

COMPUTER + VIDEO GAMES

HIT THE BEACH WITH BATTLESHIPS

FREE: PART ONE OF OUR GIANT JIGSAW POSTER!



**WIN A COMPLETE SEGA MASTER SYSTEM!
PHOTON WARRIOR LASER GUN KITS!**
EXTRA — NINTENDO/SEGA/ATARI GAMES SYSTEMS TRIED & TESTED
LAST NINJA — HOW TO WIN/BARBARIANS — FIRST ST GAME MAP
STAR TREKKIN' — WIN A STAR FLEET SURVIVAL KIT!

Thrill to the action as the

INDIANA JONES



Pic
bul
leg
you
adv
Tem
imp
stor
Bew
way
fini
rise
per
rail
fien

Five Million Up!

We're giving away 5000 games
-one of them could be yours!

Yes! To commemorate the sale of U.S. Gold's 5 millionth game in April this year, we are including a fantastic opportunity to win a game of your choice with every copy of Indiana Jones and the Temple of Doom™ which itself is set to become a software milestone.

Here's all you have to do:
Simply make your choice of game on the voucher to be found in each copy of Indiana Jones and the Temple of Doom™. Should yours be one of the first 5000 vouchers to be drawn, you will receive the game of your choice absolutely free!

†The draw will take place on November 30th. All vouchers to be included in the draw should be returned by October 30th.



SCREENS FROM ARCADE VERSION

The legend comes to life!

INDIANA JONES and the TEMPLE OF DOOM™

The Home Computer Version of
the Atari Coin-Op Masterpiece

Pick up your trilby and trusty bullwhip and don the mantle of the legendary Indiana Jones! Prepare yourself for your most dangerous adventure yet—to storm the evil Temple of Doom and rescue the imprisoned children and the magical stones of Raa!

Beware the foes and hazards that block your way. The Thuggee guards will fight to the finish and poisonous cobra snakes will rise up in front of you. You will traverse perilous ledges, ride under-ground railways, and cross the bottomless fiery pit in pursuit of your quest!

You will call on all your reserves of courage strength and skill.

Push yourself to the limit, ride your luck and the magical stones may just be yours!

© 1985 Lucasfilm Ltd and Atari Games Corporation. All rights reserved.
*Trademarks of Lucasfilm Ltd., used under licence. Licensed to U.S. Gold Ltd., 2/3 Holford Way, Holford, Birmingham B6 7AX. Telephone: 021-356 3388

COMMODORE 64 CASSETTE £9.99 DISK £14.99

AMSTRAD CASSETTE £9.99 DISK £14.99

SPECTRUM 48k CASSETTE £8.99

ATARI ST DISK £19.99



ATARI®
GAMES

Contents

Features

- 48 FANTASY
- 54 POLICE QUEST
- 67 THE GAMES MACHINES
- 100 PHOTON COMPETITION
- 110 ST NEWS
- 118 FRAME UP!
- 118 BARBARIANS COMPETITION RESULTS
- 124 FANTASY ISLAND

News & Reviews

- 8 NEWS
- 16 REVIEWS: GAME OF THE MONTH: ROAD RUNNER. C+VG HITS: Battleship and Star Paws. Other games reviewed are Game Over, Centurion, Traxxion, Catch 23, Pirates of the Barbary Coast and Scary Monsters.
- 51 THE BIG SCREEN
- 63 IDEAS CENTRAL
- 85 ADVENTURE NEWS
- 88 RIGEL'S REVENGE
- 91 ADVENTURE HELPLINE
- 92 ADVENTURE ROUND-UP
- 94 ADVENTURE REVIEWS
- 97 THE FIEND
- 103 ROCK ON!
- 112 NEXT MONTH
- 117 BATTLESHIPS COMPETITION
- 121 PLAY BY MAIL
- 128 FANTASY ISLAND
- 130 ARCADE ACTION
- 136 PREVIEWS
- 140 MAILBAG
- 146 TONY TAKOUSHI

C+VG team

EDITOR Tim Metcalfe DEPUTY EDITOR Paul Boughton EDITORIAL ASSISTANT Lesly Walker SUB-EDITOR Seamus St John ART EDITOR Craig Kennedy ADVENTURE WRITERS Keith Campbell Steve Donoghue Matthew Woodley AMERICAN CORRESPONDENT Marshal M. Rosenthal ARCADES CLARE EDGELEY SOFTWARE CONSULTANTS Tony Takoushi PUBLICITY Clive Pembridge ADVERTISEMENT MANAGER Garry Williams ADVERTISEMENT EXECUTIVE Katherine Lee AD PRODUCTION Debbie Pearson PUBLISHER Terry Pratt COVER Gary Ward EDITORIAL AND ADVERTISEMENT OFFICES Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU Tel: 01-251 6222. July-December 106,571



● FANTASY ISLAND/P128



● SWAMP THING/P48



● AH!! IT'S KNIGHT ORC/P94



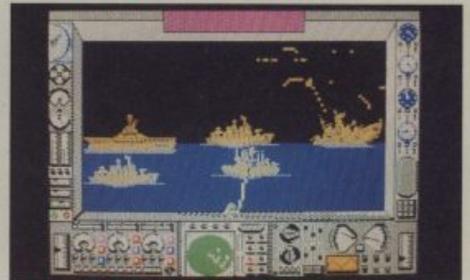
● PIRATES/P21



● POLICE QUEST/P54

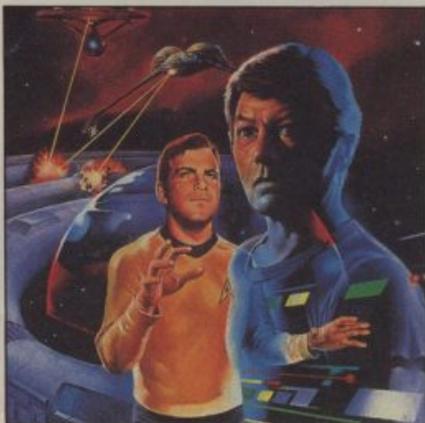


● KNIGHT ORC/P94



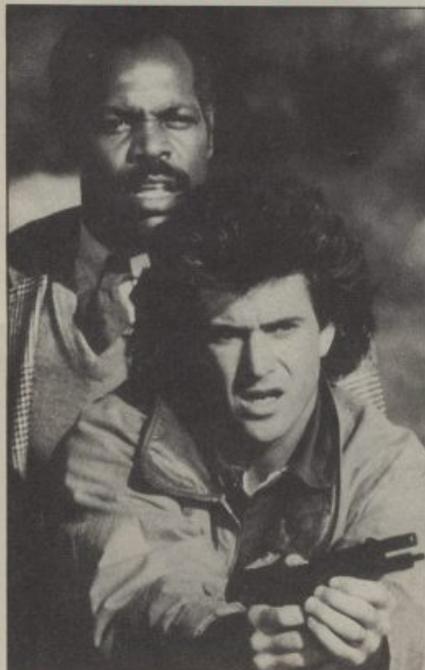
● BATTLESHIPS/P36

Inside Story



● STARTREK COMP/P82

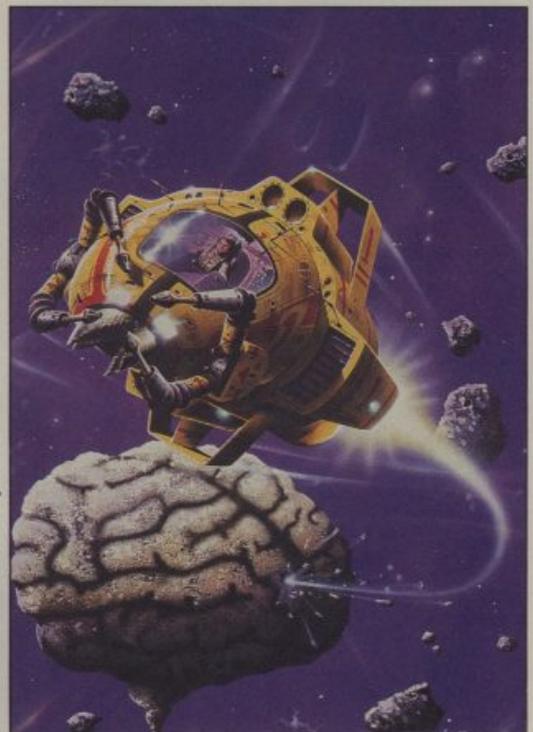
The Mean Machines are back! And inside we turn the spotlight on the Atari, Nintendo and Sega video games systems. The games, the hardware, everything you need to know about the exciting new entertainment sensations. And YOU can WIN your very own Sega Master System if you enter our amazingly easy competition. Talking of winning, you can also pick up a starship full of Star Trek goodies, PLUS an incredible Photon Warrior Laser Combat Kit! Don't say we never give you anything! There's Part One of our collectable jigsaw poster—a double-sided full-colour extravaganza which builds up month-by-month into a giant megaposter which you can wallpaper your bedroom with. *Barbarian* and *Golden Path* are among our ST and Amiga reviews. We'll be bringing you a well wicked 24-page supplement packed full of the hottest news and reviews from the 16-bit scene.



● FILMS/P51



● SEGA COMPETITION/P74



● AMAZING FREE POSTER



● ANCIENT MARINER/P110

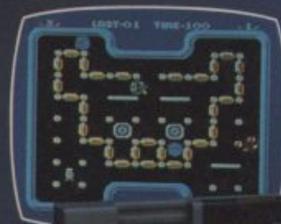
JAPAN has a word for the



BASEBALL It's the most realistic baseball game outside of a ballpark!



HOGAN'S ALLEY Use your Zapper light gun to shoot the gangsters.



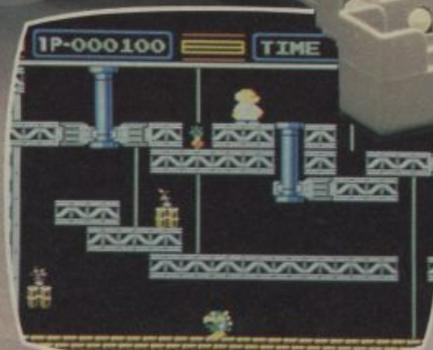
CLU CLU LAND The evil Sea Urchin has hidden the gold in an underground mystery maze.



27
Game paks
now available



DUCK HUNT There's a duck in the air! You've only got three shots to bag this duck. And if you miss, even your dog laughs at you in this fast-action Zapper Gun game.



GYROMITE You've got to keep R.O.B.'s gyroscope spinning to help a mad scientist de-activate the dynamite in his laboratory in order to play this action-packed game!



GOLF Choose your clubs. Control your swings. Select the angle of every shot. It's Nintendo GOLF and there's not a video golf game on par with it anywhere!

For the first time in the UK direct from Japan comes Nintendo, the home entertainment system with genuine arcade-quality graphics. Nintendo make 2 out of 3 of all the world's coin-op arcade machines, so they know what they're doing. And already, in Japan 9½ million homes have a Nintendo home entertainment system.

Now you can enjoy the amazing 52 colour 3-D graphics of Nintendo. (On most home computers, you've been lucky to get 16 colours until now!) Nintendo's superb graphics give the games a convincing true 3-D feel with actual shadows which add depth to the characters.

Already there are 27 Nintendo Game Paks available in the UK and more are being added to the software library all the time. But there's even more to Nintendo than the best games you've ever seen...

Nintendo Entertainment System

For the first time home entertainment enters a new dimension.

Because when you own a Nintendo entertainment system you also get a buddy to play with, a Robotic Operating Buddy to be exact (or R.O.B. to his friends). He's your partner. Seat him next to you, send him signals from your tv screen and together you can tackle the enemy.

The Zapper Gun

Never before has there been a video gun of this calibre. The astonishing light sensitive Zapper Gun lets you shoot moving targets with pinpoint accuracy from up to 16 feet! If you think you're a sharp shooter the Zapper Gun will test your skill to the full.

Nintendo or Super Nintendo, the choice is yours.

Which set do you want? NINTENDO's superb high-quality action costs £99.00* for control deck, mains transformer, two hand controls, and one free Super Mario Bros Game Pak. DELUX NINTENDO costs £159.99* for the amazing Zapper Gun, R.O.B., and two free games, Gyromite and Duck Hunt.

ultimate video game...

Nintendo™



Where you can buy Nintendo

Nintendo is available from the stockists featured. If you have any questions or have difficulty obtaining the product, write to HiTech Electronic Services Ltd., Unit 2B, 200 Rickmansworth Road, Watford WD1 7JS. Or 'phone: 09232 41811.

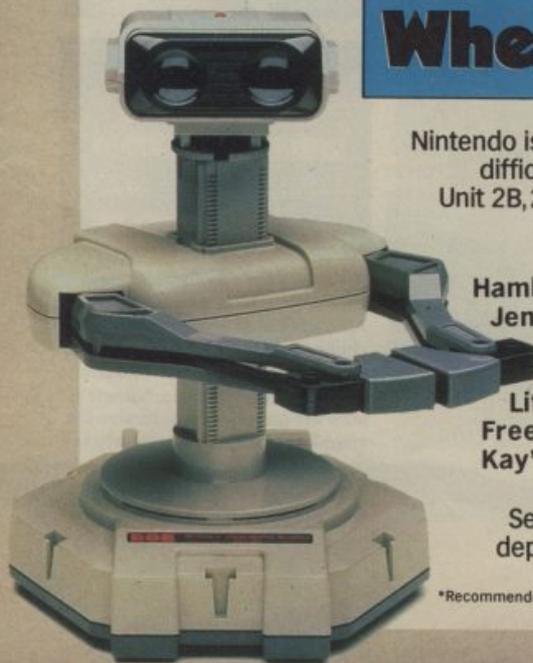
Hamleys
Jenners
Toys 'R' US
Grattans
Littlewoods Mail Order
Freemans Mail Order
Kay's Mail Order

Empire Stores Mail Order
Gloucester Toy Shop
Alders Department Stores
Toy & Hobby
Argos Superstores
Telegames
Computer Magic

Arding & Hobbs
John Farnon
Willis Ludlow
Selfridges
Telebank
Harrods

See Nintendo demonstrated at Harrods, or at Selfridges computer department, Oxford Street, August 3rd - 8th, and Hamleys of Regent Street, London, August 10th - 15th.

*Recommended retail price





News



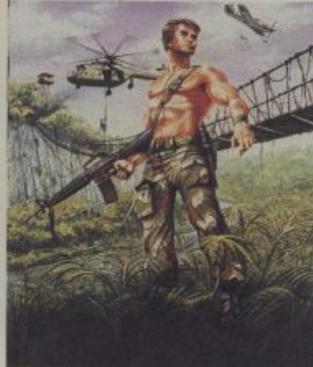
■ Ever fancied careering down the frightening Cresta bobsleigh run at zillions of miles per hour? No, neither have I. Still **Digital Integration** think you might enjoy a computer simulation of the event which is a whole lot less dangerous! Digital has been working with the UK's top bob driver **Nick Phipps** to bring you a sledge-sim featuring the world's hairiest runs like St Moritz and the Olympic track at Calgary, Canada. *Bobsleigh* is planned to hit the streets in the Autumn. Meanwhile here's a pic of the GB team christening their new bob with a spot of bubbly and not a reindeer in sight.

■ This is **Freescape**, a revolutionary new **3D Environment Simulator** system created by **Incentive Software**. These pics are simply a demo of the amazing capabilities the system has — and which will be used to the full in Incentive's new game called **Driller**, which



should be out in time for the **Personal Computer World Show**. Using *Freescape* you can move to any point in three-dimensional space and then look in any direction — including up or down. More on *Freescape* as and when.

