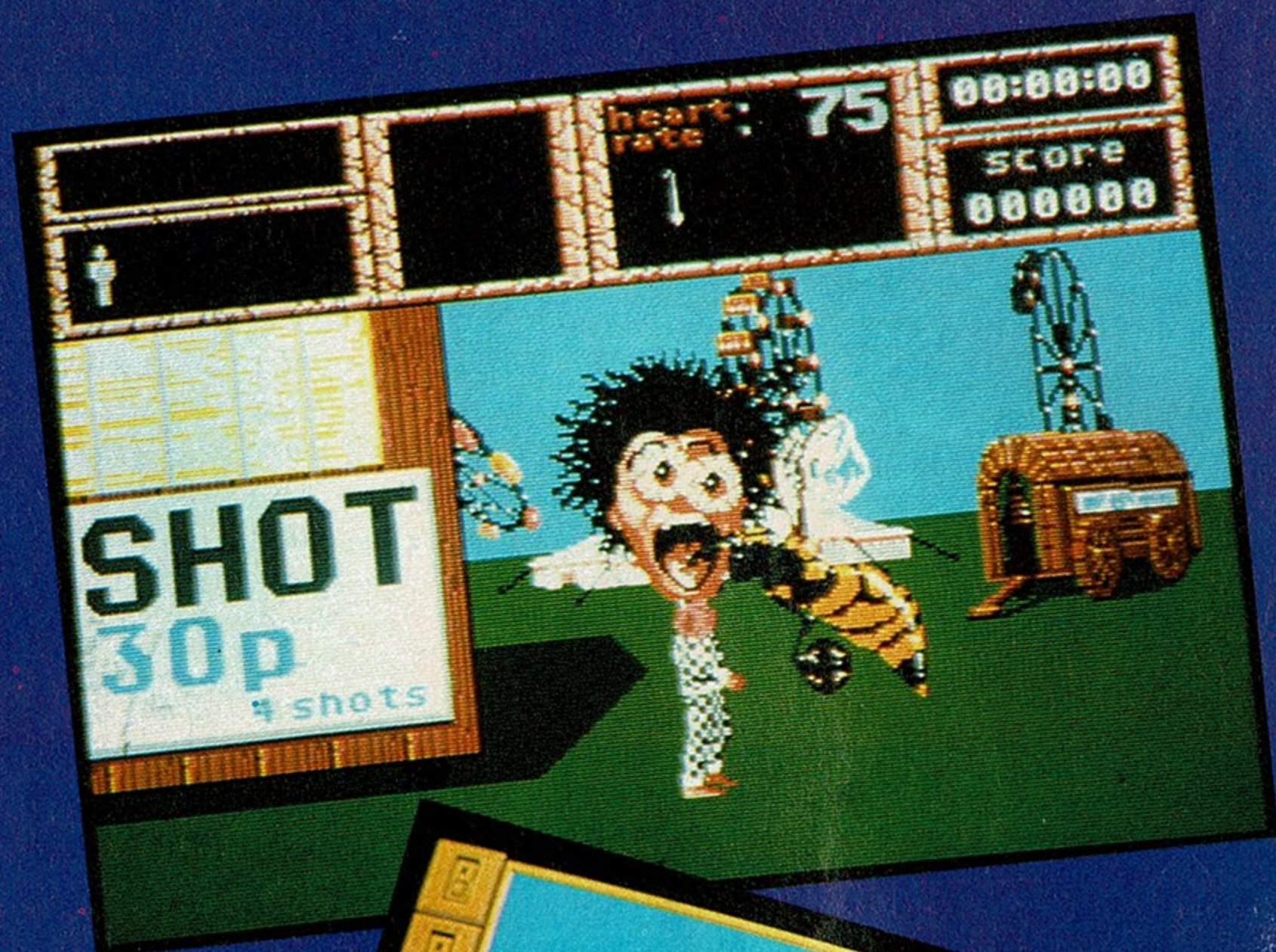
Telecomsoft is very confident of its position in the 16-bit market. Having been responsible for the first

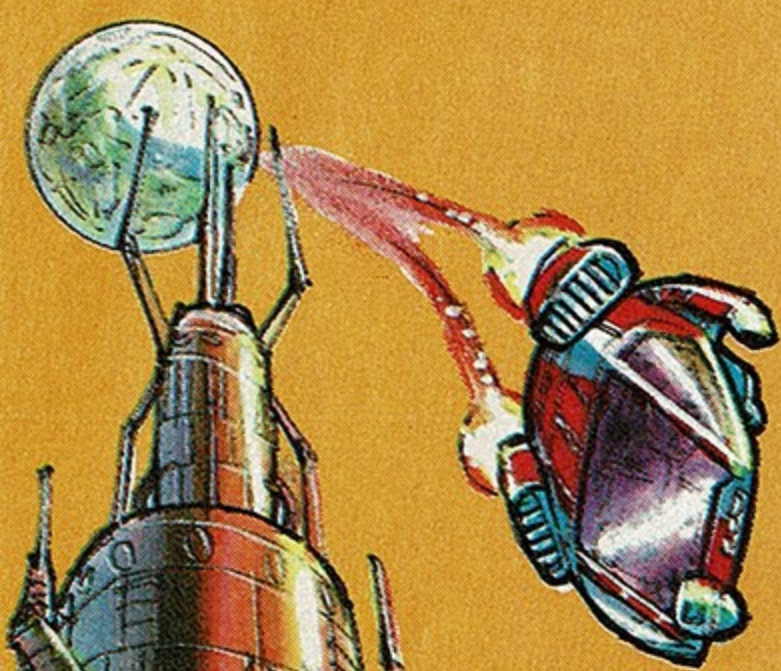
two major successful games for the ST, **Starglider** and **The Pawn**, it has every right to be pleased with itself. Indeed, **Starglider** probably played a large part in the beginnings of the ST's success in the games market. Initially, WH Smith and Boots refused to stock the game because of the size of the

"We've been ahead of the game for quite a while, waiting for the others to catch up. Now it's time for us to move further."

box. After the program's success, however, the box size became the industry standard.

Paula Byrne believes that the company is destined for even bigger and better things. "Our ambition is to be the biggest and best entertainment software publisher in the world."





Whenever two or more adventurers get together over a jug of the amber nectar, the most persistent subject for discussion, after who is going to buy the next round, is bound to be that of graphics v. text in adventures. I must have written about this more than almost anything else over the last few years, but it refuses to lay down and pass away peacefully! The problem is that no adventure player seems to want pretty pictures - those that contribute nothing to the story apart from a pleasant diversion from the puzzling.

It's not surprising, though,

and they're very good adventures - after all, it's not the pictures that we object to in mainstream text adventures, it's that the pictures themselves are so pointless.

At a recent public talk, a representative of Magentic Scrolls told the audience that the graphics in their adventures are the main reason for delays and problems in translating the story across all the supported machines. The amount of money, too, spent on developing and designing the illustrations is far more than that spent on other parts of the program. You can see that this is true when you consider how an

adventurers agree that they can take or leave. Do graphics really make up our minds for us when we're choosing between two adventures?

Three or four years ago, I met some bigwigs from a large national chain, who had recently started selling computer software. It was quite obvious that the last thing these people would think of doing was to play a computer game, and had very little idea what actually went to make a good game. But someone, somewhere, had conducted a survey and asked a couple of hundred kids what they wanted in a game. Back came the obvious

Adventure Bridge

Pixie Pariah Tony Bridge argues against graphics in adventure games.

that companies insist on graphics in their adventures, for it's not a huge market - and if pictures mean a few extra sales, then I can't really blame them. And any adventure worth its salt will give you the option to switch the pictures off if you don't want to see them.

I'd love to think that pictures were actually necessary, or in some way relevant to the game - so that a vital clue can be embedded somewhere in the picture; or when a door is opened, to see the door closed and then open. I can't remember the last adventure where I saw anything like this - although, of course, *Mindscapes* and similar progs are almost totally graphically orientated. This is perfectly acceptable

adventure is coded.

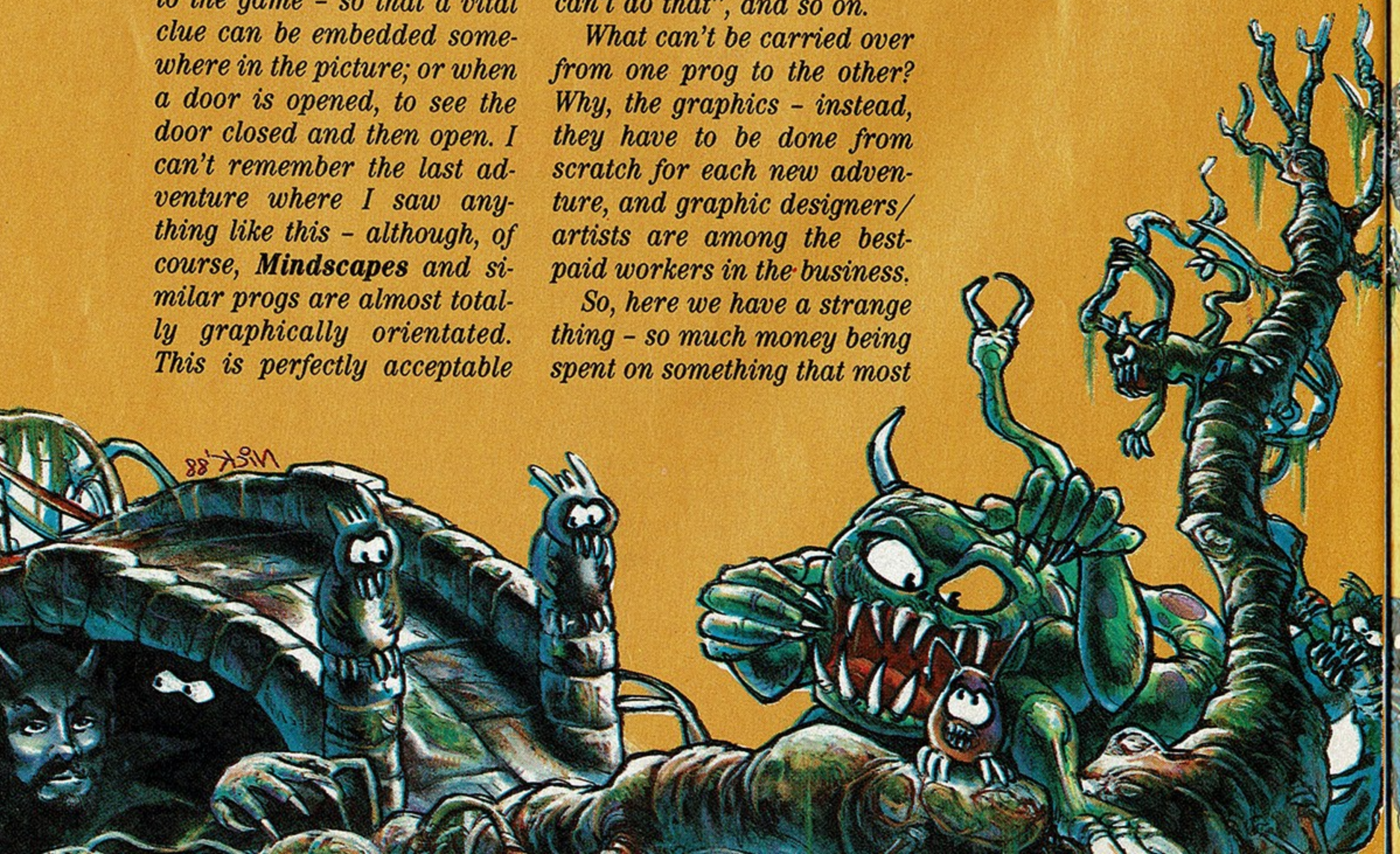
Obviously, the parser or the "engine" of the adventure, doesn't change significantly from program to program - fine tuning is carried out with each adventure, and little bits are added or taken away in the light of past experience, so that the game environment of the Magnetic Scrolls gradually evolves. So, no major re-writing of the vast bulk of the code. The text, of course, has to be re-written for each story, but a certain amount even of that remains much the same - like "You can't do that", and so on.