■ Oh No! It's **Captain Courageous** — prettier than

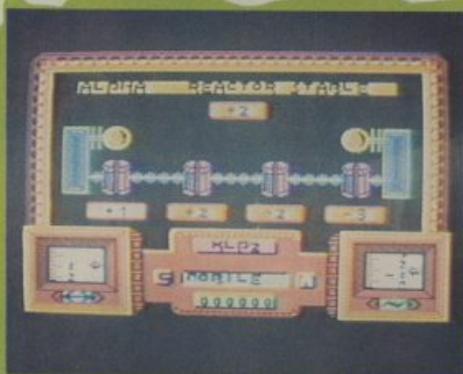


Rambo and twice as tough. Cap'n will be coming your way from English Software, after he's dabbled in a bit of hair-raising jungle combat, perilous river rides, sniper attacks and a helicopter rescue bid. Available from September for the C64 on tape and disc at £8.95/£12.95.

■ There's no excuse for not saving up for a well wicked Atari ST now that the American company has dropped the price of the **520STFM** to £299.99. It has a built in 360k 3 1/2" disc drive and you can plug it in directly to any standard TV — just like your trusty Spectrum or C64 — except that the quality is SO much better. Atari are also relaunching their 130XE which they call "the ultimate teaching computer". It has an interactive voice prompt and a complete getting started in computing package.

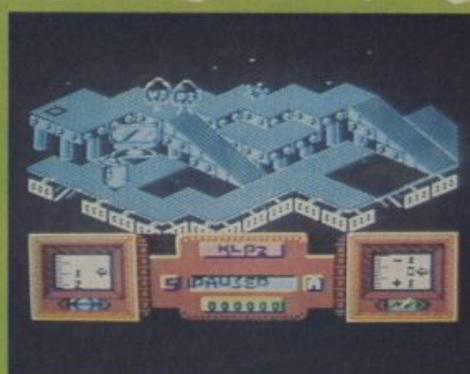
■ It was only a matter of time before the martial arts invaded role-playing adventures. And that time is now! **Moebius** from **Origin Systems** features role-playing and swordplay and martial arts all in one action packed package.

Moebius, the fabled deity of the island kingdom of Kantun, has chosen you, his disciple, to recover the stole Orb from the renegade Warlord and prevent the destruction of the universe.



■ **Steve Turner**, Hewson's wizard programmer, is putting together the final pieces of **Magnetron**, his follow up to *Quazatron*.

The arcade adventure, for the Spectrum and Commodore, looks like, and to some extent plays like, *Quazatron* but it takes place on one of the moons around the original Planet Quaztech and is more involved more strategy than droid destruction. The central character, KLP-2 is the same and he can still grapple, destroy and take the energy or devices of other droids.



But his main task is to overload or deactivate the reactors which power the power lasers around the planet, then his buddies can invade.

Each reactor has plus and minus charged rods. To disrupt them take one type of charge from a rod, say plus, and transfer it to a rod with the reverse charge, minus. If you do it often enough and in correct sequence you'll overload the system.

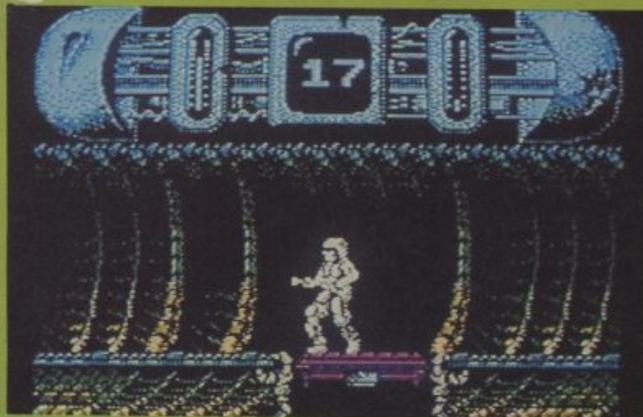
The game also includes strategy elements, such as the transfer game which takes place in a three

by three square. It's rather like the jackpot slot machines where you've got to get matching shapes on one line. Each line does something for your droid. It may, boost your energy, help you with weaponry or mess around with enemy robots.

Steve's also included a host of new weaponry systems which KLP2 can collect. There's a mortar and a bouncing bomb which'll go up as well as down steps, boomerang that returns and a frizzbee which'll take the top off any alien.



You will journey through the ascending planes of Earth, Water, Air and Fire. At each level your challenges increase in difficulty, demanding greater courage and cunning. All of your martial arts skills will be required to survive the ninja-like assassins who seek to foil

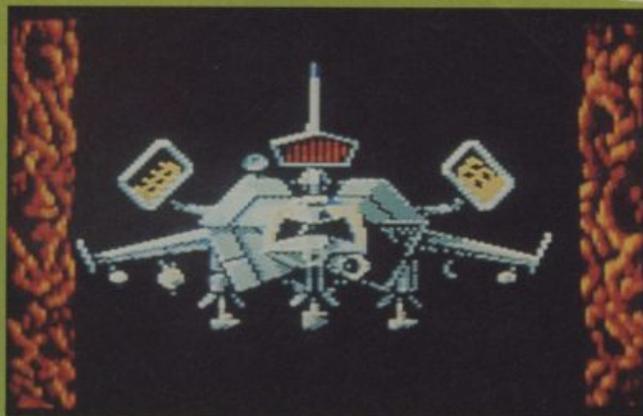


■ Meet **Trantor** the last stormtrooper. This Mr T is on a do or die mission and needs your help. This new game from **Probe** is shaping up to be really spectacular. We've seen bits of the Amstrad and Speccy versions and they look pretty neat. The story? Here it is! Many light years into the distant future, in a world where the predominance, and even survival, of a solar system, still rested upon the superiority of its technology, a bitter war of struggle was beginning to erupt.

From the radiating point of

Zybor, the forces of the Worlds reached out cautiously into the black unknown of the Periphery. Zybor had endured power for tens of thousands of years. It had included all the planets and moons of the Galaxy in a centralised rule, sometimes tyrannical but always orderly. However, its people knew that its reign had fallen, that Zybor no longer ruled, that greatness had departed and peace had disappeared.

Zybor was embittered by the eternal danger of the new worlds, especially Nebulithon, who had a



mature atomic economy and had recently advanced in the development of the devastating Quark MK3 bomb. Trantor had been chosen to lead a squad of mercenaries to destroy the bomb.

Once the squad had reached



their destination they had to locate a communication console, every 90 seconds, or risk their implanted bombs draining the life from their bodies.

your quest. Sword-wielding rebel guards will test your blade every step of the way. And watch out for wild beasts that stalk the forests!

Local villagers can help, but beware — the wrong approach will frighten them away, leaving you in a world where starvation looms ever-present. Wise use of magical charms, prayers and fireballs is essential in reaching the final confrontation with the treacherous Warlord — where victory brings recovery of the long-sought Orb of Celestial Harmony.

Moebius will be first available on C64 disk priced at £19.95 and comes with a manual and oriental headband. Other versions planned for later in the year will be Apple IBM, Amiga, and Atari ST.

Origin Systems Inc. are the producers of such titles as the Ultima series and also their last release *Autoduel* now available on disk for the C64 and Atari XL/XE and ST. All details for Origin products can be obtained from Microprose, 2 Market Place, Tetbury, Gloucestershire GL8 8DA.

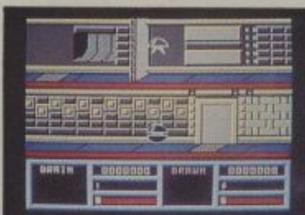
■ Latest from **Starlight** is **Hybrid** — featuring three battle droids, The Brain, The Xylon and The Robot is out next month for the Spectrum, Amstrad and 64. The three droids have to be manipulated to destroy — you've guessed it — menacing aliens within a 200, room complex. The neat bit about the game is that you

have to merge the three droids together at stages crucial stages in the game.



■ **The International Arcade Player of the Year** contest blasts to a climax at the PCW Show, Olympia, in September. Four winners, from UK heats staged by Arcadia — Mastertronic's coin-op arm, will meet the all star US Video Champs in what is likely to be a bitterly contested battle. Our team will be composed of high scoring members of the media while the US team is composed of guys who hold eight arcade endurance and high score records. The coin-op used in the final will not have been seen by Yanks or Brit's but we have a feeling our guy had better keep practising.

■ Use your brains — and a bit of brawn in a newie on the way from **Probe**. Called Brain and Brawn the game is set inside yet another giant computer. Your job? To deactivate it — that's what. *B+B* is



essentially a two player game, each controls Brain or Brawn, two droid-like thingsies.

■ **Reaktor**, Ariolasoft's £4.99 post budget range, sports three new titles.

Deathride, for Spectrum, Commodore and Amstrad, takes place on the Trans-Canadian Express where the McClusky Gang, is after a large gold shipment. Mick The Mountie chases them down the train in an attempt to stop their getaway.

Deadringer is set in space where you run around a ring arena, shoot out the opposition and set a new lap time.

All titles are available on Amstrad CPC, Commodore and Spectrum, immediately.



■ **Buggy Boy** is on the way from **Elite**. We've had a brief encounter with a half finished 64 version and it has to be said that the game is looking well wicked. No release date as yet — but you should have enough time to save up for two new TV's so you can experience the three screen thrills seen in the original arcade version!



■ Here are two more tokens for you to use in our great **Mastersound** tape offer. Remember you can get 50p off summer sounds on cassette from Mastersound, including Heat of Soul and Heat of Reggie. Check out our June issue for all the details.



MEGA-APOCALYPSE

FIND STRANGE AND EXCITING NEW WORLDS

... then blast them to pieces!



Featuring:

One player, Two players, Dual allies or Dual enemies. Five channel sound which utilises two separate speech channels with sampled dialogue and effects. Super fast 360° fire power. Collectable pods to enhance your spacecraft's shield, fire power, manoeuvrability and speed. Hi-Score, Ultra Score and Galactic Hall of Fame.

Credits:

Program and sound effects by Simon Nicol.
Graphics by Bob Stevenson.
Music by Rob Hubbard.

Commodore 64/128. £8.95 cassette, £12.95 disc.

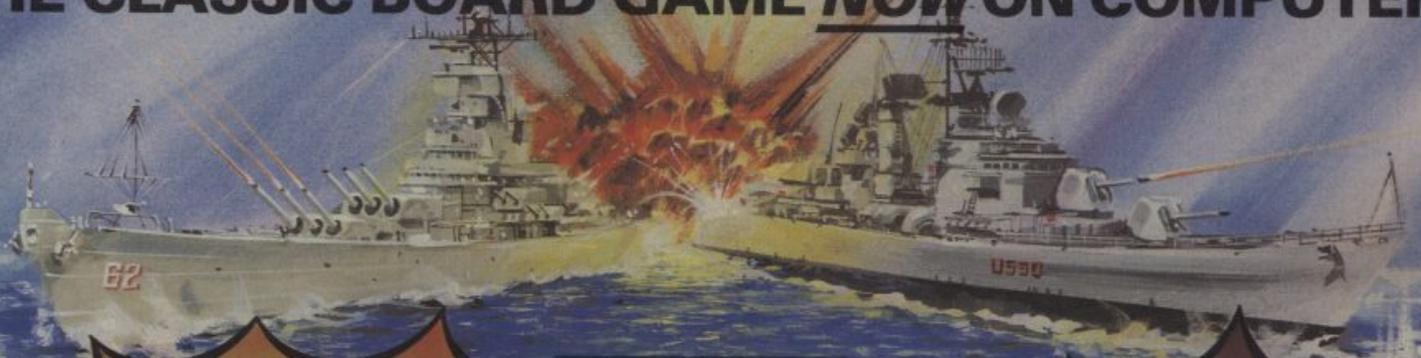
martech

Martech is the registered trade mark of Martech Games Limited, Martech House, Bay Terrace, Pevensey Bay, East Sussex BN24 6EE
TRADE ENQUIRIES WELCOME. PHONE (0323) 768456 TELEX: 878373 Martec G

Steinar

BATTLE SHIPS

THE CLASSIC BOARD GAME NOW ON COMPUTER



PHASE 1 - ENEMY IN SIGHT

Using skill and judgement you must plot your fleet's gunfire onto an elusive enemy. You will need to know the measure of your opponent... and outguess him!



Spectrum Cassette £7.95
Commodore 64 Cassette £9.95
Commodore 64 Disc £14.95
Amstrad Cassette £8.95
Amstrad Disc £14.95
Atari ST coming soon

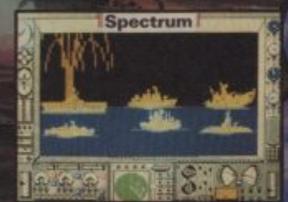
RELEASE DATE

Sept 14th

© Elite 1987

PHASE 2 - ATTACK

Fire! On your command, your guns and bombers roar into action. Stunning battle scene graphics give you, the Commander, an up to the minute picture of the battle as it unfolds.



PHASE 3 - UNDER FIRE

Now your fleet undergoes the nightmare of attack. Besieged by bombers and under fire from enemy guns, outmanoeuvre your opponent's fleet and prepare to counter-attack.



PHASE 4 - THE VICTOR

To the victor, the spoils. Enjoy the fanfare of the victory sail-past in glorious graphic detail.



ELITE SYSTEMS LTD.
Anchor House,
Anchor Road, Aldridge,
Walsall, West Midlands
WS9 8PW
Telephone: (0922) 59165
Telex: 336130 ELITE G

Mail order,
just send a cheque or
postal order payable to
ELITE SYSTEMS LTD.
or quote your credit card No.



elite

News



■ Help the **Battle Against Cruelty to Kids** by getting your hands on a copy of **BACKPACK**, a new compilation of 10 top games put together to raise cash for the **NSPCC/RSPCC**. The money raised by this new collection will help set up Child Protection Teams — experts who know just how to deal with cases of child abuse. We can't think of a more worthy cause and at under £10 — that's just £1 per game — the compilations are amazing value for money. The Spectrum tape consists of *Xeno*, *Deactivators*, *Night Gunner*, *Bounty Bob Strikes Back* and *Lunar Jet Man*. The Amstrad tape has *Xeno*, *Deactivators*, *Night Gunner*, *Tempest*, *Marsport*, *Monty on the Run*, *Starion*, *Nomad*, *Starstrike* and *Knighmare*. The C64 collection features *Xeno*, *Barry McGuigan's Boxing*, *Deactivators*, *Bounces*, *Spindizzy*, *Monty on the Run*, *Starion*, *Bounty Bob Strikes Back*, *Skyfox* and *Electra Glide*.

■ **Starglider** fans will soon be able to play their fave game down at their local arcade. Ace arcade company **Bally/Sente** has signed up *Starglider* for their new Amiga based arcade machines. So you should be hearing the sultry tones of C+VG's arcade queen **Clare Edgeley** echoing around your neighbourhood arcade palace very soon. If you didn't already know, *Rainbird* used Clare for the digitised speech sequences featured in the game. Big Sister is speaking to you!

■ Want a copy of **Elite**? Then you're in luck. We've got a selection of the latest versions of this classic space trading game to give away to the first four people who write in and ask us for a copy! What could be easier. If you've got an Electron, a BBC Micro and Master we've got some goodies for you. We've got an Electron version, a BBC Micro tape version, a BBC Micro/Master 5 1/4" disc version, and a BBC 3 1/2" compact disc version to GIVE away to the first Beeb owning C+VG readers to write in — on postcards only please. And don't forget to include your address and the version you want on your card — otherwise you'll be feeling pretty silly, won't you?

■ **Boulderdash** is back! And at a knock-down, unbeatable price of £2.99 from **Prism Leisure Corp.** If you haven't already got this classic in your collection there's absolutely no excuse for not getting it now. Rockford and the assorted boulders and insects which make up his world provided C+VG reviewers with months of fun when the game first appeared a few years back. *Boulderdash* is available on the Spectrum, C64 Atari 400/800 and Amstrad. *Boulderdash II* is out again for the Spectrum, C64 and Atari, again at £2.99 tape, £4.99 disc.

■ Star Gazer **Chris Clegg** recently received a prize of a Netonian telescope and tripod for his success in solving problems posed by Martech's **The Planets** earlier this year. It took Chris almost one year of late nights and trips to the reference library to solve the clues in the program. But after the presentation by Astro-nomer and TV personality Heather Couper, bleary-eyed Chris agreed that the time had been well spent.



■ **Mattel Toys** has launched a new video disc system in the States. The system, aimed at children, incorporates interactive video similar to the system used in coin-ops such as **Dragon's Lair**, digital sound and computer program data, all stored on interchangeable standard sized compact discs. Mattel intends to produce interactive games, entertainment software, children's entertainment packages and even music videos on the system. It'll be launched in the US in September but is unlikely to be seen on this side of the Atlantic until next year.

■ A dark feast of fantasy and horror authors, illustrators and film directors will be gathering at The Midland Hotel, Birmingham, for **Fantasycon XII**. It's a cosy affair where you can talk to British and American professionals, make

friends with other fans and get your fave novels autographed. There's also a continuous video program, a raffle in which you could win film posters and props, and The British Fantasy Awards Banquet. More info from Di Wathen, Fantasy Con XII, 15 Stanley Road, Morden, Surrey, SM4 5DE. But hurry, it takes place between 4-6th of September.

■ Brave C+VG gamers **Paul Makelyne** (left) and **Paul George** (right) took on the might of Martech's **Mega Apocalypse** in an inter-magazine play-off held at London's City University. The gamemasters had three minutes on an infinite lives version of the Simon Nichol's game. **PG** did well with 18,793 but **PM** pipped him with 22,061. The winner, however, was **Julian Rignall** of *ZZap 64*.



■ The guys from **Palace Software** are about to become Outlaws when they launch a new software label later this year. **Outlaw Productions** will bring together some of the country's most talented independent designer/programming teams. The first release is the **Shoot 'em Up Construction Kit** for the CBM64. It's been developed by

Sensible Software, responsible for Ocean's *Wizball* and *Parallax*. The construction kit enables a person with no programming knowledge to write professional style arcade games. Sounds interesting, though it's been tried before by Melbourne House and Quicksilva before.

■ **Ocean's** recent problems with the release of some of its big summer titles appear to be over with the imminent release of **Taipan** at last. The problem's concerned the compression of the 128K Spectrum version into 48K and the ST version onto disc. At least this quantity problem bodes well for the quality of the finished game.

■ More exposure for best selling author **Jeffrey Archer**. **Domark** has licensed **Not a Penny More, Not a Penny Less**, the first novel he wrote to get him out of bankruptcy back in the 60's. The plot concerns four businessmen and their attempts to take back one million dollars from swindler Harvey Metcalfe. In four cleverly conceived plans they aim to take no less and no more than the money he took from them in a share dealing fraud. Sounds like a strategy game to us, but **all** will be revealed by Archer and Domark at next month's PCW show.

■ Those Hard Guys at **Advance** are betting on a 16-bit led games scene next year. Advance is prepared to back its bet with an ST version of **Butch Hard Guy**. It's only £14.95.



■ "Holy **!!". The Ed screamed as he opened the mysterious package from Denmark! Someone is trying to wipe us out!" But the authentic looking grenade turned out to be the latest in designer joysticks — called the **Terminator**. This cute little stick is shaped like a real live grenade, complete with firing pin. **Terminator** has been created by a Danish company called **Super Soft** and will

soon be on sale in this country. But true to form we've got our hands on some of these nifty new gadgets first and we want to give them away — 20 in fact. All you have to do is tell us the name of the actor who starred in the movie *Terminator*. Send your entries, on postcards ONLY please, to Computer + Video Games Terminator Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AV.

SIX OF THE BEST FROM ...

STILL AVAILABLE
6-PAK VOL. 1



HOT PAK

6-PAK

VOL. 2



Spectrum Cassette	£9.95
Commodore 64 Cassette	£9.95
Commodore 64 Disc	£14.95
Amstrad Cassette	£9.95
Amstrad Disc	£14.95

Mail order, just send a cheque
or postal order payable to
ELITE SYSTEMS LTD.
or quote your credit card No.



ANCHOR HOUSE,
Anchor Road, Aldridge,
Walsall, West Midlands
WS9 8PW
Telephone: (0922) 59165
Telex: 336130 ELITE G

RELEASE DATE:
SEPTEMBER 14th

HOT-PAK

ANCIENT MARINER

A lost Ship

A lost Soul

A lost Love

Beyond the Edge of Darkness...

For further details or to reserve an advance copy now, please send a SAE to Systems Architects
6/9 Market Place, Kingston, KT1 4BR. But please do not send any payment yet. Price to be announced



21st CENTURY WARRIOR: Apache **GUNSHIP**



The Apache . . . Fierce and elusive, like its warrior namesake . . . Capable of defeating enemy tanks, infantry, and hostile aircraft on the modern electronic battlefield.

Gunship's revolutionary 3-D graphics enable you, the pilot, to fly into the world's hottest trouble spots . . . You'll use an unbelievable array of high tech information and weapon systems, including lasers, video cameras, night viewers, radar warnings, jammers, computers, missiles, rockets, flares and a 30mm cannon! Successful missions will be rewarded with medals and rank promotions.

Experience the danger and excitement of attack helicopter action . . . your latest adventure in the ever-growing line of MicroProse Simulation Software.

See your software dealer today and become a part of the GUNSHIP adventure! Challenge the enemy, the sky, and YOURSELF with this extraordinary simulation.

GUNSHIP for Commodore 64/128. Cassette £14.95, Disk £19.95.

MICRO PROSE
SIMULATION • SOFTWARE

MICROPROSE SOFTWARE LIMITED, 2 MARKET PLACE, TETBURY, GLOUCESTERSHIRE GL8 8DA. TEL: (0666) 54326. TLX: 43422 MPS/UKG

Also available
on Spectrum and
Amstrad CPC



GAME OF THE MONTH

Bigger, better and bolder than the rest. Try it, buy it. Don't miss out.



C+VG HIT

Miss the hits at your peril. They are the business!



THE REVIEWERS

TIM METCALFE:

The Ed man wields the fastest joystick of all. When his word is heard you better listen.

PAUL BOUGHTON:

Shoots from the lip. Likes zip in his zap.

LEE BRATHWAITE:

Radio Lancashire's ace games man, always ready to air his views.

CHRIS CAIN:

The Amiga man. But Cain is able to be persuaded that 64 isn't near retirement age.

DAVID BISHOP:

As an Amstrad fan, The Bishop preaches what he practices. He is also full of praise for the Atari ST.

STEVE BADSEY:

The Doctor reports from the frontline about war and strategy games.

NICKY TREVETT:

Reclusive Nicky has the knack with the BBC.

JOHN GILBERT:

Beep! Beep! He's back from the Dead Zone!

JERRY MUIR:

Games expert Muir has the Atari 8-Bit between his teeth. Something in the XLs at.



- ▶ MACHINES: AMSTRAD/ATARI ST/CMB 64/128/SPECTRUM
- ▶ SUPPLIER: US GOLD
- ▶ PRICE: £9.99 (CBM, SPECTRUM, AMSTRAD TAPE), £14.99 (CBM, AMSTRAD DISC), £24.99 (ATARI ST DISC)
- ▶ VERSION TESTED: ATARI ST
- ▶ REVIEWER: JOHN

Beep, Beep! It's nail biting. It's beak against snout. *Road Runner* has swapped the cartoon canyon for the computer trail in an effort to out-fox that peril of the road—Wile E. Coyote.

All you've got to do is pick up the seeds and lemonade bottles on the desert road but, as always, that long eared enemy of yours is close by with knife, fork and a host of impromptu gadgets to bring him even closer to fricaseed bird and french fries.

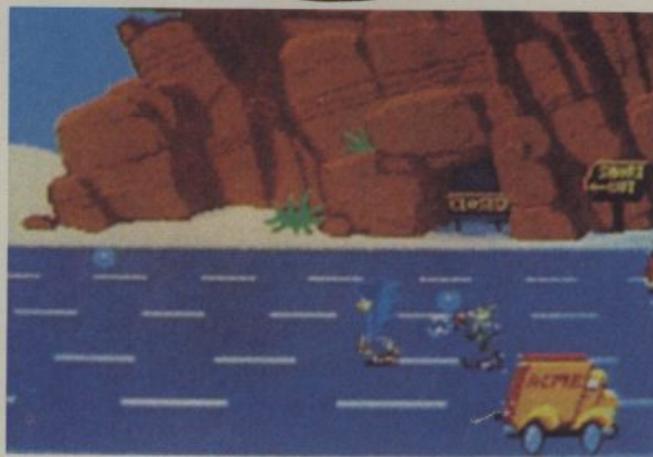
The seeds maintain Road Runner's hectic pace, and if he misses five of them he'll not only fail to gain important points but also faint from malnutrition and lose a life. Lemonade is also invigorating but if you stop to drink it you'll spend several valuable chase seconds drinking it.

Road Runner runs at twice the speed of Wile E. but the Coyote has a skateboard, rocket, jet pac and pogo stick stashed on levels two onward to dwindle the distance. He'll also lob sticks of dynamite at you when he finds them scattered on the road.

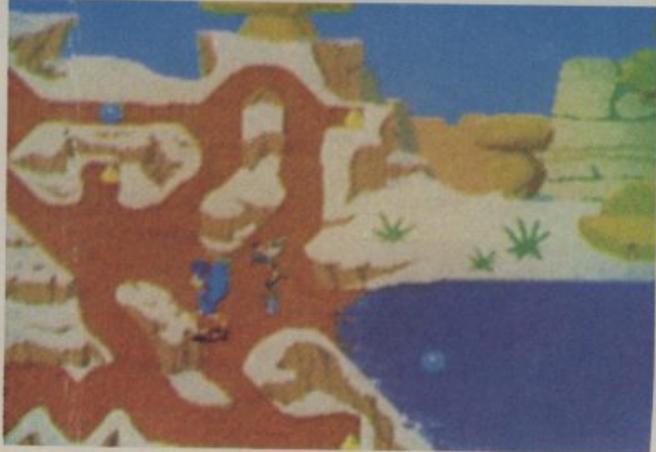
If you make the mistake of being hit by dynamite, or winded by one of Wile E's contraptions, you lose another of your five lives and get blown back to the start of the current level.

Wile E. doesn't have it all his own way, though many of the natural dangers along the road can trip you up as well as the Coyote. At the start of the game, when the road is wide enough for traffic, you can try and lure him in front of a passing truck or boulder and force him over the side of a crevasse. You can also dip your body in invisible paint and disappear for a few seconds while you complete the current level.

The most hilarious part of the game — apart from watching Wile E. ride a rocket — is when the Coyote gets frazzled by a mine. It's the exact picture of the cartoon series. Wile E. stands blackly against the



▲ ATARI ST



▲ ATARI ST

landscape, whiskers wilting in the noonday sun while *Road Runner*, hopefully, makes his escape. But, be wary, 'cos Rody can suffer the same fate and, if Wile E. does succumb to a blast, don't stand too near him — he'll recover in a fleeting second and continue the never

ending chase.

Despite the last warning, Rody can score points by running close to Wile E. and sticking his tongue out before running away. You run the risk of writing your dinner ticket but, if lucks on your side, you could scoop up 100 cheap points.

Road Runner scores all the

Road Runner

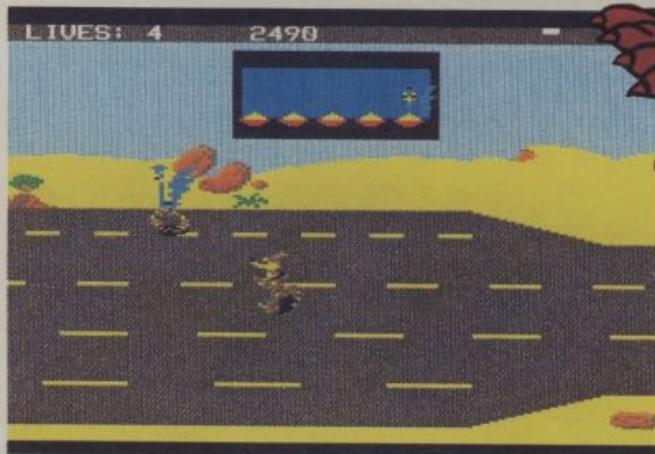
► MACHINES: 64, SPECTRUM, AMSTRAD, ATARI ST
 ► SUPPLIER: US GOLD
 ► PRICE: £9.95 CASS / £14.95 DISK, ATARI ST £19.95 DISK
 ► VERSION TESTED: COMMODORE DISK
 ► REVIEWER: LEE

impressed by both the simplicity, and the addictiveness of the game, and couldn't wait for someone to release it. I couldn't believe my luck when a copy arrived the next day.

To my surprise, it was almost an exact copy, in both graphics and gameplay, and to be quite honest, is one of the best arcade conversions I've ever played.

You play the role of Road

The first meeting with this game, was at a motorway service station, on the way back from watching a preview of the new Bond film, which was arranged by Domark. It was about half past midnight, and I'd stopped off for a cup of coffee and a butty, when I spotted the face of *Road Runner* on an arcade machine. Anyway, £2.40, and half an hour later, I felt I should carry on back to Accrington. I was incredibly



▲ COMMODORE



▲ COMMODORE

way as a game — although the Atari ST price is a little steep. The graphics are of superb cartoon quality, although Rody and Coyote are a little stickish, and each level has its own cartoon time soundtrack. Added to that, the tasters at the beginning and end of the game,

which you may know from the original cartoon titles, show the ST's potential.

So, what else can I say? That's all folks!

► GRAPHICS 9
 ► SOUND 8
 ► VALUE 7
 ► PLAYABILITY 9

Runner, (Speedious Birdious), being persued by that ever hungry Wile E. Coyote, (Starvingous Carnivorous), who's sole meaning in life is to do the Road Runner what Colonel Sanders did to chickens. Now the only weapons our feathered friend has are his legs, whereas good ol' Wile E. has bombs, jet powered skateboards, jet packs, and pogo sticks.

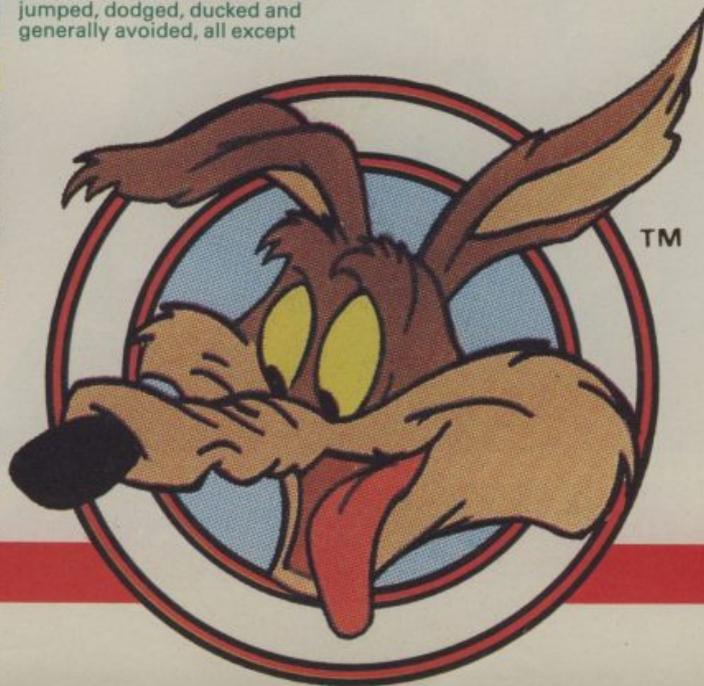
All Road Runner has to do, is to get to the end of each level, without being blown up, squashed, eaten, or generally being destroyed in numerous ways. This may sound easy but the hazzards don't just come from our favourite meat eater but lay on the roads in the form of mines, trucks, boulders, crevasses, invisible paint and bird seed, all of which must be jumped, dodged, ducked and generally avoided, all except

the last one. You must eat the bird seed, except the ones which Wile E. has laced with iron filings which will slow you down. Also on the road, are glasses of lemonade which you can either drink to gain a bonus, or make Wile E. drink to slow him down. When you complete a level and lose your last life, you can go straight up to it via a short cut on level 1.