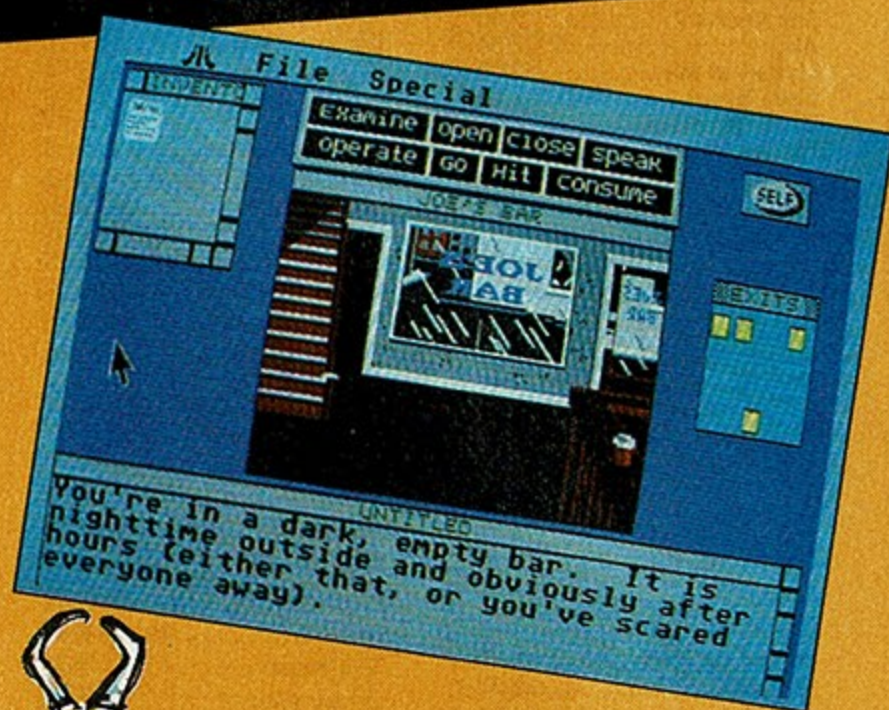
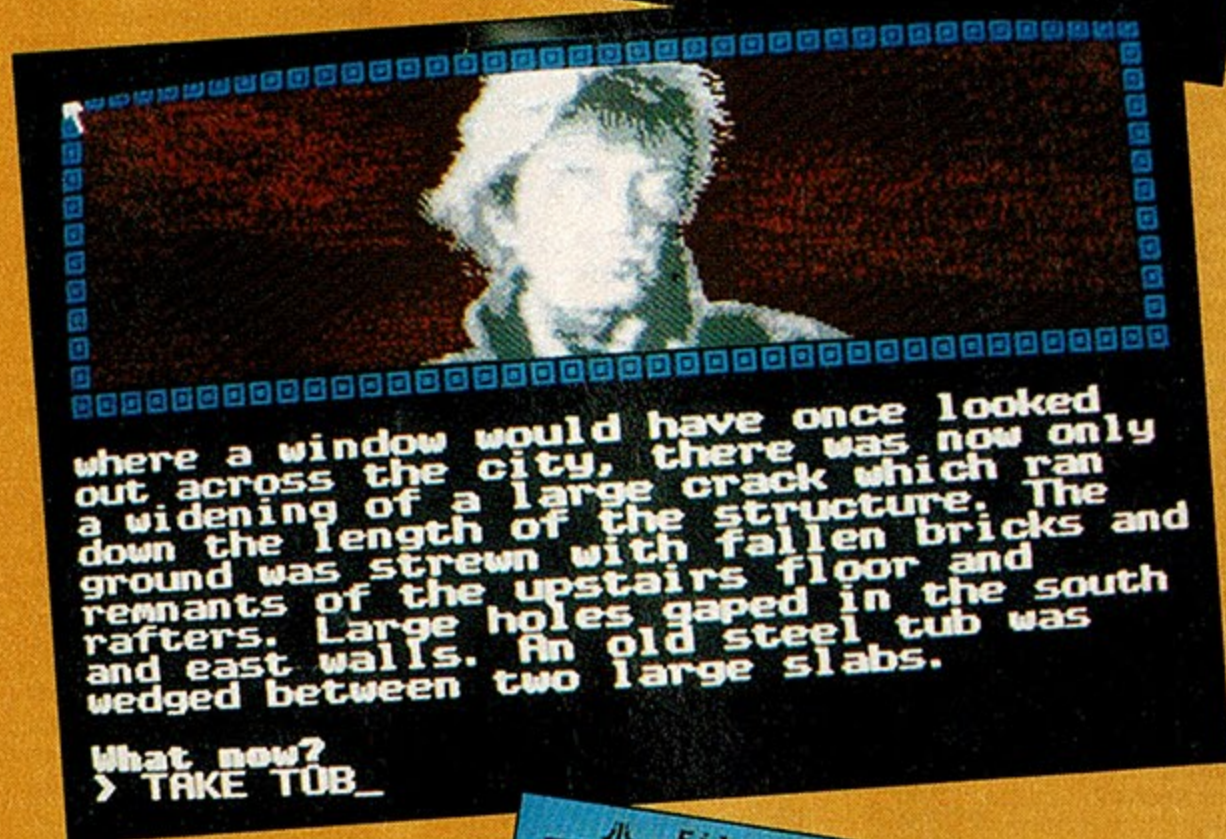
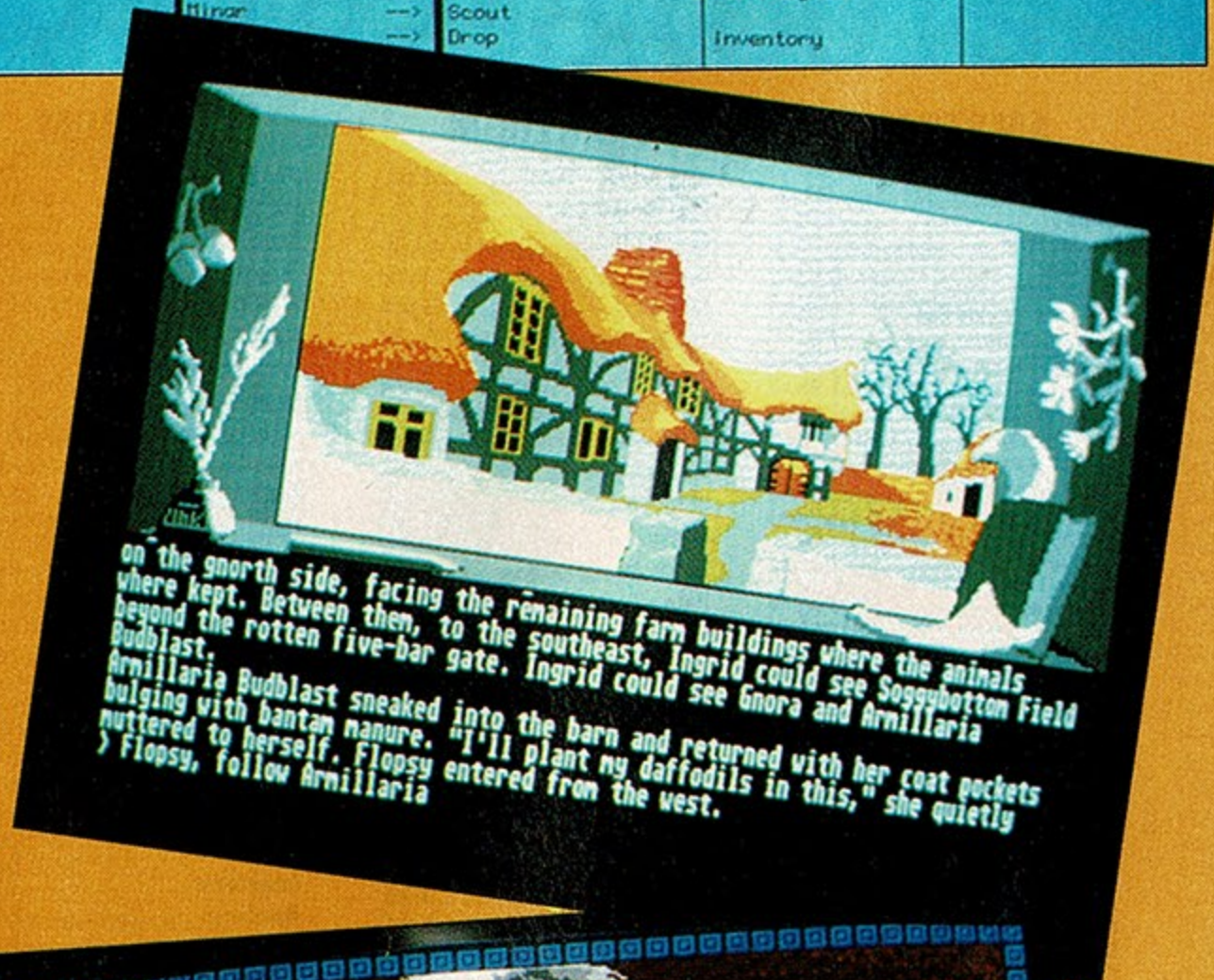
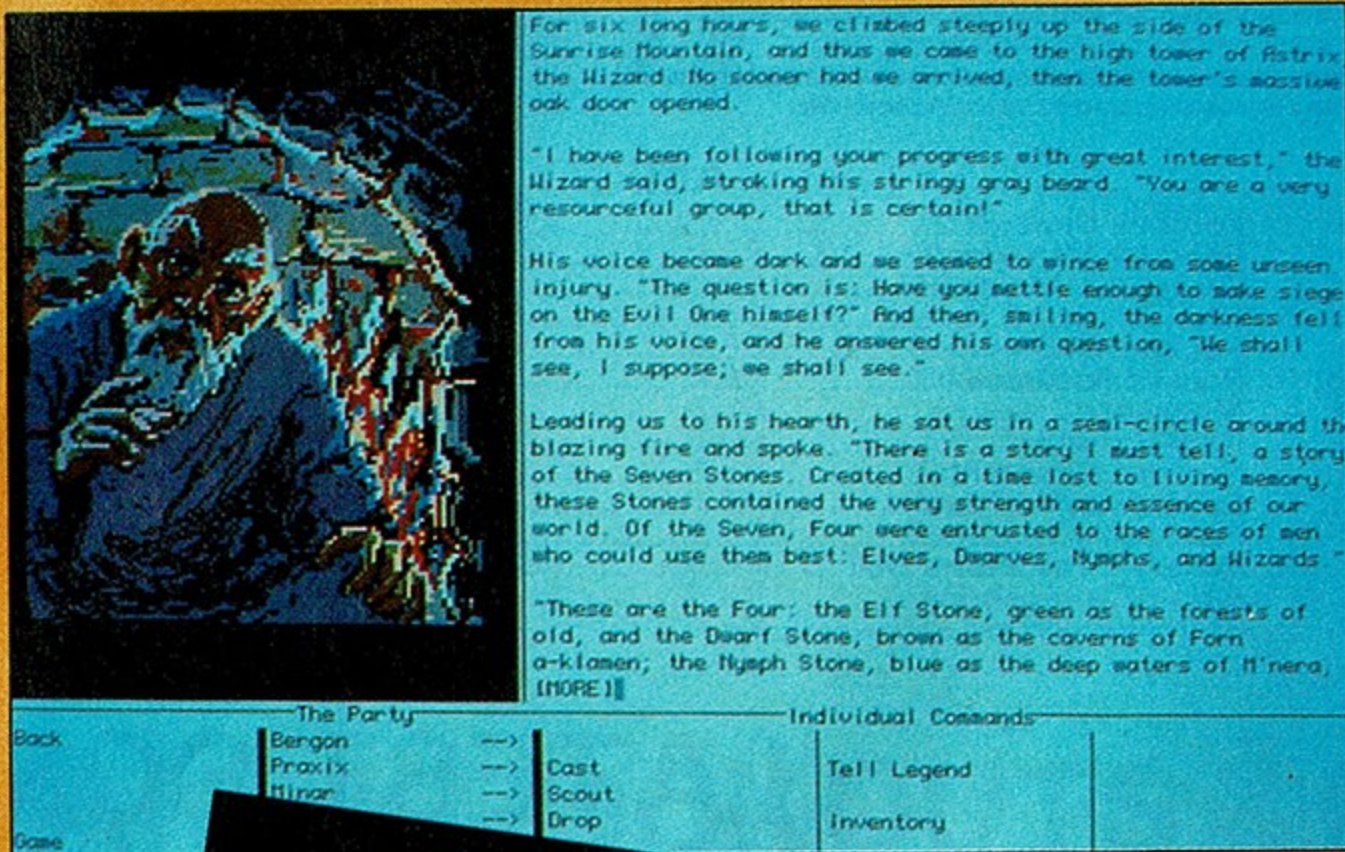
What can't be carried over from one prog to the other? Why, the graphics - instead, they have to be done from scratch for each new adventure, and graphic designers/artists are among the best-paid workers in the business.