As I've said, the gameplay is as close to the original arcade game as is possible and it's just as addictive. Shaun "Trailblazer and Kik Start" Southern must be congratulated on the Commodore version, especially in the graphic department. You really feel like you're involved in a cartoon, as they capture the characters to a tee. I loved the way Wile E. looks round in amazement when you run past him! Both backdrops and sound are excellent and there's even the cartoon's jungle when you lose you last life.

My only criticism is that because each level is a multiload, it could become a pain for cassette users, but on disk it plays like a charm. Buy this and you'll have fun for ages, and a guarantee that at some point you'll laugh out loud. I know I did!

► GRAPHICS 10
 ► SOUND 9
 ► VALUE 9
 ► PLAYABILITY 10



FLUNKY



FULL TIME FLUNKY REQUIRED

Menial manservant required for special duties at Buck House. The successful applicant will need experience of bomb disposal, fighting rats and avoiding homicidal guards, as well as a good conversational manner with Royal Personages. Excellent rewards for a candidate with quick reactions and strong nerves.

Apply for more information to:
Helen Holland, Piranha,
4 Little Essex Street,
London WC2R 3LF Tel: 01-836 6633



Available soon on Spectrum,
Commodore and Amstrad cassettes –
all at £9.95.
Commodore and Amstrad discs –
both £14.95.

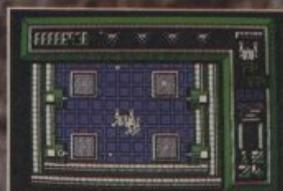
STARLIGHT
SOFTWARE

HYBRID

HAVE YOU GOT WHAT IT TAKES!

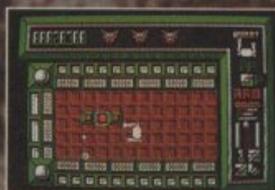


A complex and deeply developed strategy game brought together to generate the battleground of the future. HYBRID is a combination of superb graphics and original techniques to emulate those fevered imaginations hitherto found only in nightmares. HYBRID challenges your ability to master this superior space adventure. The superb detail and engrossing strategy is a feast for the imagination.



SPECIAL FEATURES

- + OVER 200 ROOMS
- + MULTIPLE ROBOT MERGE FACILITY
- + WEAPON SILOS, POWER PODS, TELEPORT CONSOLES
- + MULTIPLE FIREPOWER & ARMOUR CHACHETS



C64/128 cass £9.99 C64/128
disk £12.99 AMSTRAD cass
£9.99 AMSTRAD disk
£14.99 SPECTRUM £8.99



BY TONY CROWTHER & ROSS GOODLEY
NOW FROM THE T.V. SERIES

CENTURIIONS



★ POWER-X-TREME!!!



★ EXOFRAME ON AND READY!



★ ZAP MILLIONS OF BADDIES!

Choose from an awesome array of weapons and prepare for the battle of a lifetime!

MAIL ORDER: If your dealer is miles away you can order from us - send your crossed cheque P.O. made out to Ariolasoft U.K. Ltd., including your own name and address, to Ariolasoft, P.O. Box 461, London NW1 2ND

Ace McCloud, Jake Rockwell and Max Ray are THE CENTURIIONS! Stop the evil Doc Terror in his desperate bid to destroy the world! Guide the Centurions through Space, Sea and Air, and find all six parts of the master key before it's too late!

SPECIAL FEATURES

- ★ Multi-directional scrolling
- ★ 3 massive levels
- ★ Amazing 'Exoframe' feature
- ★ 1 or 2 players co-operational game



C64 128 cass £9.99 C64/128 disk £12.99 AMSTRAD cass £9.99 AMSTRAD disk £14.99 SPECTRUM £8.99

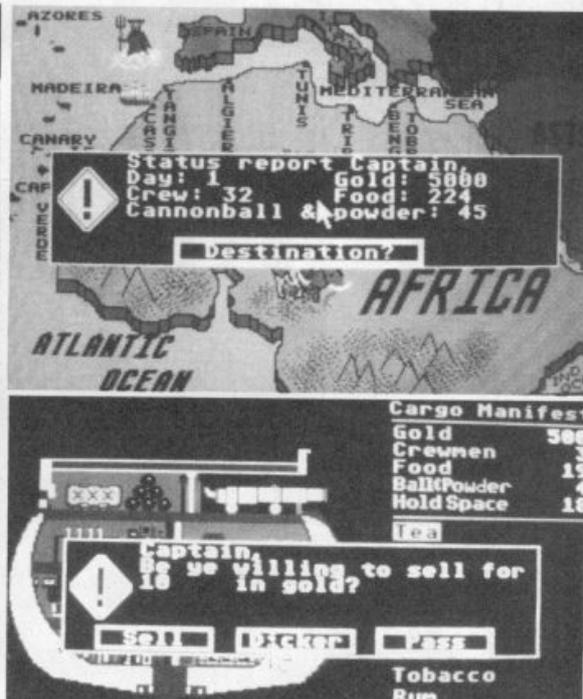
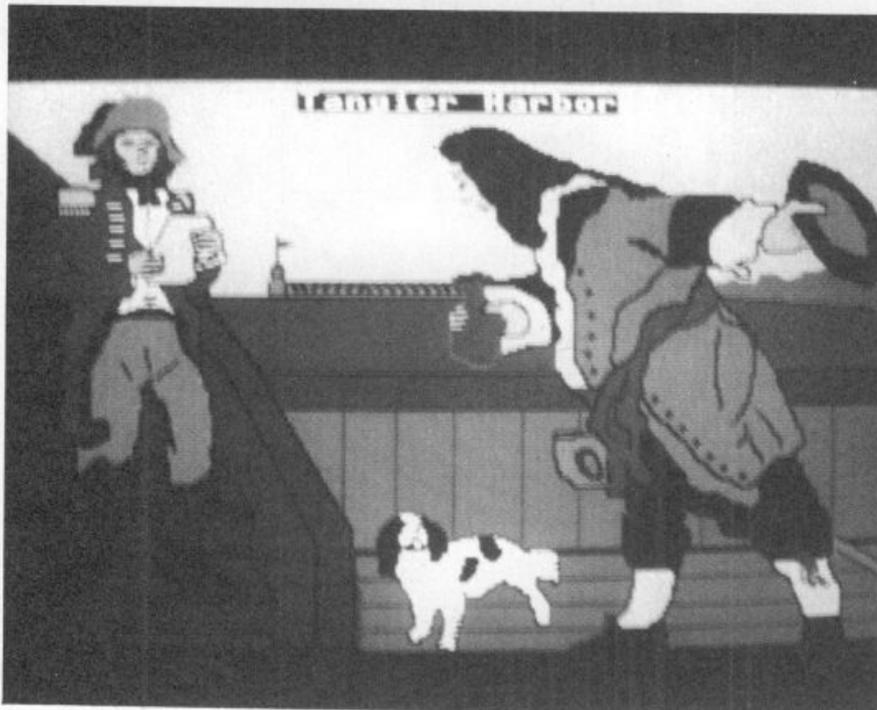


CENTURIIONS © 1987 RUBY SPEARS ENTERPRISES, INC.

Pirates of the Barbary Coast

REVIEWS

C+VG



- ▶ MACHINES: CBM/ATARI ST/ATARI 800
- ▶ SUPPLIER: CASCADE
- ▶ PRICES: C64/ATARI 800 £9.95, ATARI ST £12.95
- ▶ VERSIONS TESTED: CBM/ST
- ▶ REVIEWER: JOHN

The infamous Bloodthroat the Pirate has kidnapped your daughter and is demanding 50,000 pieces of gold ransom for her. You'll have to decide whether to pay or blast him out of the sea when you get to his island at the end of the game, but first you've got to raise the ransom by trade or more risky ventures.

First stop, the Barbary Coast map which shows you're docked at Casablanca. You're immediately shown a manifest of the gold you have, your food and firepower — calculated in numbers of cannonballs.

The game's controlled by a series of multiple choice menus, some of which have only one choice (?) which you have to press to move to the next part of the game, and an

arrow cursor. You sail from port to port by pointing at the destination. You're then given the time it will take to get there and asked if you want to continue or re-select.

Once out of port you may be attacked by other pirate vessels. You have the choice of fleeing or standing your ground, but if you select the latter you'd better be prepared for some heavy confusion. The cassette inlay describes how to stoke up and fire your cannon, but the instructions are for the Commodore version. It refers to a blue cannon selection panel, which is yellow on the ST, but doesn't show you its position on the screen. So, if you've got the ST version of the game, you'll have to work out which panel controls each cannon action.

Before you fire the cannon you have to load it by pointing at the powder in the keg to the right of the gun and ramming one of the cannon balls in. It took me half an hour to work

out how that was done. The instructions are unhelpful to say the least!

When you're loaded, select the cannon's elevation and the fire panel. The cannon goes off and, with luck and no help at all from Cascade, you sink the ship. You have 15 cannons but, if you're unlucky, they'll be knocked out one by one, and if you're mega-unlucky, you're ship will sink.

Back at port you've got the opportunity to trade, buy supplies and repair your ship.

The idea is to do what no British Prime Minister has done since the war and make your balance of payments show a profit. It's a slow business — and a tedious one because all you have to do is select from multiple choice menus — but there's no margin for error. Once you've sold stock of a certain product you don't get the chance to buy more at the same port.

Trading's a slow business, but there is a chance to go for

gold, literally a fortune in it.

When you pay a visit to the local port store you can bribe the keeper and he may give you a treasure map, marked with an X. Once you've got that you can make your way to treasure island but, because the same old select menu control system is used throughout, even this section of the game — digging for treasure — isn't particularly exciting.

Cascade has hit on a mediocre game formula. Commodore strategists may enjoy it for a few hours but the ST version, which performs in low-resolution graphics mode, makes a mockery of the 16-bit power.

The company should either have added to the plot and produced hi-res graphics for the ST, or left the game on the Commodore.

	C64	ST
▶ GRAPHICS	7	4
▶ SOUND	5	4
▶ VALUE	5	4
▶ PLAYABILITY	6	4

THE MAN WHO WON/LOST THE MAN WHO LOST/WON



Gen. MacArthur



Adm. Yamamoto

NOW YOU CAN CHANGE THE COURSE OF HISTORY

The battle for Guadalcanal has been called the most decisive single action of the war in the Pacific.

More significant, even, than Pearl Harbor.

The battle lasted six months. It took the combat skills, the courage and eventually the lives of thousands of dedicated fighting men, both American and Japanese, to bring it to a conclusion.

The battle for Guadalcanal is unquestionably the finest war strategy game to date.

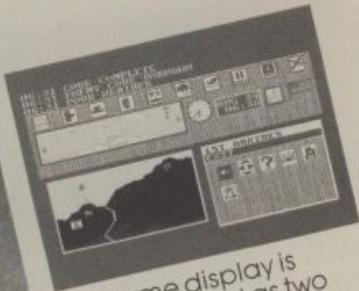
It is perhaps the first game to give you a true indication of the awesome responsibility of the battle commander.

Now you can re-fight the battle for Guadalcanal.

You can re-think the tactics. You can re-deploy the resources.

You can re-live the battle.

In effect, you can change the course of history.



The game display is best described as two halves. All general information about the game is in the top half while control of units and info on them are in the lower half. To the top right you will see a clock face. This runs at a speed of 1 minute for every 10 seconds of real time. The clock NEVER stops.

THE BATTLE FOR GUADALCANAL

ACTIVISION
ENTERTAINMENT SOFTWARE®

Commodore 64/128 Cassette & Disc ZX Spectrum 48k/128k+
Amstrad CPC Cassette & Disc (All cassettes £9.99 and discs £14.99)
Mail order: Activision (UK) Ltd, Units 3 & 4 Finedone Road
Industrial Estate, Wellingborough, Northampton NN8 4SR
Computer software program - Guadalcanal - designed by
Ian Bird, developed in collaboration with Alan Steel



- ▶ MACHINES: SPECTRUM/AMSTRAD/C64/ATARI ST
- ▶ SUPPLIER: US GOLD
- ▶ PRICES: £8.99 (Spec), £9.99/£14.99 (C64/Ams), £19.99 (ST)
- ▶ VERSION REVIEWED: AMSTRAD
- ▶ REVIEWER: TIM

It's fun being the boss. That way you get to pick and choose which games you review. If you can't there's not much point in being the Ed, is there?

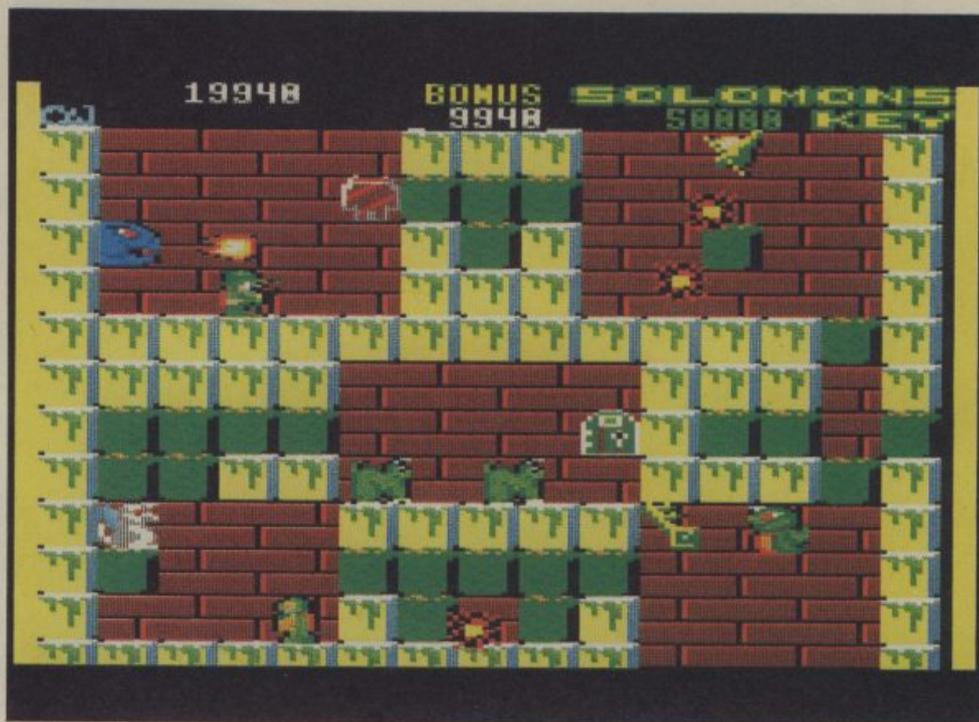
Solomon's Key is one of my favourite arcade games — and this is a very good conversion — right down to the tinkling little tune. OK, so the graphics can't hope to match up to the arcade original, but the boys from Probe have managed to capture the feel and the addictiveness of the original.

The idea is pretty simple. You play the part of an explorer searching a lost temple for the key to Solomon's treasure. You explore a network of rooms — screens to you — jam packed with puzzles and goodies to collect.

Each room is a network of stone blocks which can be destroyed and recreated by your explorer at will. Some blocks hide goodies which can be collected. Some blocks are indestructible.

Most screens are inhabited by nasties who are out to get you at every turn.

More complex and dangerous hazards and combinations of blocks appear as you progress through the game.



Solomon's Key

The aim on each screen is to collect a key which opens the door to the next level — while at the same time scooping up goodies for bonus points and extra lives.

The game is really pure arcade strategy. Find the best route to the key and the door within the time limit.

Watch out for useful objects — like fireballs which add to you limited defensive capabilities.

If you don't have them you have to dodge the nasties and create barriers.