So, here we have a strange thing - so much money being spent on something that most

reply, "Lots of great graphics!" - and graphics is what the buyers for the large chains now insist upon.

Well, of course, that's not surprising if we're talking about arcade games - but what everyone forgot to pass on to these bigwigs was that adventures aren't the same as arcades. I thought then that graphics in adventures weren't particularly desirable. Then the MD of one of the largest adventure houses in the U.K. told me that when they started adding graphics to their previously text-only





stories, sales shot up. Disappointed though I was to find out that we adventurers were, after all, unimaginative sheep who couldn't imagine life without primary colour simulation, I had to agree that if market forces dictated pictures, then pictures we must have.

But I have yet to hear any adventure player admit to insisting on graphics in his or her adventures - and everyone I know switches the graphics off (or, in recent cases, leaves them hidden at the top of the screen). Because of this very fact, it's obvious that there's nothing important in the pictures, that they're only there for decora-

● Nice graphics, shame about the game? Some examples of the current crop of graphic adventure games

tion (very pretty, though!).

So who's kidding who? Now that there is a large number of 16-bit machines in homes now - and it's safe to assume that they will be the standard of the future - the memory grabbed by pictures in an adventure is not as worrying as it is for the 8-bit machines, and it's true that well-drawn pictures can be atmospheric and set the scene for the story. But the energy and money expended on illustrations which are held in such little regard by the vast majority of players could surely be directed towards giving us more value in other areas.

What do you think about it? Let's have some feedback and see if we can conduct a survey. And if you are a software house, or at least work for one, let us all know what the thinking is nowadays and how you see the market for graphic adventures.



ATARI ST

Football Director 2	11.00
Football Manager 2	11.00
D. T. Olympic Chall.	13.90
Elite	13.90
Rocket Ranger	20.60
Pool of Radiance	17.45
Virus	13.90
Pac Mania	13.90
Great Giana Sisters	13.90
Federation of Traders	20.60
Super Hang-On	13.90
Hostages	17.45
Starglider 2	17.45
Star Ray	13.90

AMIGA

Football Director 2	11.00
Football Manager 2	11.00
Fernandez Must Die	17.45
Elite	17.00
Rocket Ranger	20.60
Pool of Radiance	17.45
Menace	13.90
Netherworld	13.90
Carrier Command	17.45
Federation of Traders	20.60
Pac Mania	13.90
Where Time Stood Still	17.45
Bionic Commandos	17.45
Starglider 2	17.45

LATEST SOFT

COMMODORE 64

Olives Follies	1.75
Web	1.75
Real You	1.75
Slurpy	1.75
Amurote	1.75
Arcadia	1.75
Galactic Gardener	1.75
World Cup Football	1.75
Pyramid	1.75
Beaky & Egg Snatcher	1.75
Golf	1.75
Titanic	1.75
Ratsplat	1.75
Helion	1.75
Ah Condo	1.75
Egbert	1.75
Fabulous Wanda	1.75
Wild West	1.75
Eureka	1.75
Spys Demise	1.75
Street Machine	1.75
Zip	1.75
Destruct	1.75
Osmium	1.75
Aquanaut	1.75
Dantes Inferno	1.75
Hartland	1.75
Pazzaz	1.75
PCW Games Col	1.75
Biology	1.75
Geography	1.75
History	1.75
German	1.75
Gortex	1.75
Quake	1.75
PSI Warrior	1.75
Auriga	1.75
Velociped	1.75
Fungus	1.75
Desert Hawk	1.75
Ronald Robberduck	1.75
Electrix	1.75
F.A. Cup	1.75
Tomahawk	1.75
Batalyx	1.75
Scrolls of Abaddon	1.75
Crazy Coaster	1.75
Toad Force	1.75
Clean Up Time	1.75
F.A. Cup '87	1.75
Forecaster	1.75
Project Planner	1.75
Numbers at Work	1.75
Decision Maker	1.75
Entrepreneur	1.75
Flying Feathers	1.75
Kick Off	1.75
O Level	1.75
Code Name Matt 2	1.75
Chinese Juggler	1.75
Encounter	1.75
Night Shade	1.75
Broad Street	1.75
Pyramid/Titanic	1.75
Beaky/Ratsplat	1.75
Software Star	1.75
Rack 'n' Bolt	1.75
Morden's Quest	1.75
Forbidden Forest	1.75
Panic	1.75
Zim Sala Bim	1.75
Hampstead	1.75
Sentinel	1.75
Adrian Mole	1.75
Enigma Force	1.75
Starion	1.75
Assault Machine	1.75
Warrior II	1.75
Stock Car	1.75
Cyberton Mission	1.75
Bumblebee	1.75
Felix in Factory	1.75
Frenzy	1.75
Ghouls	1.75
Swoop	1.75
Election	1.75
Sherlock Holmes	1.75
Paradroid	1.75
Hide and Seek	1.75
Moon Shuttle	1.75

COMMODORE 64

Supercan	2.50
B 24	2.50
Toots Invaders	2.50
Mission 2	2.50
Henry's House Vol. 1	2.50
Henry's House Vol. 2	2.50
Tubro 64	2.50
Pilot 64	2.50
Superman	2.50
Dangermouse	2.50
Jet Set Willy	2.50
Nexus	2.50
Evil Crown	2.50
Chuckie Egg	2.50
Manic Miner	2.50
Bounty Bob	2.50
On Court Baseball	2.50
Black Wyche	2.50
Sky Runner	2.50
Boulderdash	2.50
Boulderdash 2	2.50
Avenger	2.50
Future Knight	2.50
Rana Rama	2.50
Hypaball	2.50
Dandy	2.50
Elevator Action	2.50
Nuclear Embargo	2.50
Mission Ad	2.50
Int. Karate	2.50
Trap	2.50
Prodigy	2.50
Explora	2.50
Pub Games	2.50
Greyfell	2.50
Deactivators	2.50
Gobots	2.50
Hybrid	2.50
Mountie Mick	2.50
Triaxos	2.50
Pile Up	2.50
Werner	2.50
Chameleon	2.50
Eidolon	2.50
Captured	2.50
Golden Oldies	2.50
Aliens	2.50
Howard The Duck	2.50
Trail Blazer	2.50
Fifth Squadron	2.50
Snap Dragon	2.50
Hunch Back	2.50
Krakout	2.50
Scuba Dive	2.50
World Series Baseball	2.50
Kong Strikes Back	2.50
System 1500	2.50
Raid	2.50
The Force	2.50
Chinese Juggler	2.50
Mandragore	2.50
Mind Shadow	2.50
Little Computer People	2.50
??????	2.50
Murder Zinder	2.50
Young Ones	2.50
Touchdown Football	2.50
Starship	2.50
Gyroscope	2.50
Leviathans	2.50
Ballblazer	2.50
Doux Ex Machina	2.50
Mermaid Madness	2.50
Fractalus	2.50
Magik	2.50
Addictaball	2.50
Lightforce	2.50
Mega Compilation	2.50
Radar Rat Race	2.50
Spindizzy	2.50
Two on Two	2.50
Baseball	2.50
Star Raider 2	2.50
Firetrack	2.50
Action Pack II	2.50
Ultimate	2.50
Magik Madness	2.50
Jail Break	2.50
Jonathans F. Match	2.50
Auf Weidersehen Monty	2.50
Convoy Raider	2.50

COMMODORE 64 DISC

Vengeance	4.50
The Real You	1.50
Project Ranger	1.95
Forecaster	1.95
Numbers at Work	2.95
Decision Maker	2.95
Fantasy Five	2.95
Suspended	2.95
Dandy	3.45
Wild West	3.95
Bug Buyz	3.95
Murder Zinder	3.95
Touchdown Football	3.95
Basketball	3.95
GFL Football	5.95
Express Raider	3.95
Knight Games II	4.50
Octopus	4.50
Gunslinger	4.50
Alternate Reality	6.90
Baker Street	4.50
Cross Cheque	4.50
Captain America	4.50
Future Finance	4.95
Alter Ego Female	9.45
Deathscape	4.95
Gobots	4.95
Hybrid	4.95
Pile Up	4.95
Blackmagik	4.95
Winter Games	4.95
Elite Collection	4.95
Int. Karate	4.95
Headcoach	4.95
President	4.95
Golden Oldies	4.95
Pub Games	4.95
Football Manager	3.95
Arac	3.95
Mandriod	4.50
Plasmatron	4.50
Oink	4.50
Traxxon	4.50
Thundercross	4.50
Jack the Ripper	4.50
Frankenstein	4.50
Time Fighter	4.50
Ninja Master	4.50
Discovery	4.50
Jet Boys	4.50
Wolfman	4.50
Life Force	4.50
I Alien	4.50
Calkit	P.O.A.
Bigraph	P.O.A.
Homepak	P.O.A.
Cut 'n' Paste	8.95
Football Manager 2	7.95
Challenge/Gobots	4.95

AMSTRAD DISC

Pub Games	5.95
Spin-Dizzy	4.95
Trailblazer	4.95
Ballblazer	4.95
Hacker	4.95
B. McGuigan Boxing	4.95
Baseball	4.95
GFL Football	4.95
Basket Ball	4.95
Blackmagik	4.95
Express Raider	4.95
Killed of the Dead	4.95
Roadrunner	4.95
Saracen	4.95
Winter Games	4.95
Bombjack II	4.95
Thundercats	4.95
Mario Bros	4.95
Hybrid	5.95
Triads	5.95
Tarzan	3.50
Int. Karate	5.95
Amix Accolades	5.95
Book of Dead	4.50
Death or Glory	4.50
Federation	4.50
Frankenstein	4.50

AMSTRAD

The Real You	99p
Barrier Reefs	99p
Berks	99p
On the Oche	1.65
Ricochet	1.65
Death Kick	1.65
Forest at Worlds End	1.65
Sultan's Maze	1.65
Galactic Plague	1.65
Melt Down	1.65
Killapede	1.65
Time Manager	1.65
Roland Goes Digging	1.65
Space Hawks	1.65
Eggbert	1.65
Survivor	1.65
Speculator	1.65
Electro Freddy	1.65
BD Invaders	1.65
Code Name Matt II	1.59
Roland Ahoy	1.59
Split Personalities	1.59
Chopper Squad	1.59
Fighting Warrior	1.59
Dangermouse In. DBL TBL	1.59
Dandy	1.59
Firelord	1.59
Defender or Die	1.59
Dynamite Dan	1.59
Rally Driver	1.59
Dan Dare	1.59
Frank Bruno's Boxing	1.59
Nexus	2.50
Star Commando	2.50
Manic Miner	2.50
Future Knight	2.50
Monty on the Run	2.50
Trail Blazer	2.50
Hijack	2.50
Greyfell	2.50
Triaxos	2.50
Rana Rama	2.50
Leviathan	2.50
Electra Glide	2.50
Pub Games	2.50
Big Trouble in Little China	2.50
Ballblazer	2.50
Hacker	2.50
Nemesis	2.50
Winter Olympics	2.50
S.A.S.	2.50
Street Machine	2.50
Spy v Spy	2.50
Auf Weidersehen Monty	2.50
Ramparts	2.50
Saracen	2.50
Killed Until Dead	2.50
Knight Games II	2.50
Quartet	2.50
Super Sprint	2.50
Firetrap	2.50
Star Raiders 2	2.50
Ace	2.50
Mystery of Nile	2.50
Blade Runner	2.50
Space Harrier	2.50
Football Manager	3.45
Survivor	3.45
Way of the Tiger	3.45
Dragon's Lair	3.45
Zorro	3.45
Skyfox	3.45
Knight Raider	3.45
Space Shuttle	3.45
Kung Fu Master	3.45
Gauntlet	3.45
Sai Combat	3.45
Jewels of Darkness	3.45
Infiltrator	3.45
Road Runner	3.45
Winter Games	3.45
Wonder Boy	3.45
Rock 'n' Wrestle	3.95
Shogun	3.95
Lord of the Rings	3.95
Howard the Duck	3.95
Renegade	3.95
Conway Raider	2.50
Bubbler	2.50

SPECTRUM

King Arthur's Quest	2.50
Club Record Cont.	1.75
Brax Bluff	1.75
Boulder	1.75
Xcel	1.75
Octagon Squad	1.75
Terminus	1.75
Dervish	1.75
Disposable Heroes	1.75
Freedom Fighter	1.75
I.C.U.P.S.	1.75
Hartland	1.75
Space Jack	1.75
Pazzaz	1.75
Touchdown USA	1.75
Warlord	1.75
Schizophrenia	1.75
Snooker	1.75
Realm Impossible	1.75
Vackrie 17	1.75
Komplex	1.75
Toy Bazaar	1.75
Enigma Force	1.75
Hareraiser	1.75
Time Manager	1.75
Aztec	1.75
Code Name Matt II	1.75
Willow Pattern	1.75
Atlantic Baloon	1.75
Atlantic Challenge	1.75
Koronis Rift	1.75
Prodigy	1.75
Explorer	1.75
Int. Karate	2.90
Back to Future	1.75
Mermaid Madness	1.75
Pitfall 2	1.75
Sherlock	1.75
Young Ones	1.75
Max Headroom	1.75
Gilligan's Gold	1.75
Gift from Gods	1.75
Astro Clone	1.75
Entrepreneur	1.75
Tir No Nog	1.75
Nexor	1.75
Computer Cook	1.75
Rugby Manager	1.75
Secret of Levitation	1.75
Split Personalities	2.50
Broad Street	2.50
Evil Crown	2.50
Manic Miner	2.50
I of the Mask	2.50
Psytron	2.50
Sky Rydner	2.50
Nexus	2.50
Avenger	2.50
Future Knight	2.50
Krakout	2.50
Impossiball	2.50
Kat Trap	2.50
Action Replay	2.50
Hard Guy	2.50
Trail Blazer	2.50
Jet Set Willy	2.50
The Eidolon	2.50

SPECTRUM

Hijack	2.50
Pub Games	2.50
Red Hawk	2.50
Greyfell	2.50
Deactivate	2.50
Hybrid	2.50
Bride of Frankenstein	2.50
Deadringer	2.50
Mountie Mick's Death Ride	2.50
Triaxos	2.50
Killer Ring	2.50
Road Runner	2.50
Camelot Warriors	2.50
Tempest	2.50
Gun Runner	2.50
Rana Rama	2.50
Xarq	2.50
Jet Set Willy 2	2.50
Metabolis	2.50
West Epok	2.50
Cosmic Shock Absorber	2.50
Pulsator	2.50
Inheritance	2.50
Revolution	2.50
Hypaball	2.50
Grange Hill	2.50
Fifth Quadrant	2.50
The Force	2.50
Mandragore	2.50
Mind Shadow	2.50
Space Shuttle	2.50
Battle of the Plants	2.50
Friday the 13th	2.50
Hacker	2.50
Ballblazer	2.50
Go to Hell	2.50
Orbit	2.50
J. Barrington Squash	2.50
Rescue on Fractulus	2.50
Dogfight Z187	2.50
Leviathan	2.50
Monty on the Run	2.50
Spin Dizzy	2.50
Hacker 2	2.50
Basketball Two on 2	2.50
Baseball	2.50
Sailing	2.50
Out of this World	2.50
Red L.E.D.	2.50
They Stole a Million	2.50
Xor	2.50
Supergran	2.50
Convoy Raider	2.50
Auf Weidersehen Monty	2.50
Thing Bounces Back	2.50
Black Magic	2.50
Express Raider	2.50
Last Mission	2.50
Ramparts	2.50
Bubbler	2.50
Martianoids	2.50
Survivor	2.50
Gunslinger	2.50
Crystal Castles	2.50
Quartet	2.50
Firetrap	2.50
Big Trouble in Little China	2.50
Star Raiders 2	2.50

DEPT. POPULAR COMPUTING, 61 STAFFORD STREET
HANLEY, STOKE-on-TRENT
STAFFORDSHIRE ST1 1LW

24 HOUR ANSWER SERVICE. TEL: 0782 281544

EVENT

SPECTRUM

Football Manager 2	5.25
R-Type	6.90
D.F. Repulsion	5.50
Ninja 2	8.99
Salamander	6.29
Super Hang-On	6.99
D.T. Olympic Chall.	6.99
Psycho Pig UXB	6.29
Ray of Rovers	5.59
Intensity	5.59
Fernandez Must Die	6.99
G.L. Superskills	5.59
G.L. Hotshot	5.59

COMMODORE 64

Football Manager 2	5.25
R-Type	6.90
Ninja 2	8.99
Bubble Ghost	6.90
Salamander	6.29
We Are Champions	6.99
D.T. Olympic Chall.	6.99
Summer Olympaid	6.99
Psycho Pig UXB	6.99
Rex	6.29
Fernandez Must Die	6.99
G.L. Superskills	6.90
G.L. Hotshot	6.99

AMSTRAD

Football Manager 2	5.25
Ninja 2	8.99
Fernandez Must Die	6.99
G.L. Hotshot	6.99
G.L. Superskills	6.99
Ray of Rovers	6.99
Overlander	6.99
Super Hang-On	6.99
Super Sports	6.99
Dark Fusion	6.99
Psycho Pig UXB	6.99
D.T. Olympic Chall.	6.95
Echelon	8.99

WARE KNOCKOUTS

COMMODORE 64

Pink Panther	6.99
Skate Crazy	6.99
Hercules/Gremlin	6.99
Blood Brothers	6.99
Gremlins Hotshots	6.99
G.I. Hero	6.99
Last Ninja II	8.99
Bionic Commando	6.99
Every Second Counts	5.99
Road Blasters	6.99
Dream Warrior	6.99
Marauder	6.99
Match Day II	6.25
Wizards Wars	6.99
Kidsplay Compilation	6.99
Salamander	6.25
Mickey Mouse	6.99
Desolator	6.99
Alien Syndrome	6.99
Hopping Mad	6.99
The Vindicator	6.25
Eddie Edward's Superski	6.99
Platoon	6.99
Rastan	6.25
Thundercats	3.95
Combat Skool	6.25
Gaynor	6.29
D.T. Olympic Challenge	6.95
Target Renegade	6.25
Konamix Arcade Collection	6.99
Streetfighter	6.99
Special FX	6.25
Arkanoid II	6.25
Impossible Mission II	6.99
Predator	6.99
Beyond Ice Palace	6.99
Magnetron	6.25
Gauntlet II	6.99
Rolling Thunder	6.99
Super Hang-On	6.99
Blacklamp	6.25
Cybernoid	6.99
Darkside	6.95
Empire Strikes Back	6.99
Venom Strikes Back	6.99
Ikari Warriors	6.95
Firefly	6.25
Outrun	6.99
720°	6.99
Chernobyl Syndrome	6.99
Dan Dare II	6.25
Card Sharks	6.95
Mini Putt	6.95
North Star	6.99
Oops!	6.99
Computer Hits 5	2.50
Elite Collection	4.95
Golden Oldies	2.50
Knight Rider	6.25
Dragon's Lair	6.25
10 Games by Gremlin	6.99
Fernandez Must Die	6.99
Nato Assault Code	9.99
Traz	6.95
Crazy Cars	6.95
Yeti	6.95
Crosswiz	6.25
Charlie Chaplin	6.99
Now Games 3	2.50
Vixen	6.95
Taito Coin Ops	8.90
The Flintstones	6.99
The Ultimate Pack	8.90
Action Pack II	2.99
Gutz	6.29
Action Pack III	2.99
Chubby Gristle	6.95
Intensity	6.95
Echelon	8.99
Butcher Mill	6.95
Shackled	6.99
Buggy Boy	3.95
Mask	2.55
Typhoon	6.99
Bard's Tale	6.95
Tracksuit Manager	6.99
Hero of the Lance	6.99
Mercenary	6.95
Techno Cop	6.95