Talking of blocks — which we'll do a lot in this review — you can sometimes swap

around hidden objects by destroying and replacing blocks.

Watch out for the messages which appear on some screens — solve the puzzles they pose and you'll gain entrance to the bonus mystery screens — just like the arcade version.

Solve the riddles — like "Cast a spell on the key at III III" What this means is that you must wave your wand at the key in level III-III to get to the bonus level.

You may think fairies are weedy little creatures — but when they appear in this game you better grab them quick — they grant you an extra life.

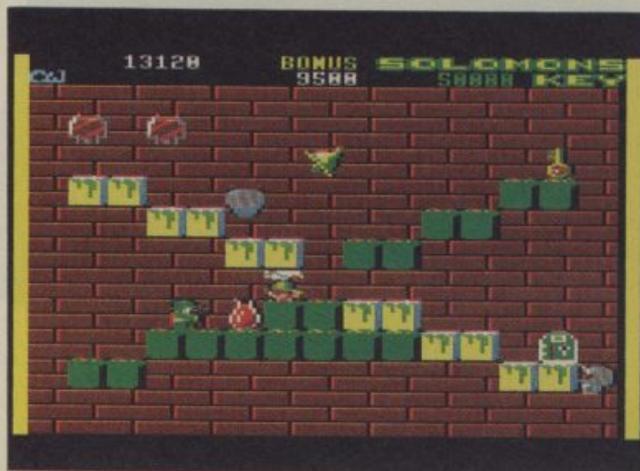
Don't sneer at the Speccy version's weak graphics, look behind them and play the game. It's just as playable as the other versions.

Loads of screens, tons of fun and hours of totally absorbing gameplay make *Solomon's Key* a must for you summer holiday entertainment. It's an ideal mixture of *Bombjack* and that all time C+VG fave *Pengo*.

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



8
9
9
9



Re-bouncer



- ▶ MACHINE: C64
- ▶ SUPPLIER: GREMLIN
- ▶ PRICE: £9.95 (tape)
- ▶ REVIEWER: TIM

Thing has bounced back — and now Gremlin has given that all time fave, *Bouncer*, a retreat and sent him out to face more deadly dangers.

Unlike many sequels, which often attempt to spin out a successful theme and tempt you to part with your hard won cash for more of the same, *Rebouncer* is a very playable stand alone game. *Bouncer* fans will curl up their toes with joy when they get their hands on a copy.

Bouncer finds himself in the Overlord's fortress, which is heavily defended by all sorts of aliens, bubbling lava pits, slime-jelly, and other horrible hazards.

Your job is to steer Bouncer over, around and along the familiar suspended platforms and hazards to reach the Overlord in time for the final showdown.

At the end of each level you'll come across a Sentinel, one of the Overlord's more powerful minions. Defeat it and you move on to further more dangerous levels.

The first level is simply to get you used to handling old Bouncer again. After all, it could've been some time since you've played the classic original.

It may have just been me but I felt that this new *Bouncer* wasn't quite as responsive as the first — but after a couple of sessions the extra added attractions thrown in by the programmers more than make up for it.

Bouncer can defend himself against the Overlord's alien minions by firing various projectiles at them. Collect the 'F' symbols and you get different sorts of weapons, indicated by a number at the side of the symbol. A few games and you'll know what you're picking up.

Watch out for the 'A' symbols too — these give Bouncer a suit of designer armour, protecting him against the attentions of even the most persistent alien attacker.

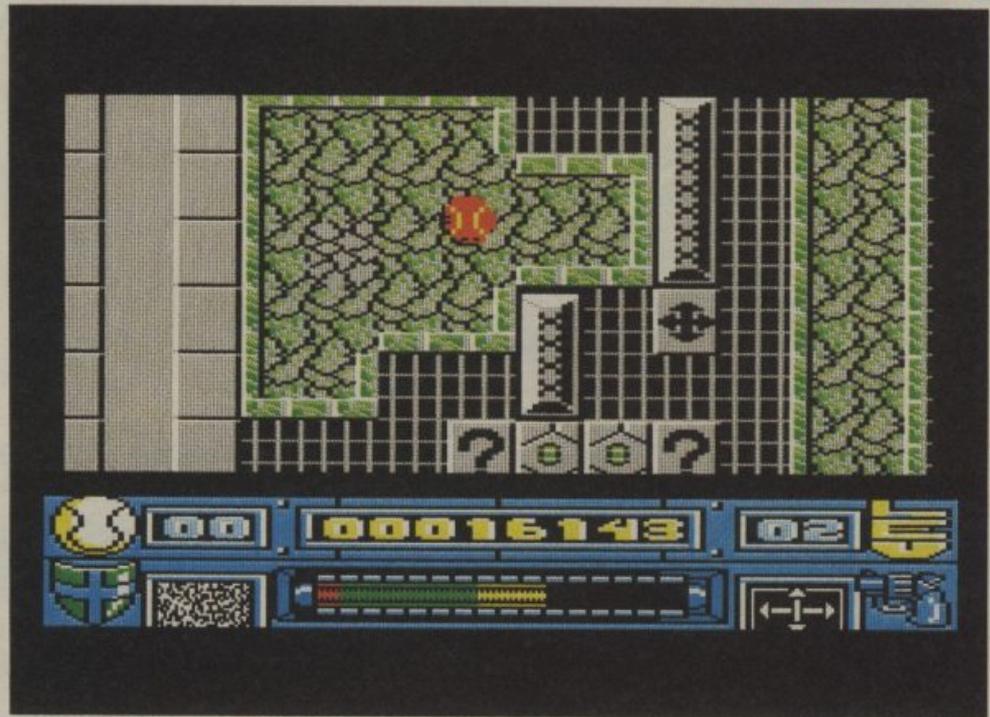
As in the original there are slabs that make Bouncer bounce further, slabs that provide extra points, slabs that give mystery bonuses — good or bad — plus new things like the smart bombs needed to defeat the Overlord and the neat inflation stations which

allow you to pump Bouncer up.

More pressure in the ball makes for higher jumps. But don't pump him up too much — otherwise you'll be clearing up a nasty mess on the inside of

And you'll want to keep coming back for more because the game IS just as addictive as its predecessor. Take our advice and catch a copy today!

IDEAS Central and The Ed



your TV screen!

Complete the first training level, defeat the Sentinel and you get a choice of directions. You can continue bounding left to right — or switch to scrolling up OR down. All of which should give even the most demanding *Bouncer* freak value for money.

There are no less than nine different sorts of aliens to contend with — each with different capabilities. But there's one thing they have in common — if you don't blast them they'll get you as sure as eggs is eggs!

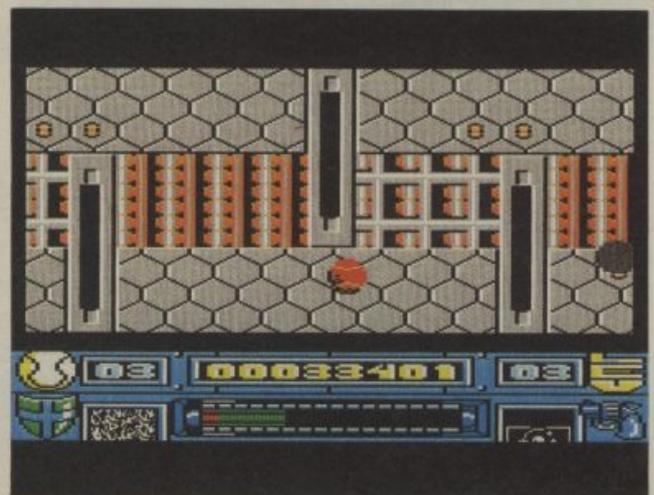
Beware the Crackle. This is a sort of mobile — and very deadly — electric barrier. Shoot out the terminals and you path will be clear. Fail and you'll be fried. You can try to jump, but you'll fail nine times out of ten.

Graphics and sound are excellent — in fact the whole package is extremely well presented, including the intro messages which feature some amusing bits of coders trivia.

Rebouncer is bound to have many hidden secrets — only to be unlocked by prolonged play.

await you hints tips and cheat modes with anticipation. But do an old man a real favour will you? Don't keep us waiting too long!

- ▶ GRAPHICS 9
- ▶ SOUND 8
- ▶ VALUE 9
- ▶ PLAYABILITY 9



NOW! £5 OFF ALL TRADE PRICES

YOUR MICRO DESERVES THE BEST...

When your home or business micro costs several hundreds of pounds, it deserves the finest repair facilities in Europe (well, probably!). And the finest prices – £5 off trade rates for a limited period only. ★ How? At Verran we use our own range of advanced automatic test equipment (now sold worldwide), backed by stringent 2-8 hours soak-rack testing. That means speed, ultra-low prices and, most important, guaranteed reliability. For the first three months we'll repair any fault free. For the next three, at half these quoted prices. ★ It's the finest service available.

- ★ Currently we handle over 3500 products on average every day. Providing services for such leading companies as Amstrad plc, Commodore Business Machines, Sinclair Research, Rank Xerox, Dixons, Currys, Boots, W H Smiths, John Menzies and many more.
- ★ Join them and take up our special offer now.

Recommended and Approved by

AMSTRAD ACORN ATARI SINCLAIR COMMODORE

★ SPECTRUM TRADE £19.95 NOW £14.95

★ COMMODORE 64 TRADE £24 NOW £19

★ BBC B STD BRD TRADE £30 NOW £25

★ AMSTRAD 464 TRADE £30 NOW £25

★ ELECTRON TRADE £25 NOW £20

EUROPE'S LEADING COMPUTER REPAIR CENTRE



...AND UNBEATABLE DISCOUNTS ON ALL COMPONENTS!!!

★ With over £500,000 worth of spares in stock, we can meet many of your specialised requirements. We've listed a few examples and for anything not displayed just call us and we'll quote immediately inclusive of first class post.

SPECTRUM SPARES

Z80 CPU	
ULA 6C001	2.50
Power Supply	7.00
ROM	6.50
4116 RAMS	7.00
ZTX 690	.75
ZTX 213	.40
	.40

Keyboard Membrane

Spectrum	3.00
Spectrum Plus	8.00
Metal Templates	3.00

COMMODORE SPARES

6510 Processor	12.00
6525 CIA	12.00
6581 Sid Chip	15.00
901225 Graphic ROM	10.00
901226 Basic ROM	10.00
901227 Kernal ROM	15.00
906114 House Keeper	10.00
6569 - VIC	18.00
4164 RAMS - Memory	1.00

Power Supplies

C64	19.50
C16	15.00

All the above prices include VAT but please enclose a further £1.50 post and packing on all component orders.

HOW TO CONTACT US

★ For quotes on computers not listed or on any component, telephone 0276 66266. (Quoting VID/097).

★ To send us your micro for repair, mail it securely packed, accompanied by cheque, postal order (made out to Verran Micro Maintenance Limited) or quote your Access or Barclaycard number. And to obtain your special discount quote VID/097.



Verran Micro-Maintenance Limited, Unit 2H & 2J, Albany Park, Frimley Road, Camberley, Surrey GU15 2PL. Telephone 0276 66266.



Superior Collection

- ▶ MACHINES: BBC/MASTER
- ▶ SUPPLIER: SUPERIOR
- ▶ PRICE: £11.95 (DISK)
- ▶ VERSION TESTED: BBC
- ▶ REVIEWER: NICKY

It's become fashionable for the games people to produce compilation tapes and disks of their games — and it must have set a lot of teeth gnashing. For what you could have paid for just one game in the past, you can now have a whole library of games. Frequently first rate ones.

Superior fans have been eagerly awaiting a collection of Superior hits, and here it is — the Superior Collection, volumes 1 and 2. On each disk you get seven old favourites and one new release. On volume 1, there's *Repton*, *Karate Combat*, *Star Striker*, *Airlift*, *BMX on the Moon*, *Wallaby* and *Smash & Grab*, plus new boy *Synchron*.

Repton, *Karate Combat* and *Star Striker* are among the cream of Superior's games, all excellent quality. *Airlift* and *BMX on the Moon* are more

average, but still well presented, while *Wallaby* and *Smash & Grab* are basic climbing round the screen games and nothing to get excited about.

Synchron is a good quality game in which you fly around collecting power orbs, destroying as many flying and ground targets as you can.

On *Volume Two*, you get *Repton Two*, *Deathstar*, *Space Pilot*, *Missile Strike*, *Battle Tank*, *Crazy Painter* and *Overdrive*, plus new release *Kix*.

The seven old faithfuls are

well up to Superior standards. *Kix* is not unlike *Crazy Painter*, where you have to try and fill in as much of a huge square as you can — but there is a 'thing' hanging around which blows you up if it touches you or the trail behind you. Good nerve-wracking stuff.

At £11.95 each, you're not likely to find better value for money in the BBC games world.

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

8
8
10
8

Sneakalizer

- ▶ MACHINES: BBC/ELECTRON
- ▶ SUPPLIER: BUG-BYTE
- ▶ PRICE: £2.99
- ▶ VERSION TESTED: BBC
- ▶ REVIEWER: NICKY

Bug-Byte's latest is not for the squeamish. You are a mouse engaged in a life or death struggle with three patrolling moggies. The idea is to collect keys which release a giant cat trap.

While you are collecting the keys in a race against time, the cats are at liberty to bash you. But once the cat trap is released, it's moggie watch out. The visual and sound effects when a cat gets itself caught in the trap are pretty grisly.

There are two modes in this game, 'sheer panic' and 'sweaty panic' and 'sweaty palms'. For sheer panic read 'reasonable pace', for 'sweaty palms' read 'dead slow'. Goodness knows why they put the slow mode in.

The graphics are Bug-Byte's favourite mode two type, blocky and uninteresting, although there are one or two nice

touches — the way the cat gives the mouse a thumping and the stars which swim around the victim's head, for instance. And these cats have brains — if they see you, they go for you.

The sound is impressive. The tunes are actually worth listening to and don't simply get in the way, and the sound effects during the game add to the fun.

On the debit side, the action is held up for too long when you lose a life, and when you've lost one life, you've often lost the lot — when the game restarts, you opponent is still right by you and it's extremely difficult to get away. I spent several boring minutes watching my lives slip away, without being able to continue playing, or interrupt and restart.

It's maybe worth the £2.99 price tag. But *Tom and Jerry* it ain't.

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

6
8
6
6

Magic II

- ▶ MACHINES: BBC/B+/MASTER
- ▶ SUPPLIER: MICRO POWER
- ▶ PRICE: £7.95 (disk)
- ▶ VERSION TESTED: BBC
- ▶ REVIEWER: NICKY

Here's another collection of games to join the growing library of compilation tapes and disks. Makes you sick, doesn't it, when you think of the bad old days when you paid £7.95 — probably more — for just one paltry game!

Micro Power has crammed a whopping ten games on to this disk, but they are not all gems, I'm sorry to say.

First you get *Mr EE*, a good copy of the arcade game *Mr Do*. It's another *Pac Man* clone, wherein you nip around the screen eating fruit and avoiding monsters.

Helldriver is good for an hour or two. You drive around a maze running over flags to get points, while attempting to dodge other cars and obstacles. Rather basic graphics.

Frenzy is a near relation of *Crazy Painter*. You have to trap

Leptons, which seem to be sub atomic particles running amok. You do this by painting in the box, hoping the Lepton doesn't touch the trail you leave behind you.

Cybertron Mission is an old favourite, where you explore a maze of rooms shooting things and picking up things.

There is also an excellent Chess game, with very OK graphics, but as for the rest — oh dear! Stocking fillers.

There is a very average climbing ladders game, *Felix in the Factory*, a very basic version of space invaders, albeit with slick speed, *Positron*, a two-layer shoot-down-your-opponent flying game, *Bandits at 3 O'clock*, and a test-your-knowledge-of-the-world quiz called *World Geography*.

Still, at £7.95, there are enough solid offerings to make this disk excellent value.