AMSTRAD

Pink Panther	6.99
Skate Crazy	6.99
Hercules/Gremlin	6.99
Blood Brothers	6.99
Gremlins Hotshots	6.99
G.I. Hero	6.25
Last Ninja II	8.99
Bionic Commando	6.99
Every Second Counts	5.99
Road Blasters	6.99
Dream Warrior	6.99
Marauder	6.99
Matchday II	6.25
Wizards Wars	6.99
Kidsplay Compilation	6.99
Salamander	6.25
Mickey Mouse	6.99
Desolator	6.99
Alien Syndrome	6.99
Hopping Mad	6.99
The Vindicator	6.25
Eddie Edward's Superski	6.99
Platoon	6.99
Rastan	6.25
Thundercats	6.29
Combat Skool	6.29
Gryzor	6.29
D.T. Olympic Challenge	6.95
Target Renegade	6.25
Konamix Arcade Collection	6.99
Streetfighter	6.99
Special FX	6.99
Convoy Raider	6.95
Impossible Mission II	6.99
Predator	6.99
Beyond Ice Palace	6.99
Back to the Future	6.95
Gauntlet II	6.99
Rolling Thunder	6.99
Super Hang-On	6.99
Blacklamp	6.99
Cybernoid	6.99
Darkside	6.99
Gauntlet	6.99
Venom Strikes Back	6.99
Ikari Warriors	6.99
Strike Force Harrier	6.95
Outrun	6.99
720°	6.99
Aliens	6.99
Dan Dare II	5.59
Space Shuttle	6.99
Mini Putt	6.95
North Star	6.99
Indoor Sports	6.95
Jack The Nipper	6.95
Renegade	4.95
Head Over Heels	6.25
Knight Rider	3.50
Dragon's Lair	6.25
10 Games by Gremlin	4.95
Scooby Doo	6.95
Bombjack II	6.29
Short Circuit	6.25
Crazy Cars	6.99
Breakthru	6.99
Leaderboard	6.99
Charlie Chaplin	6.99
The Ultimate Pack	8.90
Taito Coin Ops	8.90
Now Games 3	2.50
The Flintstones	6.29
Micro Vol I	3.50
Micro Vol II	3.50
Micro Vol III	3.50
Roy of the Rovers	6.99
Chubby Gristle	6.95
Action Pack I	2.75
Action Pack II	2.75
Overlander	6.99
Shackled	6.99
Buggy Boy	6.99
Echelon	8.99
Typhoon	6.99
Psycho Pig UXB	6.99
Tracksuit Manager	6.99
Dark Fusion	6.99
Mercenary	6.95
Super ?????	6.99

SPECTRUM

Pink Panther	5.59
Skate Crazy	5.59
Hercules/Gremlin	5.59
Blood Brothers	5.59
Gremlins Hotshots	5.59
G.I. Hero	5.55
Last Ninja II	8.99
Bionic Commando	6.29
Every Second Counts	5.59
Road Blasters	6.29
Dream Warrior	6.29
Marauder	5.59
Matchday II	5.55
Wizard Wars	6.29
Kidsplay Compilation	6.99
Salamander	5.55
Mickey Mouse	5.55
Desolator	6.29
Alien Syndrome	6.29
Hopping Mad	5.59
The Vindicator	5.55
Eddie Edward's Superski	6.29
Platoon	6.99
Rastan	5.55
Thundercats	5.55
Combat Skool	5.59
Gryzor	5.59
D.T. Olympic Challenge	6.95
Target Renegade	5.55
Konamix Arcade Collection	6.99
Streetfighter	6.29
Special FX	5.55
Arkanoid II	5.55
Impossible Mission II	6.29
Predator	6.99
Beyond Ice Palace	5.59
Magnetron	5.55
Gauntlet II	6.29
Rolling Thunder	6.29
Super Hang-On	6.99
Blacklamp	5.55
Cybernoid	5.59
Darkside	6.95
Empire Strikes Back	6.99
Venom Strikes Back	6.29
Ikari Warriors	6.29
Firefly	5.50
Outrun	6.29
720°	6.29
Chernobyl Syndrome	6.29
Dan Dare II	5.59
Card Sharks	5.55
Mini Putt	6.95
North Star	5.59
Oops!	5.59
Road Runner	6.29
Renegade	5.59
Head Over Heels	5.55
Knight Rider	5.55
Dragon's Lair	5.59
10 Games by Gremlin	6.99
Fernandez Must Die	6.29
Nato Assault Code	8.99
Traz	6.29
Crazy Cars	6.95
Yeti	6.25
Crosswiz	5.55
Charlie Chaplin	6.29
Where Time Stood Still	5.55
Vixen	6.29
Earth Light	5.55
The Flintstones	6.25
The Fury	6.29
Virus	5.59
Gutz	5.59
Dr. Jekyll & Hyde	5.55
Chubby Gristle	6.29
T-Wrecks	5.59
Stalingrad	6.95
Psycho Pig UXB	6.29
Shackled	6.29
Buggy Boy	5.59
Mask	5.55
Typhoon	6.29
Bard's Tale	6.29
Tracksuit Manager	6.99
Hero of the Lance	6.99
Mercenary	6.95
World War One	5.55

ATARI ST

Alien Syndrome	13.90
Alt Word Games	13.90
Arcade Force Four	13.90
Bad Cat	13.90
Bermuda Project	17.50
Beyond Ice Palace	13.90
Big KO	10.50
Bionic Commandos	13.90
Bubble Bobble	13.90
Buggy Boy	13.90
Carrier Command	17.50
Computer Hits	21.00
Explorer	29.00
Flintstones	13.90
Football Manager 2	13.50
Football Manager	10.50
Formula One Grand Prix	13.90
Gauntlet 2	13.90
Gauntlet	17.50
Gunship	17.50
Hardball	17.50
Hunt Red October	17.50
I Ball	6.99
Ikari Warriors	10.50
Impossible Mission 2	13.90
Indoor Sports	17.50
Legend of Sword	17.50
Mind Fighter	17.50
Obliterator	17.50
Oids	13.90
Outrun	13.90
Super Hang-On	13.90
Baker Street	17.50
Airball	17.50
Airball Construction	10.49
Amazon	13.90
Annals of Rome	17.50
Arkanoid	10.50
Autoduel	17.50
Backlash	13.90
Balance of Power	21.00
Barbarian	17.50
Baseball Gamestar	17.50
Battleships	10.50
Beyond Zork	17.50
Blacklamp	13.90
B. Clough Football	10.50
Champ Football	17.50
Champ Wrestling	17.50
P. Beardsley Football	13.90
Pink Panther	13.90
Platoon	13.90
Rampage	10.50
Shackled	13.90
Sidewinder	6.99
Silent Service	17.50
Sky Blaster	13.90
Star Trek	13.90
Super Sprint	10.50
Terrapods	17.50
Terramex	13.90
Tetris	13.90
Thundercats	13.90
Uninvited	17.50
Winter Olympiad '88	13.90
Wizball	13.90
Xenon	13.90
Jump Jet	10.50
Jupiter Probe	17.50
Karate Kidd 2	17.50
Karting Grand Prix	6.99
King's Quest Tri Pack	17.50
Kinght Orc	13.90
Knightmare	13.90
Las Vegas	6.99
Leaderboard	17.50
Leaderboard Add-Ons	6.99
Leather Goddess	21.00
Leatherneck	13.90
Leviathan	10.50
Little Computer People	23.99
Macadam Bumper	13.90
Mac	13.90
Masters of Universe	13.90
Metro Cross	17.50
Mission Genocide	6.99
Mortville Manor	17.50
North Star	13.90
Tee-Up	13.90

ATARI ST

Great Giana Sisters	13.90
Mud Pies	6.95
Lands Of Have	6.95
Flipside	6.95
Turbo ST	8.95
Checkmate 5	8.95
Karate ST	8.95
Space Station	8.95
War Zone	8.95
Fire Blaster	8.95
Protector	8.95
Addictaball	8.95
Enforcer	8.95
ST Color ????	8.95
ST Key	8.95
Atari Macro	8.95
Thunder	18.95
Degas	18.95
Eye	18.95
Black Cauldron	13.90
King's Quest I	13.90
Ultima II	13.90
Hollywood Hijinx	13.99
Trinity	13.99
Moon Mist	13.99
Ballyhoo	13.99
Witness	13.99
Suspect	13.99
Cut Throats	13.99
Planet Falk	13.99
Mind Forever Voyage	13.99
Starcross	13.99
Enchanter	13.99
Spellbreaker	13.99
Sorcerer	13.99
Tass Times	13.99
Hacker	13.99
Hacker II	13.99
Barrowed Time	13.99
Mind Shadow	13.99
Infidel	13.99
Sea Stalker	13.99
Tee-Up	13.99
Shangai	13.99

AMIGA

Space Station	6.95
War Zone	6.95
Fire Blaster	6.95
Protector	6.95
Enforcer	6.95
Playhouse Strip Poker	9.99
One on One	14.90
Archon II	14.90
7 Cities of Gold	14.40
Station Fall	13.99
Moon Mist	13.99
Suspect	13.99
Ballyhoo	13.99
Mind Forever Voyage	13.99
Deadline	13.99
Little Computer People	13.99
Portall	13.99
Mindshadow	13.99
Cut Throats	13.99
Zork 2	13.99
Zork 3	13.99
Enchanter	13.99
Sorcerer	13.99
Infidel	13.99
Star Cross	13.99
Hacker	13.99
Pub Pool	6.99
Amiges	10.50
Annals of Rome	13.90
Arena	21.00
Art of Chess	17.45
Balance of Power	21.00
Blacklash	13.90
Barbarian (Palace)	13.90
Barbarian (PSI)	17.50
Blackjack Academy	17.50
Blaster Ball	6.99
BMX Simulator	10.50
Casino Roulette	13.90
Challenger	6.99
Crunch Factory	6.99
Demolition	6.99
Feud	6.99

AMIGA

Fire and Forget	17.50
Hot Shot	13.99
Platoon	17.50
Gaynor	17.50
Combat School	17.50
Gremlins Hotshots	13.90
Chubby Gristle	13.90
Great Giana Sisters	17.99
Better Dead Than Alive	13.90
Beyond Ice Palace	17.50
Bionic Commando	17.50
Beyond Zork	17.50
Bureaucracy	24.99
Ebonstar	17.50
Firepower	17.50
G.L. Football	17.50
Flintstones	13.90
Terramex	13.90
World Games	17.50
Winter Games	17.50
Bad Cat	17.50
Mouse Trap	10.50
Three Stooges	21.00
Joe Blade	6.99
Jet	28.50
Garrison 2	17.50
Garrison	17.50
Goldrunner	17.50
Grand Slam Tennis	21.00
Hunt Red October	17.50
Indoor Sports	17.50
Mean 18 Golf	21.00
Sidewinder	6.99
Starliner	17.50
Strip Poker 2	10.50
Western Games	13.90
Winter Games	17.50
Winter Olympiad '88	13.90
Wizball	17.50
Xenon	13.90
XR 35	6.99
Spin World	13.90
Space Station	6.99
Space Quest 2	13.90
Sky Blaster	13.90
Romantic Encounters	17.50
Rolling Thunder	17.50
Protector	6.99
Powerplay	13.90
Power Styx	13.90
Police Quest	13.90
Pink Panther	13.90
Pinball Wizard	13.90
P. Beardsley Football	13.90
Mindfighter	17.50
Little Dragon	13.90
Leatherneck	13.90
Leather Goddess	21.00
Jinks	17.50
Gunshot	13.90
Flight Sim 2	28.99
Flintstones	13.90
Football Manager 2	12.99
Road Blasters	17.50
Alien Syndrome	13.90
Corruption	17.

BCL

Best Computers Ltd Repair Centre

STOP PRESS!

Has your computer broken down?
Don't despair, we'll repair!

**Our experienced technicians undertake
ultra fast repairs on all makes of
18,16 and 32 bit machines.**

WE REPAIR:

Atari ST 520/1040

Commodore Amiga 500/1000/2000

Commodore 64

Sinclair 48K Spectrum & the full Spectrum range

Amstrad 464/664/6128

All IBM and compatible machines

**Hard disk and drive installation
(spares and Commodore also available)**

and many many more . . .

Come and visit us at:

GALAXY AUDIO VISUAL
(1st FLOOR)

230 TOTTENHAM COURT ROAD, LONDON, W1

Tel: 01-631 0139 & 01-580 6640

The First Floor, 62 Westow Hill, Crystal Palace, London SE19
Tel: 01-761 4687/0860 225058

inc. MODULATOR
also inc. SOFTWARE £339.00 + VAT

inc. 1084 COLOUR MONITOR
also inc. SOFTWARE £529.00 + VAT

NEXT DAY DELIVERY AVAILABLE ON ALL COMPUTERS

ATARI ST

OUR PRICE

Rocket Ranger	£21.95
Starglider II	£18.95
Daley Thompson Challenge	£16.95



Elite.....	£17.50
Five Star.....	£17.50
Starqlider II	£18.75



VOL. 1. X-MAS SPECIAL WIN AN ATARI ST. No.10

[illegible]

INSTANT, Boston House, Abbey Park Road, Leicester LE4 5AN
Mail Order Only. State Computer's make and model.
P&P: 50p on orders under £5. EEC 75p per title.
Whole World £1.50 per title for Air Mail.
New titles sent on the day of release.



0533 510102

FOR DISK PRICES & NEW RELEASES PLEASE RING US.

8/16 bit

at DISCOUNTED PRICES

UP TO 30% OFF NEW RELEASES AND BACK CATALOGUE TITLES

SPECIAL OFFERS INCLUDE:

		CASS	DISC
4 Soccer Simulation	SP.	6.29	10.49
4 Soccer Simulation	Am.	6.99	10.49
Pacmania	C64	6.99	—
Pacmania	SP/MSK/ AM	6.29	—
Pacmania	Amiga/ST	—	13.99
Savage	Am	6.99	10.49
Battlechess	Amiga	—	18.50
Outrun	Amiga	—	15.45
Lombard RAC Rally	ST	—	17.49
Puffys Saga	ST	—	13.99
Double Dragon	C64/ SP	6.29	—
Return of the Jedi	SP/ Am/ C64	6.29	—
Last Ninja II	SP/ Am/ C64	9.75	—

Programs also available for the Commodore 64/128-Spectrum 48/128
Amstrad CPC-Amstrad PCW-MSX-Atari-VCS-BBC/Electron-C16/+4-IBM PC

VCF 2600 with Game and Joystick £39.95 (+£2.00 p.p.)	3½ inch Disc Labels (100 of) £4.95
2 metre IBM Printer Lead £8.95	5½ inch Disc Labels (100 of) £4.50

★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★

EDUCATIONAL SOFTWARE

a NEW RANGE for the IBM PC ALL AT £15.95
Please send for list

Payment by Cheque/PO/Visa/Access. Post and Packing free £5 and over. Under £5 add 50p. Outside UK add £2.

*Orders despatched within 24 hours.
New releases despatched on day of release.*

Send today for your free price list to:

**P J K COMPUTING, PO Box 20, Daventry,
Northants NN11 4RU or Telephone our**

MAIL ORDER HOTLINE NUMBER
(0327) 300150



CIA comes along yet again and without much ado I shall proceed with the finale of the Last Ninja 2 solution that began last week . . .

The Last Ninja 2 – The Complete Solution (Part II)

LEVEL 5 – THE SHOGUN'S OFFICE

Getting good now. Withdraw your sword (as usual), bash up the woman and walk left. Enter the door on this screen, bash the woman, go to the computer (wonder if it's an Amiga?) and take the number. Write it down, you'll need it later.

Exit, bash up the woman, go left, bash another woman and go through the top left door. Bash the woman found there, then go to the pole near the top left and pick it up. A door should now be open, walk through, beat up the man, and climb up the ladder (whilst holding no weapons!!!). When you've reached the top, beat up the man (or run out of the door) and get out. You should now be in a room with loads of guns! Bash up the man there, exit left, and you will find yourself confronted with the fan problem.

Don't worry, the secret's here . . . Walk up until you just reach it, tap up and you will be blown a bit. Tap up again, blown a bit more. Keep doing this (slowly!) until you get across. Move to the grate, try to pick it up and it should open. Walk through, go left, and jump the hole that you find. Keep going, bash the man in the next room, walk around the edge until you get to a ladder. Hold no weapons as usual and climb up. Get out your sword upon reaching the top, beat up the man, and exit top right. Here you will find his chopper, wait until it is gone and jump off the screen at the top ledge (near the bottom right). Now it's on to . . .

LEVEL 6 – THE MANSION

Almost there now . . . Here comes the next level . . .

Off the chopper we go, press the button to jump off at the right time, you should land on the block next to the top left one. Face down and jump, then face right and jump on the chimney. Face down and walk backwards

(you'll fall down a short way, but you're okay). Face up right and perform a running jump. Hopefully, you don't fall off the edge.

In the next screen, run and jump twice, then step back, face backwards and drop through the window. Get your sword ready, beat the woman and exit left. Beat up the man, go through the door, beat up the woman, and get the rope. Exit, beat up the man, go downstairs (you'll set off the alarm, but do not worry!), and carry on walking.

You should now be in a room with two doors and a smaller door near a plant. Go through the small door, and you will find some steps. Beat up the man, go to the keypad near the black door, and pick up. The door turns grey, therefore it is safe to walk through. Go through it, get round the little maze, through the next door, and you will find a steam pump.

On the machine is a keypad and two square things. Hold the rope, and pick up the second square. The steam should move so you can enter the door to the final level.

LEVEL 7 – THE FINAL BATTLE

Here we are at the final battle. Well, two of them actually . . .

Firstly, you must put paid to the first man (not too hard), then exit. Aha, here's a screen with five stars (no relation to the pop group of the same name!). Pick up the panel near the top, it reveals an entry code system. Enter the number that you wrote down (you did write it down, didn't you?), the safe will open and there is the orb!!!

Take it and here comes the Shogun, oh oh! The best thing to do is get a star and throw it at him. Make sure he's placed in the middle of the big star, and hold the orb. Go to the points and pick up the candles, they will light up. If all candles are alight before he leaves the star, he will die and explode. Now all you have to do is replace the orb in the safe and you've finished the whole game (add applause, etc.).

Many thanks and lots of dosh (£30) must go to **Warren Pilkington**, who has supplied the scrawl sprouted on the page, he is Tipster of the Week for the second week running. Don't forget, I am always on the look-out for tips, maps and pokes. Send 'em to: **RICHARD HENDERSON, CIA, COMPUTER GAMESWEEK, FOCUS MAGAZINES, GREENCOAT HOUSE, FRANCIS STREET, LONDON SW1P 1DG.**

Next week we return to normal and save our next special treat for the Christmas issue (and, boy, will it be special!). See ya for now . . .

GULTRONICS 01-436 3131

217-218 Tottenham Court Road, London, W1

FAX 01-636 1075

LONDON'S LEADING ATARI CENTRE

COMPUTERS

ATARI PC1.....	IN STOCK £299
ATARI PC2.....	£POA
ATARI 520 ST-FM + 1 MEG PACK	£279
ATARI 520 ST-FM SUPER PACK	£369
ATARI 1040 ST-F	£399
ATARI 1040 ST-FM	£449
ATARI MEGA 2	£750
ATARI MEGA 4	£999

COMPUTERS + MONITORS

ATARI 520 STFM +SM124	£399
ATARI 520 STFM +SC1224	£549
ATARI 520 STFM +philips 8833	£515
ATARI 1040 STF +SM124	£499
ATARI 1040 STF +SC1224	£679
ATARI 1040 STF + philips 8833	£639
ATARI MEGA 2 +SM124	£849
ATARI MEGA 2 +SC1224	£1029
ATARI MEGA 2 +philips 8833	£979
ATARI MEGA 4 +SM 124	£1099
ATARI MEGA 4 +SC1224	£1279
ATARI MEGA 4 +philips 8833	£1229

DTP LASER PACKS

ATARI 1040 STF +SM124 +MEGAFILE20	£999
ATARI 1040 STM + philips 8833 +MEGAFILE20	£1149
ATARI MEGA 2 +SM124 +MEGAFILE20 +SLM-804	£2449
ATARI MEGA 4 +SM124 +MEGAFILE20 +SLM-804	£2500

DISK DRIVES

ATARI SF354	£99
ATARI SF314	£149
CUMANA 1MB 3.5"	£99
CUMANA 1MB 5.25"	£149
ATARI SH204/205	£POA
ATARI MEGAFILE20 hard disk	£499
CUMANA 20,40,60 hard disk	£POA

MONITORS

ATARI SM124	£125
ATARI SC1224	£279
PHILIPS CM-8833	£249
PHILIPS CM-8852	£279
PHILIPS CM-8853	£POA
PHILIPS CM-8873	£499

ACCESSORIES

LEADS	£POA
MOUSE MAT	£5.95
3.5" STORAGE BOX	£9.95

**COME AND SEE US AT THE ALEXANDRA
PALACE ST CHRISTMAS SHOW**

PRINTERS

EPSON LX800	£219
EPSON FX800	£339
EPSON FX1000	£449
EPSON EX800	£449
EPSON EX1000	£599
EPSON LQ500	£299
EPSON LQ850	£499
EPSON LQ1050	£669
EPSON LQ2500+	£839
CITIZEN 120D	£149
PANASONIC 1081	£159
PANASONIC 1082	£169
PANASONIC 3131	£249
NEC 2200	£299
NEC P6	£POA
NEC P7	£POA
STAR NX-15	£299
STAR LC10	£POA
STAR LC 24	£199
STAR LC 24-10	IN STOCK £329
STAR NB 24-15	£POA
STAR LC10 COLOUR	£230
TOSHIBA P321SL	£435
TOSHIBA P341SL	£519
TOSHIBA P351SL	£679
JUKI 6200	£POA
JUKI 6100	£299

LASER PRINTERS

ATARI SLM804	£1099
EPSON CQ3500	£1439
TOSHIBA PageLaser2	£2399
STAR Laser	£1839

UTILITIES

1st WORD PLUS. (Atari)	£59
ST Writer. (Elite)	£69
Word Perfect. (Sentinel)	£199
First Word Plus. (Electric)	£65
Word Writer. (Timeworks)	£79
Publishing Partner	£129
Fleet Street Publisher	£95
TimeworksDesktopPublisher	£89
Swiftcalc	£65
Data Manager	£65

GULTRONICS:01-436 3131 (5 lines) / 01-323 4612

Showrooms at: 223 Tottenham Court Road, London W1
15 Tottenham Court Road, London W1
43 Church Street, Croydon, Surrey.

All prices include VAT MAIL ORDER WELCOME
Free Delivery UK Mainland

We can beat any price quoted from any other dealer at your time of purchase! All prices correct at time of going to press, and are subject to change without prior notice. Prices only available on mail-order.