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

5
8
8
7

Sneakalizer

Magic II

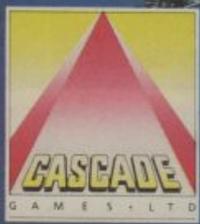
ACE 2



- ▶ High speed one or two pilot action.
- ▶ Computer opponent has advanced artificial intelligence at 20 skill levels.
- ▶ Comprehensive options.



Commodore 64 Disk £14.95
 Commodore 64 Cass. £9.95
 Spectrum 48 Cass. £8.95
 Spectrum 128 Cass. £9.95
 Commodore Plus/4 (64k) ... £9.95
 IBM PC £19.95
 Atari ST £19.95
 (IBM and Atari for Christmas)



££ Hawwa Crescent, Harrogate, HG1 5BG, England Tel. 0423 525325
 24 hr telephone ordering 0423 504663 Telex: 265871 MONREF G. Quoting 72:MAG 31320

- ▶ Air-air and air-ground combat.
- ▶ Real time, real space action.
- ▶ Equipped with two aircraft types and a variety of modern missiles.

ACE 2
 THE ULTIMATE
 HEAD TO HEAD
 CONFLICT

Screenshots are taken from the C-128 version.

Centurions

- ▶ MACHINES: AMSTRAD CPC RANGE, COMMODORE, SPECTRUM
- ▶ SUPPLIER: ARIOLASOFT/REAKTOR
- ▶ PRICE: £9.99 (CBM, AMS), £8.99 (SPEC)
- ▶ VERSION TESTED: COMMODORE 64/128 DISC
- ▶ REVIEWER: JOHN

Doc Terror's out to destroy the earth, and *The Centurions* — fresh from a successful cartoon season on BBC TV — form the

only force that can stop him.

Beneath their powerful exoframe body armour, studded with special assault weapon systems, these highly skilled super troops are all too human. Ariolasoft estimates that the exoframes give *The Centurions* the power of 1,000 men with machine-like dedication. The three-man team — codenamed Earth, Sea and Air — will need all their extra abilities to defeat Doc's robotic minions.

Doc's plan is to steal a lethal nerve gas. It's hidden at the centre of the high security complex, protected by a myriad of locked doors. Your team's job is to find the correct keys, gain entry to the complex, find the chemical and keep it safe.

You'll have to use the whole team as certain areas, in which keys are kept, are off limits to all but one member. Keys are placed on plinths within air black, sea blue and land yellow areas. Only the corresponding member of the team — Air on Air, Land on Land — can enter those areas. Once you've picked up a key you race around the entrances to the security complex looking for a door with a lock hole the same shape as your key. If you strike lucky the door disappears and you can

enter the complex ready for a showdown with the Doc.

You can switch between characters in each of the three sections of the game by skimming your player over the air, land, and sea icons. The player doesn't change shape when you change character but the name of the new character is put up on the status display on the lower third of the screen. That confusing? Well it isn't because you'll know if you hit a no-no area. Your character's score takes a dive.

The scoring system is a little odd but, once you get used to it, you will see that *Centurions* can be played in one of two ways. The main score starts at 1000 and decreases when you're hit by a laser bolt or brushed by a monster. When the life energy level reaches zero, the game's over for the current character — but you can protect him for a while, at least, with armour which you'll find are carried by some of the creatures lurking around the play area. When you shoot one of these creatures a flashing armour symbol appears in its place and, if you glide over it, your character is clothed with a new weapons system.

Each set of armour includes a different type of fire power.



Star Paws

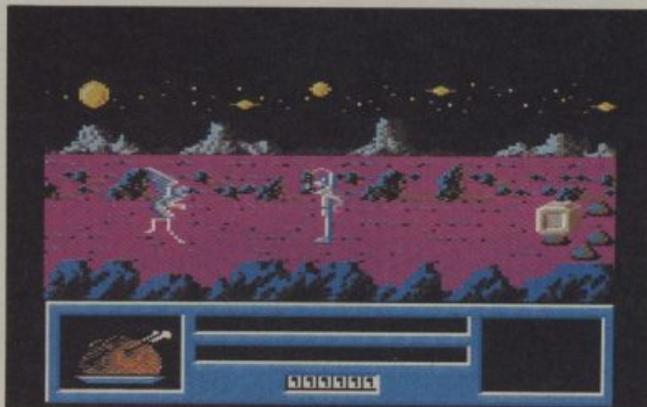
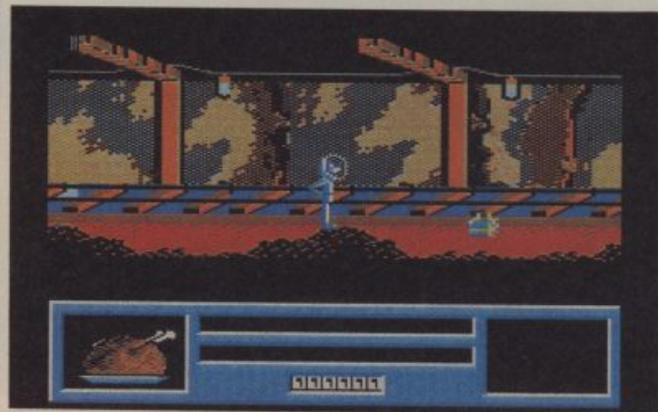
- ▶ MACHINE: COMMODORE 64
- ▶ SUPPLIER: SOFTWARE PROJECTS
- ▶ PRICE: £5.95
- ▶ REVIEWER: LEE

Occasionally, a game arrives in the office, that blows the socks off everyone who sees it. *Star Paws* is just such a game. Software Projects has now

decided to lower the price of all their games to six pounds, which makes this an even better buy than it was full price, which to be honest, is saying

something.

Now to be quite honest, I felt that the storyline to *Wizball* was going slightly beyond the realms of silliness, but *Star*



AS

You'll be able to shoot walls of laser power, scattered bursts, and lines of zap as well the normal rapid laser bursts. Each laser weapon is powerful in its own right but just make sure you don't let them off in confined space or you'll end up shooting yourself — and that'll lose you some important life energy.

Centurions transcends the normal arcade shoot-'em-up

type of game while retaining instantaneous action and hoards of aliens who'll put up a quick fight if that's all you want. It's not the main aim of the game but Ariolasoft has included an alien kills score just in case you're not so hot at solving the key finding and mapping problems. That said you'll need to play *Centurions* as an arcade adventure, which requires mapping, if you're to get the most out of it. If you want high scores it'll give them to you, if you're up to the Doc's alien barrages, but you'll need a steady, logical, strategy if you're to beat this superb game, and not just the monsters that inhabit it.

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

8
8
9
9



Paws beats that hands down.

You take on the role of Captain Rover Pawstrong, who has been sent to defeat a colony of, get ready for this, Tasty Space Griffins, who, although are loyal and friendly animals, find themselves at the centre of an inter-galactic plot to overthrow the order of peace and stability in space. Now you may ask how are they going to do this. Well quite simply, this is an illegal flock of oven-ready griffins, which have been bred by a group of mercenaries, who plan to sell this rare bird at ridiculous prices, thus destabilising the monetary system, and allowing them to take over the entire universe. Sounds awful, doesn't it?

This is where you come in. You've been sent to the planet where the birds are being reared, and have been ordered to either destroy, or capture every single bird, and every married one of it comes to that!

This is where you come in. You've been sent to the planet where the birds are being reared, and have been ordered to either destroy, or capture every single bird, and every married one if it comes to that!

This may sound easy, but even though the birds are friendly, they won't let anyone catch them, let alone kill them.

To help you slightly, a space ship drops supplies on the surface of the planet, which contain extra means of propulsion, extra weapons to kill the birds, mining lamps, and bonus puzzles, which are basically a simplified version of *Split Personality* from Domark. At certain points, you can go under the surface into a mine, which may contain some griffins, or may not. If you activate a matter transporter, you play a game, similar to the first stage in *Beach Head*, in which you angle a gun, and try and blow the birds up.

There is a great title screen, brilliant super smooth *Parallax* scrolling, and a great Rob Hubbard tune, that is one of the best.

Overall, it is excellent value, and at the price, if you miss it, you must be off your rocker!

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

8
9
9
9

- ▶ MACHINE: SPECTRUM
- ▶ SUPPLIER: CRL
- ▶ PRICE: £8.95
- ▶ REVIEWER: TIM

So you thought you'd seen every possible angle on martial arts? Well, you couldn't have been more wrong. Meet the *Ninja Hamster* — a fiendishly furry blur of flailing fists and feet.

This game started out life as a joke — an irritated company PR person making up a title just to get a journalist off his back. But then the idea of a *Ninja Hamster* seemed to stick and so a legend was born!

Well, not quite a legend — more a bit of fighting fun. And by your response to our *Ninja Hamster* Competition you think it's a laugh too. More on that next issue — but meanwhile back to the review.

The story goes like this. Old Hammy has been in training in a mountainside rodent monastery for absolutely ages — a fortnight at least.

Spinning round in a little wheel, eating sunflower seed sandwiches, that sort of thing.

Now he's heard that his village is under attack by a gang of joyseeking villains lead by the Lizard of Death, the Sinister Rat and the Loony Lobster to name but a few.

It's Hammy's job to battle this motley crew in hand to hand *Ninja* combat.

Load the game up and you'll be confronted by the regular karate combat screen layout — except that the fighters are big, cartoony style comic characters. And it's this that makes the game different from the run of the mill combat challenge.

Each character is dressed up in a neat way, The Sinister Rat looks a bit like a Wallaby with boxing gloves, The Lizard is a mean monster with a spiky club, Mad Dog is dressed as an American Football star, and so on.

There are eight villainous vermin to defeat in order to save the village — two on each load. Yup, I'm afraid you'll have to keep going back to the tape player in order to complete the whole game. A bit of a bind this.

There's a two player option as well — which as with all combat games — makes the thing a whole lot more interesting to play. I found that after the novelty of the funny graphics, little comic style speech balloons had worn off the whole thing got a bit too easy.

I defeated The Rat using the tried and trusted low sweeping kick time after time — the computer controlled opponents seem to be too easy to overcome.

You have to defeat each of the opposing animals about four times before you get to move on to the next one. The number of falls your enemy or you have taken is indicated by apples at the top of the screen which have bites taken out of them with every fall.

Graphics aren't bad, sound is

REVIEWS

C+VG



Ninja Hamster



minimal and gameplay gets a bit repetitive.

Ninja Hamster doesn't add much to the martial arts theme — except to generate a bit of humour. But sadly the joke isn't enough to last long enough for



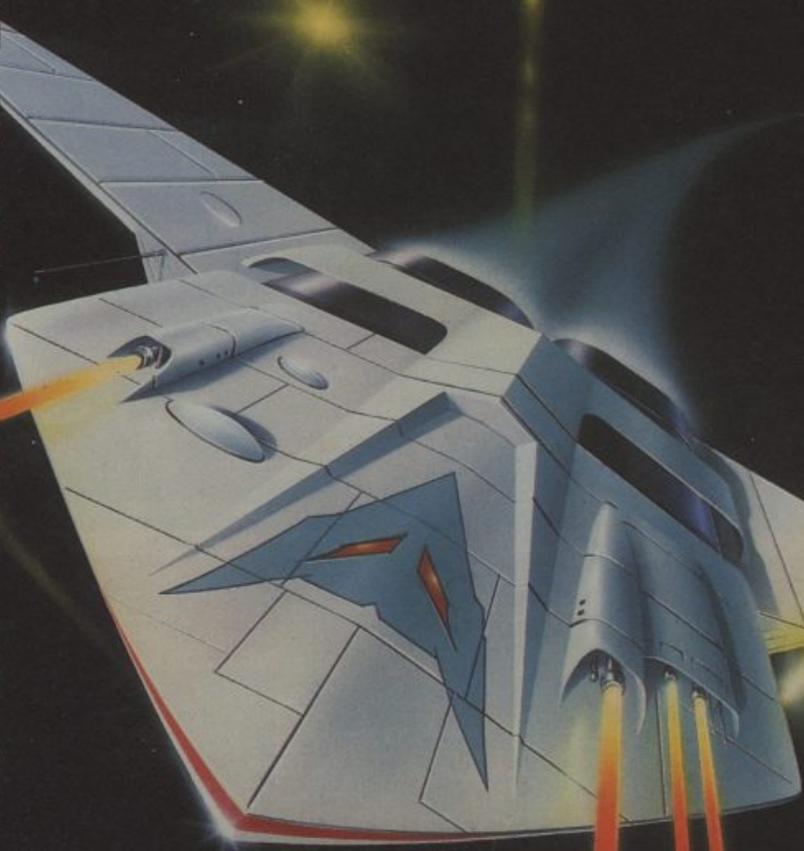
me to want to shell out for a full price game — at budget price things might be different.

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

8
6
6
6



THE FOX IS BACK!



S.T.A.R.F.O.X

AVAILABLE FROM
SPECTRUM £9.99 COMMODORE CASS. £9.99
AMSTRAD CASS. £9.99 AMSTRAD DISK £14.99
COWMORRE DISK £12.99



Star Fox

REVIEWS

C+VG



- ▶ MACHINE: AMSTPAD CPC DISC
- ▶ SUPPLIER: REAKT JR/ARIOLASOFT
- ▶ PRICE: £9.99
- ▶ REVIEWER: JOHN

Take the combat module out of Firebird's *Elite* and you've got *Star Fox*, with one very important different. The wire-framed attack ships are colour-filled and the resulting combat sequences aren't noticeably slower.

You play Hawkins, a *Star Fox* flyer in the Hytuian System. Peace has reigned since the System was enclosed on a Rubicon cube protection system, but now the cube has been breached and a new planet has drifted into the galaxy.

The inhabitants are hostile and attack everything that enters the planet's path. Suddenly, your mission is to chase and destroy these aliens through eight levels of gameplay. Not only that but each level contains a task, revealed at the beginning which you must complete before you go onto the next.

Your *Star Fox* fighter is equipped with a simple MK1

laser at the start of the game which, according to the instruction manual, is fairly useless. Eventually you get the opportunity to find and visit one of the eight friendly, federated planets. Each is hidden by a worm hole in space, so the location is difficult to find, but once you're there you can repair your ship and upgrade

your laser power. One visit only is allowed per level so you'll have to rely on support ships, who're out there with you, to keep your fuel supply up and laser power flowing.

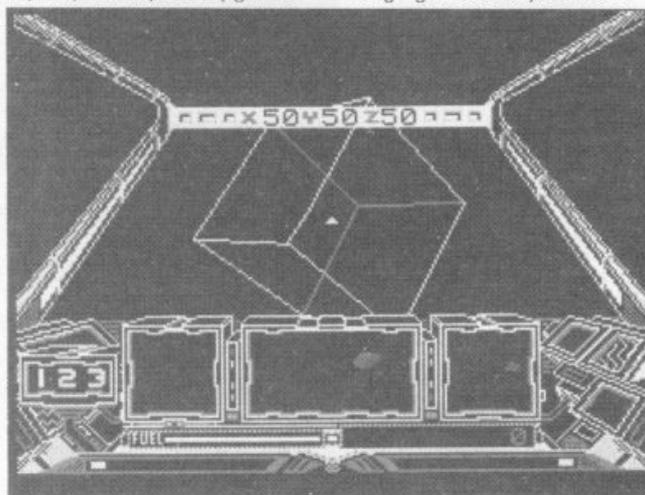
As if the aliens weren't enough, you'll also have to fly through electron and ice crystal storms. If you're used to dodging asteroids you'll have

no trouble with these smaller objects but if you're at turbo speed you're in for some bad damage.

When you've finished one level you have to get of the Cube and into the next. Select the orientation display, which shows your ship in the middle of a huge cube and rotate it to the point where the nose of your *Star Fox* is facing the exit point. Then head for it and time warp to the next stage of the adventure.