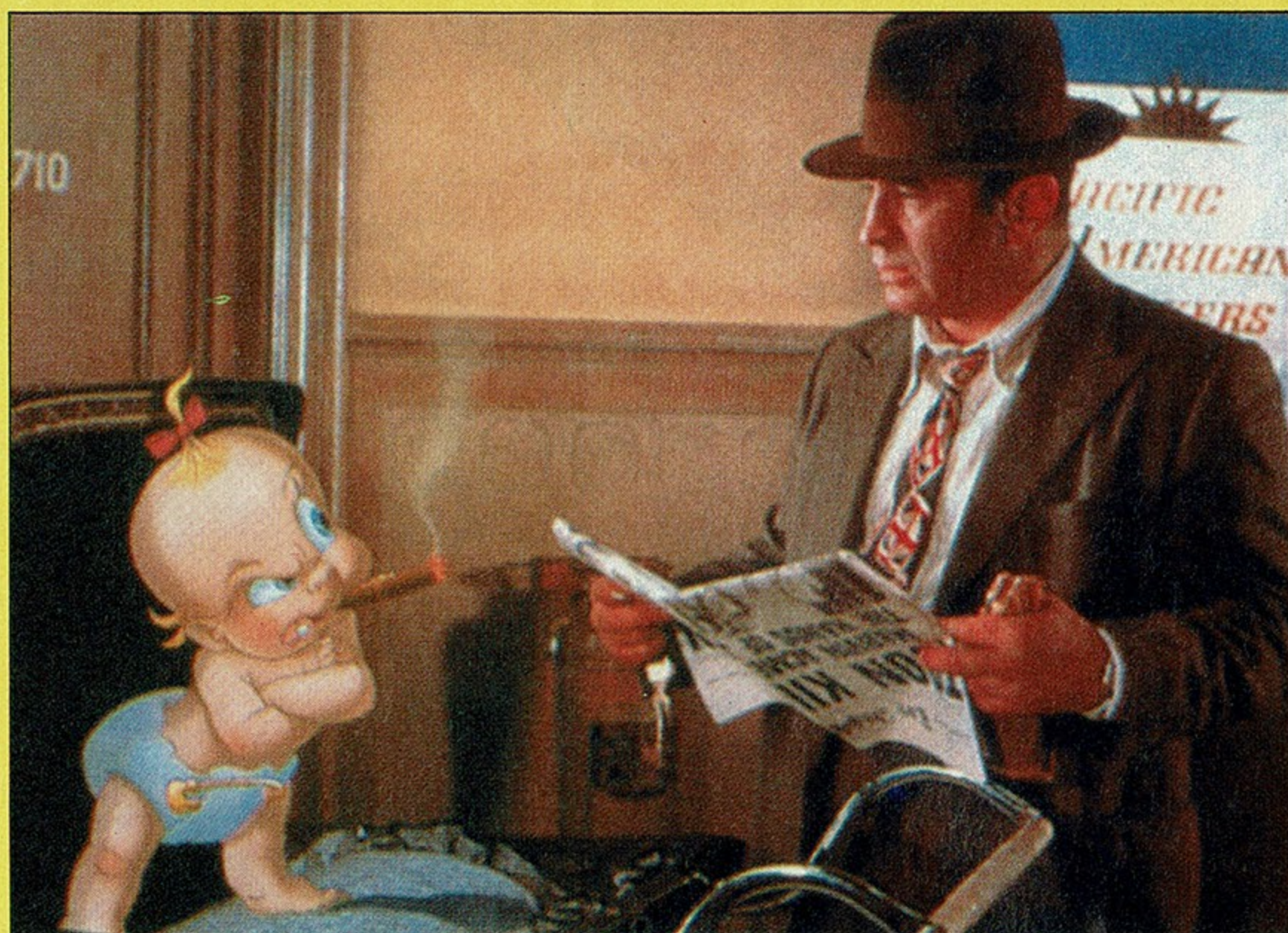
CONSULT GULTRONICS BEFORE COMMITTING

Mail Order
Hotline
5 lines
436 3131

The film everyone has been waiting for has now been declared officially open, following a charity premiere last week before members of the Royal Family.

The film is none other than the highly acclaimed and highly publicised **Who Framed Roger Rabbit?** Highly publicised because it is the second film to come from the combination of Steven Spielberg as Producer and Robert Zemeckis as Director, who first teamed up to make **Back to the Future**. With such an excellent pedigree, it couldn't fail to be a huge box office success (which it has already been in America). It also has the added bonus of Bob Hoskins as star, as well as some of the best animation ever yet seen in the cinema, and looks all set to be the film of the year in the U.K.

Roger is a cartoon rabbit who lives in Toon Town, populated by Toons (cartoon characters) and presided over by the menacing non-Toon judge, played by Christopher



Lloyd, another of the **Back to the Future** boys.

Bob Hoskins plays a private detective, hired by Roger Rabbit to find out who framed him for the murder

phenomenon and has advanced film technology by leaps and bounds, being the finest combination of cartoon animation and live action that has ever been seen.

The second factor is the acting of Bob Hoskins (with several fine performances to his credit) who has to spend the majority of the film acting in a studio on his own, pretending to be in the presence of other characters. Not an easy task, but one which he fulfils very convincingly.

Added bonuses are the frequent cameo performances by such Disney greats as **Daffy Duck** and **Donald Duck** (who play a piano duet in the nightclub), **Pluto** and **Mickey Mouse**, who is sixty years old this month. It is a 'U' certificate and not to be missed on any account. Incidentally, Spielberg has teamed up once again with George Lucas to make the third **Indiana Jones** film (**Indiana Jones – The Last Crusade**), which will be released here sometime next year.

Like its predecessor, it will star Harrison Ford as the intrepid hero, but has the added bonus of Sean Connery as Ford's father. Talking about **James Bond**, which we weren't but could have been, there is to be yet another Bond film out next year, starring Timothy Dalton in his second role as 007.

Talking about George Lucas, which we were, his new film **Willow** is to be released here shortly and is definitely a must for the diaries. It is a fairy-tale set in a country entirely populated by dwarves. For further information watch this space in the coming weeks.

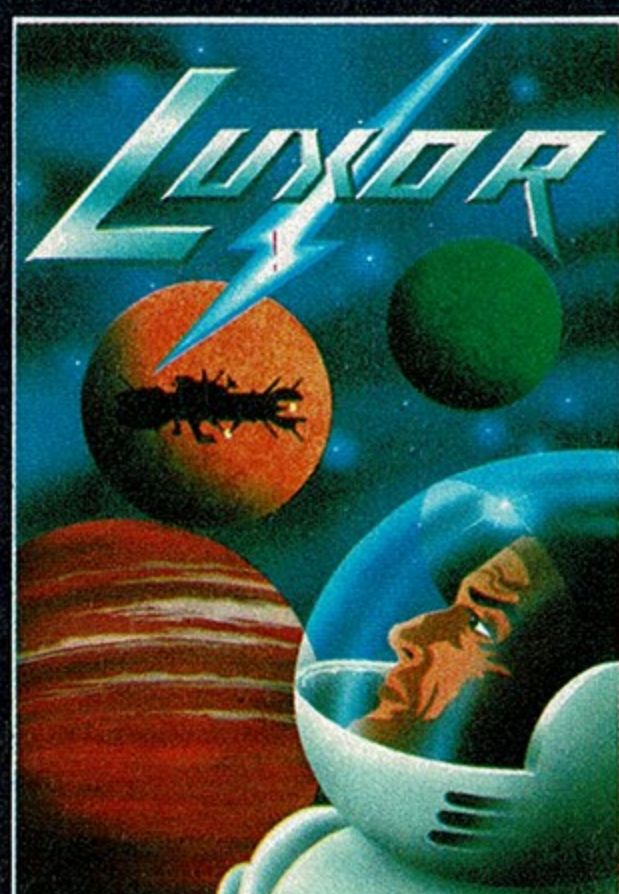
On SCREEN

Fast forward through the latest Film, Video and T.V. releases. A highly animated Emma Norman toons in to Who Framed Roger Rabbit

of the American comedian Stubby Kaye, who had been having an affair with Roger's wife. The story line is somewhat disappointing, but the incredible impact the film has had is due exclusively to two factors. Firstly, the animation is an absolute



OUR GAMES SPEAK FOR THEMSELVES



LUXOR



The evil Okira clan of space pirates have kidnapped your beloved princess Diora, and are now holding the Empire to ransom...

You must search three planets to find your princess, and each one will be heavily guarded with highly trained Okira warriors. Find the planet that Diora is being held on, destroy the pirates, and a fairy will grant you a single wish.

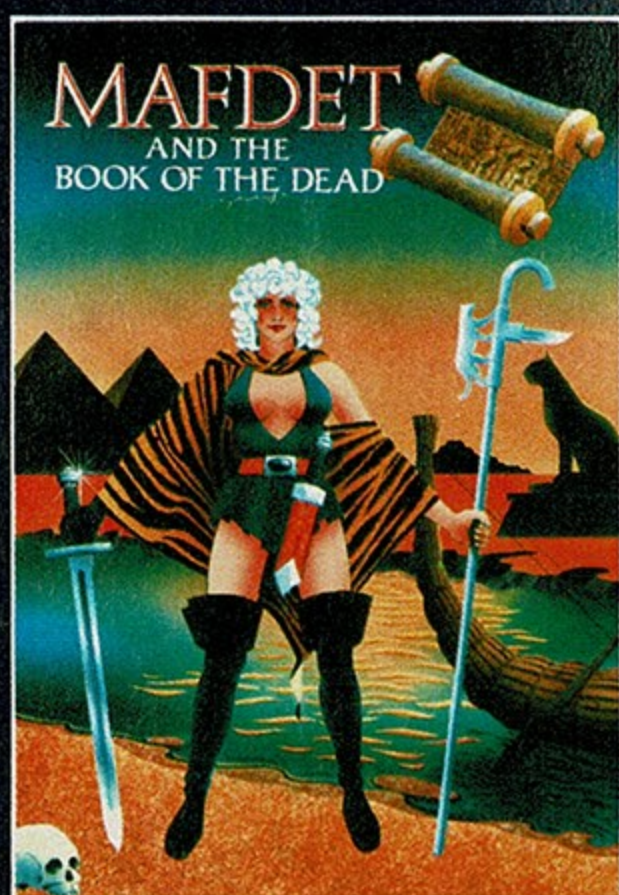
Love and magic will help you win the day — you must not fail in this mission. Collect power points to recharge your guns and life-support systems as you battle through the planets.



VETERAN

The war is nearly over. Your side seems to have lost everything. But there is just one last chance to save the day...

You must battle your way through 3 deadly missions, knocking out the enemy positions, until you reach the enemy's Headquarters. Blow up tanks, gun emplacements, and shoot down the hordes of enemy soldiers. Your supplies are limited, so you must pick up spare rocket launchers and ammunition for your gun, left behind by fleeing soldiers.



MAFDET

AND THE BOOK OF THE DEAD

The story starts in ancient Egypt. The evil god, Seth, has stolen The Book of the Dead and hidden it deep in the underworld.

You are Mafdet, the cat Goddess of Revenge, who has been summoned by Isis (the Goddess of Earth) to retrieve the book and return it to the Egyptian people.

Collect amulets which will help you along your way; change between cat and human to help you pass some obstacles; sword-fight your way through mazes and dungeons; above all — FIND THE BOOK.



3 GREAT GAMES FOR YOUR ATARI ST or COMMODORE AMIGA
SUPERB GRAPHICS, SOUND AND GAMEPLAY
ONLY £14.95 EACH

available from all good stockists or direct from,

SOFTWARE
HORIZONS LTD

212A COLNEY HATCH LANE, LONDON N10 1EU
TELEPHONE: 01-348-4577

Arizona

No. 1 heavy Andrew Marshall rules his turf in the PBM game 'It's a Crime'. He's tough – but he ain't bullet proof!

PBM, or Play-By-Mail games, have attracted a large group of followers. There are a variety to choose from, with a variety of themes, but there is one by KJC Games, called **IT'S A CRIME**, which is probably the most popular at the moment, and is likely to stay that way for the foreseeable future. Having sampled a game for the past three to four months, I can now let you know what this game is all about.

It is the late 1990's. Society has crumbled beyond recognition. The inhabitants of New York are a frightened group of people. The hopelessly understaffed police department, suffering from another series of Republican budgeting cutbacks, cannot afford to employ any more officers, and as a result, cannot control the streets any longer. A new breed of law rules the streets – **GANG LAW**.

You are a gang leader in this troubled city. You must battle against the inhabitants and/or other gangs to become the most notorious gang in the city. New York is divided into ten thousand areas, or 'blocks'. Each gang must acquire blocks to increase their 'turf', i.e. the blocks that they con-

trol. Some inhabitants of the blocks pay you protection money, so as well as increasing your turf, you will increase your wealth.

To begin the game, you should think up an original name for your gang. It doesn't necessarily have to be original, but the game's appeal is enhanced by the weird and wonderful names of some gangs, e.g. **Bad Vibe Beansprouts** or **Unconvincing Toupees**. The numbers which follow the gang's name are unique to that gang, as an identifier. My own gang's name was a choice between **League of Gentlemen** and **Tankbusters**. My gang is now known as **'Tankbusters (39)'**.

Once your gang has an identity, you are given one block and a selection of *pros* (most skilled gang members), *punks* and *'cruits* (least skilled members). You are also given \$2000 to start with. You can use this money to buy weapons, such as shotguns and machine guns, bombs, or street dope. If you buy

dope, you can push it to make more money.

The bombs can be used to fire-bomb buildings. This can have the effect of increasing your gang's notoriety (it's rating amongst other gangs), increasing your gang's income (in the form of a payoff, for instance) or decreasing notoriety and gang size when you get busted by the police (a constant danger). Shotguns and machine guns can be used in robberies on buildings, or muggings (this isn't a game for the easily offended). You can also use this weaponry when taking control of blocks, or ambushing other gangs.

Taking control of a block requires a little bit of calculation. Each week on your report sheet you receive a report of your turf. Your gang members scout blocks around your turf to see who owns them. If they are 'uncontrolled', then this is the green light for a take-over, i.e. issuing a control order on that block. Each block will have a defence level showing how difficult it will be to take over that particular

block. The levels are Pitiful, Very Weak, Weak, Cautious, Alert, Guarded, Rough, Strong, Very Strong, Too Strong and Invulnerable. The higher the defence level, the bigger percentage of your gang required to take over the particular block. Gang amounts in the game are termed '%GANG', and 50% would never equal thirteen and a half men. Instead you will be able to work out the number of men sent for a particular percentage from the %GANG table on the report sheet.

Each week you will be sent a report sheet. This details a variety of things. It chronicles the results of the previous week's actions of your gang; for example, whether or not you grabbed control of a block, what sort of price you got for that Columbian Gold, or how much you paid for that 'hot' Uzi and the sawn-off 12-bore shotgun. The report sheet also gives you a detailed account of the gang's status. This includes notoriety, wealth, block income, gang expenses (you've got to pay these lads), morale, number of gang members and gang promo-

tions. It will detail all the weaponry you have at your disposal.

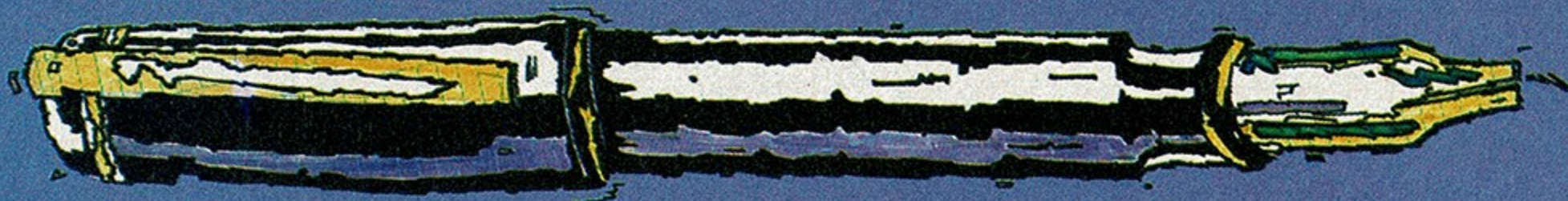
The report sheet also gives you an account of all the blocks you own. It tells you how much (if anything) they pay you, their defence level, and any activities discovered (construction on a derelict site, or gangs spying on you). No gang can control more than forty blocks at once, so a gang might have to halve to expand, but once halved, each half is a separate gang and cannot be merged together again. It could be halved again, though.

The most important list on the report sheet is the list of the most notorious gangs. At present, in my game, the number one gang is the **Crystal Palacians (153)** with a massive score of 768 notoriety points, and I am over 500 points behind them. But my gang is powerful, powerful enough to wreck the chances of my nearest neighbours. And here is where the fun starts. If you can't make it to the top, you can put a spanner in the works of another gang and bring them down to your level. Cruel maybe, but

definitely good for a laugh.

You may wonder what the point of becoming the most notorious gang is. The forty most notorious gangs will be offered the chance to become crime families. This will be in 'Boss level', with a new set of rules for the families, for example, crime families can employ hit men to carry out assassination jobs for them. To become a crime family, you must reach certain levels of criteria. These are to have at least thirteen pros, \$5000 in cash, over 400 notoriety points, five sub-machine guns and control at least thirty blocks. I have reached two of these, but will now embark on a cataclysmic orgy of destruction as I start one of the biggest gang wars ever seen, if I feel I have no chance of reaching Boss level. Watch out!

The people who organise **It's A Crime** take it so seriously that there is a Crime Magazine, t-shirts, and a regular pubmeet, where you can meet fellow gang leaders in the flesh, but not re-enact famous battles, I hasten to add, just to enjoy yourself. The costs at the moment are as follows. The introduction is still free, as are the first two turns. After that, each turn is 75p. A double turn costs £1.50, but with these, you can issue ten orders instead of four. I heartily recommend you to try it if you can. It's a good laugh.



Letters

I am a mother of two young boys, and they keep asking for games for their Commodore 64 for Christmas. I am aware that there are many, and a majority of them are violent or morally upsetting in some way, but can you suggest a game or two that I could perhaps ask Santa to give them that will keep them amused whilst not injecting them with bad ideas.

Mrs Jenkins, Slough.

Ed says: It's a shame that you never mentioned what "Santa's" budget was. We at Gamesweek can think of several games like Microprose Soccer and other sports simulations, Arkanoid, Super Hang-on and other racing games.

Upon seeing your cover feature of the new games release **Neuro-mancer**, I eagerly turned to the

centre pages to read the review. But oh! what am I greeted with? A written intro similar to the book, designed for adult sci-fi enthusiasts, four-letter words and all.

Okay, the style copies that of the book, but is it really necessary to include reference such as "... no cyberspace, no shit ... Jesus, what an asshole" to quote two phrases I'm sure my mother would not have appreciated had she been within ear-shot/reading range?

C'mon, *Gamesweek*, let's be a little more tactful – the cover was the best yet, and I really dig those revolutionary black pages, but please, not so blue a text in future! **Zero's Hero, Sth. London.**

Ed says: We're sorry if you were offended, but we were only trying to get into the style of the thing. Most people seemed to enjoy it, anyway.

I was quite amused by Keith Lynch of Dublin (Issue 13), he says that he is worried about the letters page, and wants to see readers arguing with one another. Personally speaking, I've become really browned-off by this in other computer mags, i.e. my Atari is better than your Amiga sort of thing, or Zzap is superior to C.U., and so on.

This is the kind of rubbish your mag doesn't need, or want. I don't see why people who like the magazine shouldn't praise it, the publication is good. The only criticism I have at the moment is the quality of ink you use, especially on the front and rear covers; after reading your magazine my hands are always filthy with black ink (witness the fingerprints on this letter). Otherwise I think the magazine is A1. **Jack Diamond, Ayreshire, Scotland.**

Ed says: The reason why we use that ink is so we always leave a lasting impression with our readers. Seriously though, we at Gamesweek feel that every reader deserves a fair crack of the whip and thus Jack's

scripture wins the £25 as star letter. By the way, the size of the mag is A4!

There was I brushing past all of the average monthly computer magazine readers in my local WH Smiths, with I finally got my hands on the ultimate of my quest, issue 13 of *Gamesweek*. Imagine my dismay when I saw the cover. It was covered with bloody (excuse my language) American Football.

I hate Gridiron, I despise it and I do not wish to see my favourite computer mag devoted to it. Why not have an issue based around flower pressing or bird watching, instead of the mindless sport of American Football?

Alison McGregor, Glasgow, Scotland.

Ed says: You know what they say about pleasing all of the people all of the time; anyway, when a game as good as TV Football comes out we are committed by good taste to cover it.

Who actually thought of the idea of a **Company Profile** each issue? It is far better than the original 'Interview' idea. As a 14-year-old reader I like to read what it is like behind the scenes at the companies responsible for half my games collection.

Roger Bray, Hastings.

Ed says: I cannot tell a lie, it was I.

I must admit I do like *Gamesweek*, it's fast, informative and very worthwhile, there is just the one complaint, though. I really dislike the **Gamesweek Company Profile** idea. I mean, who wants to know about boring executives and their work?

Carol Miller, Walthamstow.

Ed says: Er ... Maybe it was Simon who thought of it!

GET INTO CRIME!

In the late 1990's the streets of New York are a jungle. You are the ice cool leader of a gang of drug crazed terrorists. Your main goal is to become the richest, toughest and most notorious gang in the city.

**DARE YOU
PLAY.....**

**FREE
OFFER**



*THIS
GAME IS
NOT
SUITABLE
FOR
CHILDREN

FREE!

SEND YOUR NAME AND ADDRESS TODAY FOR YOUR FREE TRIAL OF
IT'S A CRIME THE WORLDS MOST POPULAR PLAY-BY-MAIL GAME

Write to:—

KJC GAMES, PO BOX 11, CLEVELEYS, BLACKPOOL, LANCs FY5 2UL.

A MAMMOTH COMPILATION OF WORLD BEATERS...

When the golden team take their golden games and add a little bit of golden magic, then there's only one outcome a GIANT success. Five giant games squeezed into one giant compilation.

OUTRUN™ ... "To be blunt this game is going to outsell anything a

flippin' good game - test drive one today!!" *Your Sinclair*

720°™ ... "Virtually flawless arcade game. Addictive, smooth and slick, easily U.S. Gold's finest hour. Don't miss this one." *Sinclair User*

GAUNTLET II™ ... "It's one of the finest conversions I've ever seen". *C & VG*

ROLLING THUNDER™ ... "An excellent game, full of atmosphere, suspense and outstanding

playability. Do not miss it!" *CCI*

CALIFORNIA GAMES™ ... "Quite simply the apex of computer sports gaming" *Zzap 64*

GIANT



WORLD BEATERS

SPECTRUM 48/128K
£12.99t, +3 £14.99d
CBM 64/128
£12.99t, £14.99d
AMSTRAD
£12.99t, £14.99d

U.S. Gold Ltd.,
Units 2/3 Hollard Way,
Hollard, Birmingham
B6 7AX. Tel: 021 356 3388