Star Fox is a repeat of so many games, *Starion* and *Elite* being the favourites — but it contains enough style of its own to make players who pant after this type of game sit down and take note.

- | | |
|---------------|---|
| ▶ GRAPHICS | 8 |
| ▶ SOUND | 7 |
| ▶ VALUE | 7 |
| ▶ PLAYABILITY | 8 |



Mega Apocalypse

- ▶ MACHINE: CBM64
- ▶ SUPPLIER: MARTECH
- ▶ PRICE: £7.95
- ▶ REVIEWER: NIGEL

Just how much can you say about a game that was in the arcades three years ago, on your 64 two years ago and now surfaces with a corny title like *Mega-Apocalypse*? Quite a lot, as it happens.

It's a one or two (simultaneous) player game. Set against the backdrop of one of the slickest, smoothest star routines I've ever seen, wave after wave of planets, asteroids and comets move into view. The rules are simple: everything moves at 100mph — except when it's going faster. There are one or two fiddly bits (pods) which you have to collide with for bonuses (extra speed/lives/missiles/rotate control), everything else you blast. The faster it moves, the faster — hopefully — you blast.

Missiles are your most useful weapons. Launch one and watch it lock onto the fastest planet and shoot right up its tail! Ka-boom!!! You need all the fire power you can get, too, with the likes of Mad Xothopian around, a planet the size of well, err... a planet.

Don't worry about memorising endless waves of aliens or asteroids. All you need for *Mega* is skill, and plenty of it, because it's a very, very hard

game. Learning how to avoid comets and catch pods while blasting planets doesn't take a diploma, just lightning fast wrist-action.

The best technique is always to blast the seven planets on each screen before they reach full size. Do this and you get massive bonuses of 2,000, 4,000 and then 8,000 points, if you manage it three times in a row.

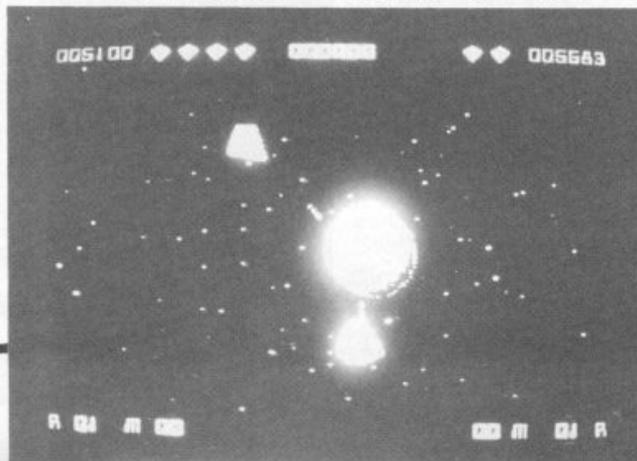
The game features speech, but everything in *Mega* (except



the seven and a half minute music track) is sampled to give brilliant *Star Wars*-style sound effects. Five channel sound and, for the first time on a 64, nothing slows down for the speech.

If you cringe every time all those superlatives are rolled out for each successive 'genuine arcade action, blast-'em-up, sensation' buy *Mega* and throw away your dictionary.

- | | |
|---------------|----|
| ▶ SOUND | 10 |
| ▶ GRAPHICS | 8 |
| ▶ VALUE | 8 |
| ▶ PLAYABILITY | 9 |



Barbarian



- ▶ MACHINES: AMIGA, ATARI ST
- ▶ SUPPLIER: PSYGNOSIS
- ▶ PRICE: 24.95
- ▶ VERSION TESTED: AMIGA
- ▶ REVIEWER: CHRIS

At last, they've done it! Psygnosis has finally written a game, a decent game, which you don't need A-level Physics and a CSE in Maths to play!

Explain myself? OK.

Brattacus, the company's first game, was not as I had expected it to be. It was far too complex, and really slow, but amazingly managed to sell quite well.

Arena, the first 16-bit *Track & Field* had great graphics, although very slow, but suffered from the same

some of which are hidden in the most amazing ways.

When loading up the game, you are entertained by a number of beautifully drawn screens, which set the mood for the game. The main screen is of Hegor standing with his sword, raised above his head over a metal chain.

You appear in the dangerous marsh lands bordering Hegor's home village, and from there you start towards the Underworld.

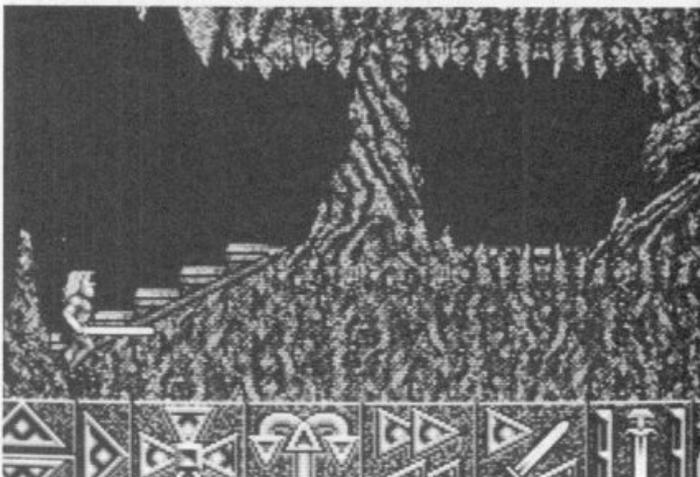
Control of your mighty warrior is by mouse, keyboard or joystick, although the latter is not recommended at all. I found the mouse easiest, and quickly got to grips with the controls.

You move Hegor about with various wonderfully drawn icons, which decorate the lower quarter of the screen. Using these you can make your barbarian stroll, run, jump, somersault, attack, pick up objects, climb ladders and even

nasties decides to have lunch, you can bet he has got a tasty barbarian arm in mine, so how do you stop him? Well, as with all mighty warriors, you have a magic sword which likes nothing better than to play with a demon's intestines, so all you

After most sound effects, be they 'OO', 'AGH' or 'BOING', instead of blissful silence, you get a loud click as the sample ends.

Should you make it to the dark parts of the Underworld, you will discover a bow which,



have to do is let it do the talking.

Sometimes this is not the best way to handle the situation, and so a knowledge of somersaults comes in handy. Don't worry, all barbarians come with a lifetime's somersaulting ability guaranteed.

When you do something, be it attack, defend or jump, the graphical action is accompanied by various barbarian type groans. These range from 'OO' and 'HA' to the more complex sentences such as 'OO ER HUR, AAAAAAAAAAGHHHHHHHHH ...

All other creatures make noises as well, dogs bark, werewolves growl and bows go 'Boing' as they launch arrows at you. This brings me to an important part of the game ...

like everything else, is guarded. The guard in question is a huge metallic being, who carries a large unfriendly looking mace.

It is, in fact, impossible to kill this guy, although I will tell you that you must have a bow to destroy Necron's dragon.

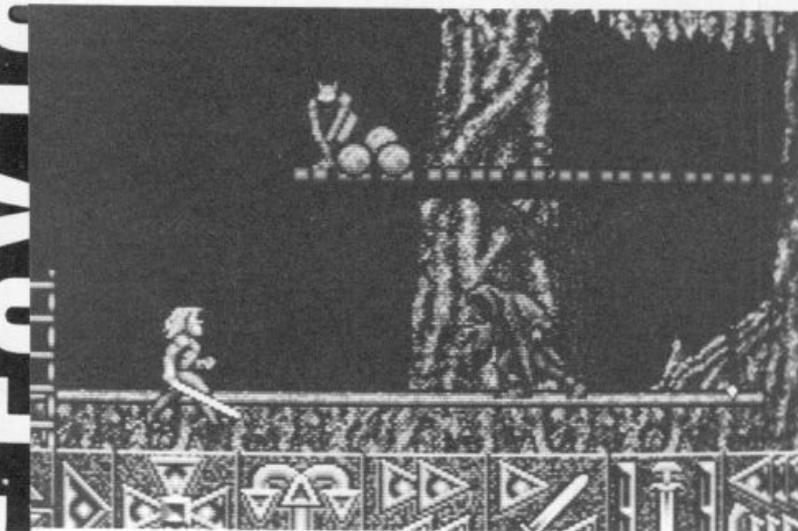
This is a difficult task, and one which I fail at time and time again. You see, I shoot the dragon, and he shoots me back, so we both die. I can't figure out how the hell you can get past him, but it is possible.

So at last we've got a Psygnosis hit, great graphics, brilliant sound and for once, excellent gameplay.

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



10
6
9
10



problem.

When *Barbarian* landed on my doormat, I hoped and prayed that this game would be the turning point. Phew! what a relief I got when I loaded it.

Barbarian is an arcade adventure of the classic, cult following type. The game is the story of a young barbarian named Hegor, and is all about his quest to destroy the evil Necron, an evil being who killed his father.

Accompanying the disk is a novella, a seemingly popular device employed by software houses, which tells the tale of Hegor and his father, and the story ends where the game begins.

Many valuable clues are to be obtained from the novella,

run for his life.

As you venture through Necron's lair, the screen does not scroll in the true sense, which is a shame, nor does it flick between screens like *Sabre Wulf*. Instead it 'flick scrolls', which is one of the only faults this game has.

Passing by the amazing graphic backdrops, you encounter some of the most evil creatures you could possibly imagine. You get werewolves, ghouls, lizards, and, of course, a nasty fire breathing dragon.

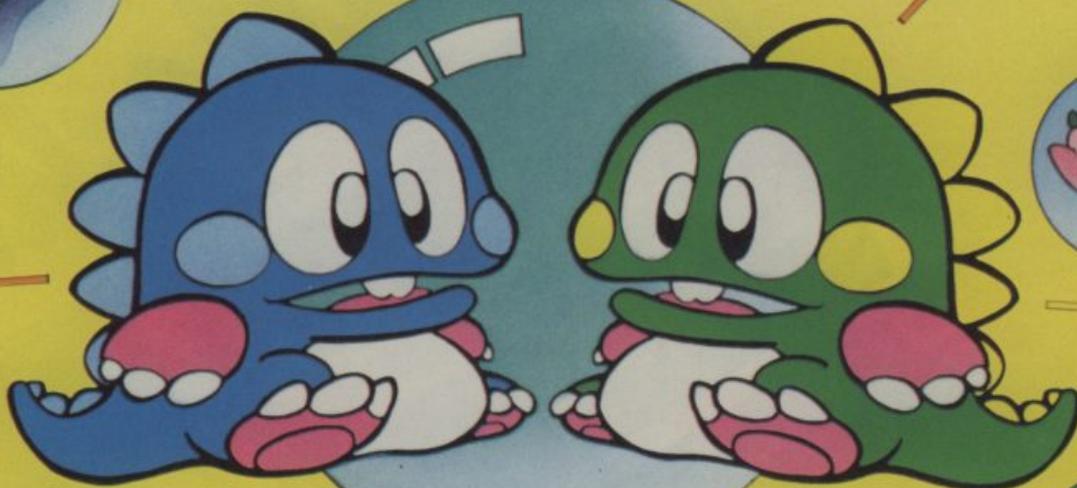
With all this going on, you just have to sit back and stare at the true arcade quality graphics, and gasp at the amount of work which has gone into each screen.

Anyway, when one of these



BUBBLE BOBBLE

TM



From Taito, the masters of arcade entertainment
'BUBBLE BOBBLE'



Blow and bounce and bob your way into oblivion in this incredible conversion of the greatest arcade game of the year...

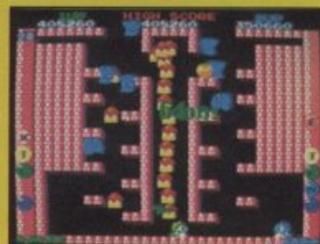
Bubble Bobble will blast your brains and bruise your senses...

Baffle yourself...buy Bubble Bobble

Spectrum **£7.95** Commodore & Amstrad cassette

£8.95 Commodore disk **£12.95** Amstrad disc

£14.95, and for the Atari ST **£19.95**



®



Firebird Software, First Floor, 64-76 New Oxford St., London WC1A 1PS.

Firebird is a Registered Trademark of British Telecommunications plc.



®



- ▶ MACHINES: C64/AMSTRAD/SPECTRUM/ATARI ST
- ▶ SUPPLIER: ELITE
- ▶ PRICES: £7.95 (SPECTRUM) £8.95 (AMSTRAD) £9.95 (C64) £14.95 (ALL DISCS)
- ▶ VERSIONS REVIEWED: SPECTRUM/AMSTRAD/C64
- ▶ REVIEWER: TIM

Bing, bing, biiiiing! The sonar is ticking away nicely but I still haven't managed to pick up that sneaky sub, and it's bound to be lying in wait, ready to pick off my flagship aircraft carrier. Where IS the little **@?!

The tension mounts as another classic sea battle reaches its climax. Which fleet will emerge victorious? Who will survive to sail back to home base?

Who'd of thought it could be done? That old school boy classic *Battleships* on computer. If anyone had told me that it was being done I would have had to smother a snigger or two.

But the trouble truth is that

controls and decide if you want to play against the computer, a friend or indulge in a bit of multi-player action.

Two players compete at any one time then take on all-comers in a knock-out tournament. This is the only way you can get your name on the hi-score chart.

Playing the game goes like this. First you position your ships on the battle-sea. The sea is represented as a grid system and your ships as different shaped groups of squares.

The computer/player two goes through the same procedure — then it's on to the good bit — the blasting.

You begin with 24 shots which you position in the squares of the grid using a cursor.

Starting out you simply have to guess where to position your firepower — it's a good idea to simply spread your shots

evenly over the grid.

Once you've used up your ammo the screen display switches to the attack screen which shows an animated view of your shells hitting or missing the enemy ships.

The ships you're attacking are displayed in detail down the side of the screen in the 64 version, while the Spectrum and Amstrad games show you the fleet bobbing about on a pixellated sea.

If you hit a ship, a square on the grid is filled in red, a miss is indicated by a blue square. If you've remembered the shapes of the different ships you'll be able to direct your fire more accurately. But remember they can be rotated diagonally on the grid.

Your attack over and it's the turn of your opposite number to attack you in exactly the same fashion. If one of your ships is sunk you lose firepower. And it's quiteed distressing to see them slip beneath the waves.

Don't despair if your big ships take a beating. It has been known for a tiny missile ship — just two squares in size — to stick around long enough to beat the enemy fleet.

Spectrum and Amstrad versions are graphically similar — with the same attack/battle screen showing boats on the sea. The 64 version is different. It shows a bow mounted ships gun blasting away at the horizon while planes fly overhead dropping bombs.

As boats are hit they settle in the sea — several hits are needed to finish them off finally and it has been known for a totally crippled ship to sail past in the victory parade!

Gameplay is much the same on all versions — after all you can't really change much in such a simple concept. In fact it's so simple it's brilliant.

Battleships



Battleships — a 50 year old game! — is simply horribly addictive.

Play the computer, play a friend, play loads of friends in this updated strategy style offering based on the game you used to play with a couple of scraps of paper and pencils.

Load up the game and you are presented with an options menu. This allows you to select

EXOLON



Don't buy another game until you've seen Exolon – the scorching new space-play hit from Hewson.

To rid the planet of deadly aliens, you are armed with a rocket launcher disguised as a back-pack – but the odds are loaded against you. With exploding birth pods, landmines, shattering grenades and rampaging rocket guns – you'll need all your skill to outwit the enemy – but you do have the advantage of being able to change your level of protection – giving you more power and speed – at a touch. Can you meet the challenge of Exolon?

SPECTRUM •
Cassette £7.95

AMSTRAD •
Cassette £8.95
Disc £14.95

COMMODORE •
Cassette £8.95
Disc £12.95

For Mail Order, send a cheque, P.O. to Hewson Consultants Ltd. Order by Credit Card by sending your Access/Barclaycard number, and enclose a specimen signature. Don't forget to enclose your name and address.

HEWSON

Hewson, 56b Milton Trading Estate, Abingdon, Oxon OX14 4RX

Hewson Consultants Ltd.

As part of our continuing development of innovative software we are always happy to evaluate software sent to us with a view to publication.

ATARI

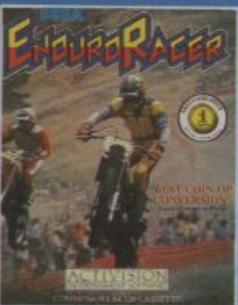
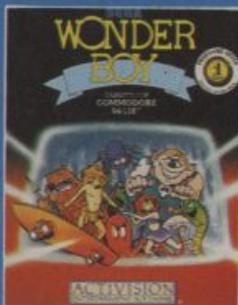
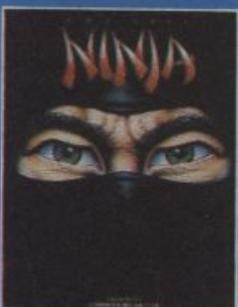
COMMODORE

SPECTRUM

WOOLWORTHS TOP 30 COMPUTER SOFTWARE

AUGUST 1987

POSITION	TITLE	SOFTWARE HOUSE	MACHINE TYPE	PRICE
1.	Last Ninja	System 3	CBM	9.99
2.	Barbarian	Palace	Spectrum	9.99
3.	Enduro Racer	Activision	Spectrum	9.99
4.	Wonderboy	Activision	Spectrum	9.99
5.	6 Pack	Elite	Spectrum	9.95
6.	Barbarian	Palace	CBM	9.99
7.	Paperboy	Elite	Amstrad	8.95
8.	6 Pack	Elite	CBM	9.95
9.	Wonderboy	Activision	CBM	9.99
10.	World Class Leaderboard	U.S. Gold	CBM	9.99
11.	Army Moves	Ocean	Spectrum	7.95
12.	World Games	U.S. Gold	Spectrum	8.99
13.	Road Runner	U.S. Gold	Spectrum	8.99
14.	F15 Strike Eagle	Microprose	Spectrum	9.95
15.	Gauntlet	U.S. Gold	Spectrum	8.99
16.	Big 4	Durrell	CBM	9.95
17.	Game Over	Ocean	Spectrum	7.95
18.	Metro Cross	U.S. Gold	Spectrum	8.99
19.	Road Runner	U.S. Gold	CBM	9.99
20.	Leaderboard	U.S. Gold	Spectrum	9.95
21.	Game Over	Ocean	CBM	8.95
22.	Living Daylights	Domark	Spectrum	9.95
23.	Trio	Elite	Spectrum	9.95
24.	Konami Coin Op	Imagine	Spectrum	9.95
25.	Living Daylights	Domark	CBM	9.95
26.	Trio	Elite	CBM	9.95
27.	Paperboy	Elite	Spectrum	7.95
28.	Konami's Coin Op's	Imagine	CBM	9.95
29.	Quartet	Activision	CBM	9.99
30.	6 Pack	Elite	Amstrad	9.95



WOOLWORTHS

A Great Deal in Entertainment



* At selected larger stores. Mastertronic games at £1.99 and £2.99

* Items subject to availability

COMMODORE

SPECTRUM

AMSTRAD

SPECTRUM

AMSTRAD

COMMODORE

COMMODORE

AMSTRAD

ATARI

ATARI

SPECTRUM

Catch 23

REVIEWS

C+VG



► MACHINES: SPECTRUM/C64/
AMSTRAD
► SUPPLIER: MAR TECH
► PRICE: £8.95 (CASS) £12.95/£13
(64/AMSTRAD DISCS)
► VERSION REVIEWED:
SPECTRUM
► REVIEWER: TIM

There's only one catch in *Catch 23* and that's the fact that you need plenty of spare time to play it. *Catchis BIG!*

Martech have come up with a complex strategy/action game that will appeal to wargamers and fans of vector graphic adventures like *Elite* and *Cholo*. Intelligence reports and satellite pictures have confirmed the worst — the enemy's CK 23 orbital interceptor is operational. Able to take off and land like any conventional aircraft, the revolutionary CK 23 is also able to escape the earth's gravitational pull and then achieve geo-stationary.

There it can lie in wait, for weeks at a time, ready to blast back into the atmosphere at frightening speed to intercept and destroy enemy missiles or aircraft with its sophisticated missile and laser weaponry.

The CK 23 test development site is the most secret military complex on earth. Hidden somewhere on a mountainous and now deserted island, it is surrounded by deadly minefields, high voltage electric fences and surveillance cameras. The island itself is bristling with military activity, from armed foot patrols to roaming lethal armoured vehicles.

It is your mission to explore the island and find the heart of the development complex. Once there you must steal the design of the CK 23 and then set a time delay bomb in the nuclear reactor. The explosion which follows will devastate the entire island.

At the start of the game, you have just been dropped by parachute. Where you actually land will depend on the prevailing wind. The time is 2200 hours. Sunrise is at 0600 hours. This gives you just eight hours to complete your mission.

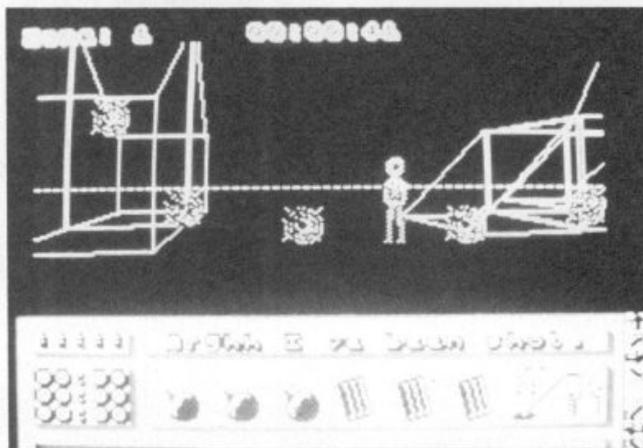
Whilst the enemy were building the military complex, the villages were occupied by the civilian workforce. To assist in rapid transport, a shuttle network was built which still criss-crosses the island.

The shuttles run automatically from one location to another. By switching shuttles, it is possible to cover large distances quickly, but

unfortunately your map shows only a few of the principal shuttle routes.

There are a large variety of building types. Most of the buildings have been sealed by the military, but not all. It is still possible to enter and explore those which have been overlooked. Buildings which you can enter will have clearly visible doors.

Once inside a building it will be possible for you to identify its contents. You may also find batteries for the mine detector, explosives for making bombs and spare ammunition clips. It is worth making a record of buildings which can be visited



to obtain fresh supplies of these vital items. There are other things for you to discover about some of these buildings.

Once inside a building it will be possible for you to identify its contents. You may also find batteries for the mine detector, explosives for making bombs and spare ammunition clips. It is worth making a record of buildings which can be visited to obtain fresh supplies of these vital items.

Armoured Vehicle Patrols have set patrol routes. They will not deviate from these routes unless they spot an intruder. Your image enhancer allows you to see armoured vehicles from a distance from which they are unable to see you.

Foot Patrols are armed and, like you they have been equipped with capable image enhancers. If you run into a foot patrol and they see you it is too late to think of running away. Being accurate and quick on the trigger is the only way you will survive the inevitable shoot out.

The island has a number of

areas which have been mined. You have been equipped with a mine detector which, if the batteries are not flat, will relay a signal to your head-up display. Any mines in your field of vision will be clearly visible to you.

The parachute drop has been scheduled to coincide with a moonless night. You have been equipped with an advanced image enhancer which shows an accurate 3-D representation of your 'world' as you move within it. The SIE also has a sophisticated head-up-display which provides you with a constant update on your status and situation.

You can also carry a maximum of three bombs. You have an unlimited supply of detonators and timers, but to

make replacement bombs you must find buildings which contain explosives.

Your **Compass Direction Indicators** display the direction you are facing. They can also be used to lock onto the location from which radio transmissions are being made. The direction to the transmitter you have detected will be displayed in red.

Your **Dangerometer** displays a measure of the danger associated with your current location. If it is high, the likelihood of your encountering a foot patrol is also high. For example, if you set off a bomb in a particular area, soldiers are likely to rush to investigate what happened.

However, if you are elusive, and keep a low profile, soldiers are less likely to patrol your immediate area.

Keeping a close eye on your **Dangerometer** and trying to discover what affects it, is of immense importance.

As well as the civilian workforce, the enemy recruited

a large number of technicians and scientists to help with the development of the CK 23. Very few of these people were recruited willingly, most having been blackmailed, threatened or even kidnapped whilst attending a bogus conference.

Unknown to the enemy, seventeen of these scientists organised themselves into a highly effective resistance movement, determined to sabotage the enemy's plans. Unfortunately they were discovered and were all evacuated. Their whereabouts are not known.

However, intelligence sources have discovered that each of the seventeen found a deserted building and turned it into their base. To enable them to communicate with each other in secret they installed a computer terminal and transmitter in each location.

You have been provided with a brief description of sixteen of the seventeen scientists. The identity of the seventeenth scientist remains a mystery. This information will help you recognise which hideout you have located should you come across a computer terminal/transmitter. Being able to correctly identify whose hideout you have discovered may be a matter of life and death.

Computer Terminal-Transmitters can be found in the hide-outs of each of the scientists. To LOGON to the system network you must enter the correct password.

Once you are into the system, there are useful clues to be discovered, if you can crack them.

You can save the game to tape or disc, but only from a safe House. If you find the word SAFE written on a wall, enter investigate mode and identify the lettering.

My only complaint is that it could just be too big. It takes a lot of time to explore the game and discover its secrets.

Catch 23 is a good looking, well produced and thoughtful game.

► GRAPHICS	8
► SOUND	3
► VALUE	9
► PLAYABILITY	8

Over Game

► MACHINES: AMSTRAD/CBM/
SPECTRUM
► SUPPLIER: IMAGINE
► PRICES: £7.95 SPECTRUM, £8.95
AMSTRAD CPC/CBM, £12.95
AMSTRAD CPC/CBM DISK
► VERSION REVIEWED: AMSTRAD
CPC
► REVIEWER: JOHN

A principal female character at last, but one, I suspect, launched as a cassette wrapper to appeal to the male eye. But what's this? This woman, named Gremla, is a cruel and powerful galactic ruler, a megavillain to out-shine Darth Vader.

The hero, yes you've guessed it, is a man called Arkos. He was Gremla's faithful Lieutenant but a sudden twinge of conscience has turned him into a super-goodie, determined to defeat the megalomaniac obsession of his ex-boss. The final battle is played out on two levels and ladders worlds, the first called Planet Hypsis, the second Schkunn. You must dash across each, destroying Gremla's guardians on the way, and, on the final screen, defeat the Giant Guardian.

Hypsis is a horizontally scrolling world of 20 screens, peopled with five types of alien robots and another five types of objects. On the first screen you meet the small, floating laser shooters, robots that'll shoot straight for your head and drain your ever decreasing power unless you put four laser bolts into them. To offset their deadly effects, shoot at the Energy Heart cylinder, grab the heart which floats away from its remains and take on the energy it contains.

You'll need all that energy if you're to beat the second level which, when you first see it, you will think is unplayable. There are two level pads which move up and down in the middle of the screen. Jump to the first and then the second, but you must not hit the ground or you're turned into a mass of glittering vapour that floats away — and that's a life lost.

If you pass this screen you'll have seen and solved the play format for the rest of the game.

The levels change colour — blue to white — later in the game, and take on ladders in the middle of the map, but the method of moving from one end of the screen to the other is always the same. Only the guardian robots change. You soon encounter a massive guardian robot, a Dalek without an eyestick, which lobes huge energy bolts at you. Don't bother to stay around and destroy it. Just run across the screen in the vain hope that you'll retain all of your energy.

Next up are the green monsters which you find on the metal platform and stone bridge screens. They represent no threat that I could see, and don't even look pretty.

To combat all these forces

you can pick up grenades on the ground and a nifty time you'll have to avoid the mines if you're ever to get to the second world.

The Planet Skunn scrolls vertically and horizontally, so the game play's more difficult. That said, your weapon, puny though it is on the first level, is upgraded so that it produces a never-ending stream of laser power and will destroy everything in its path.

There are two stages to get through: The Forest and The Palaces. In The Forest there are lakes in which you'll drown as well as a less-than-abundance of aliens. Admittedly you do get a creature called a Kaitas which takes two energy points from you when it hits you, but it can be downed with just one laser shot and doesn't represent much of a threat.

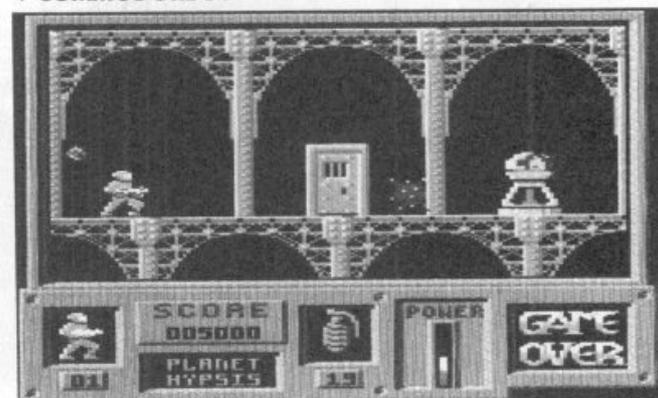
The Palace screen is an improvement over The Forest, but only marginally. It's

crowded with elevators which take you from one floor to the other. Once you're in one you mustn't move or you could die. There are also mines scattered on the floor, and four more types of aliens with which you'll have to deal.

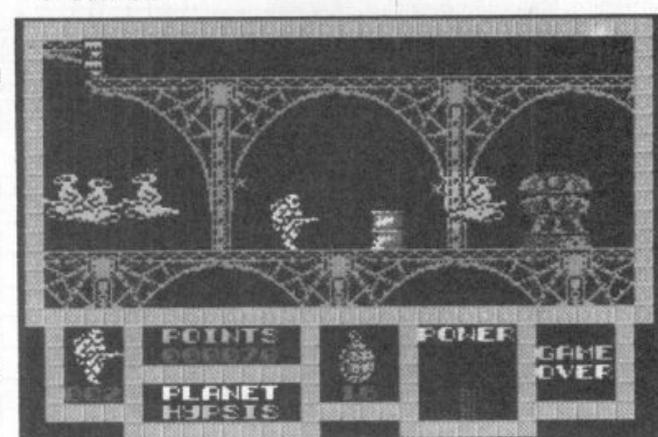
The aliens on this level shoot fireballs and you need to hit them four or five times before they're destroyed — not a difficult task with your super laser. The Giant Guardian at the end of the game, however, is another matter. Hit it 30 times and its wings disappear, 15 times and its body disappears, another 30 and its head vanishes. It's a devil to destroy and makes up for all the puny aliens in the other parts of the game.

	AMSTRAD	SPECTRUM
► GRAPHICS	5	7
► SOUND	6	5
► VALUE	7	8
► PLAYABILITY	7	8

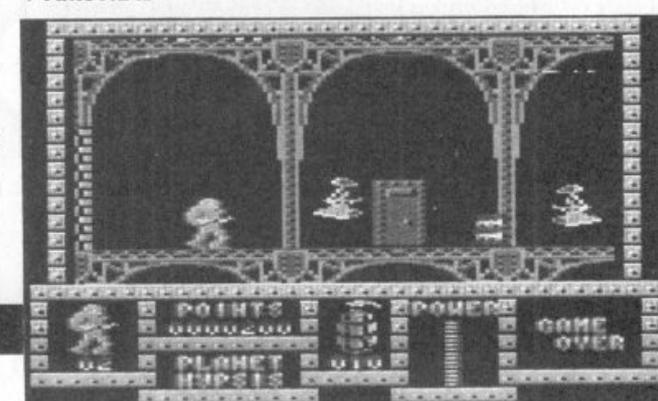
▼ COMMODORE 64



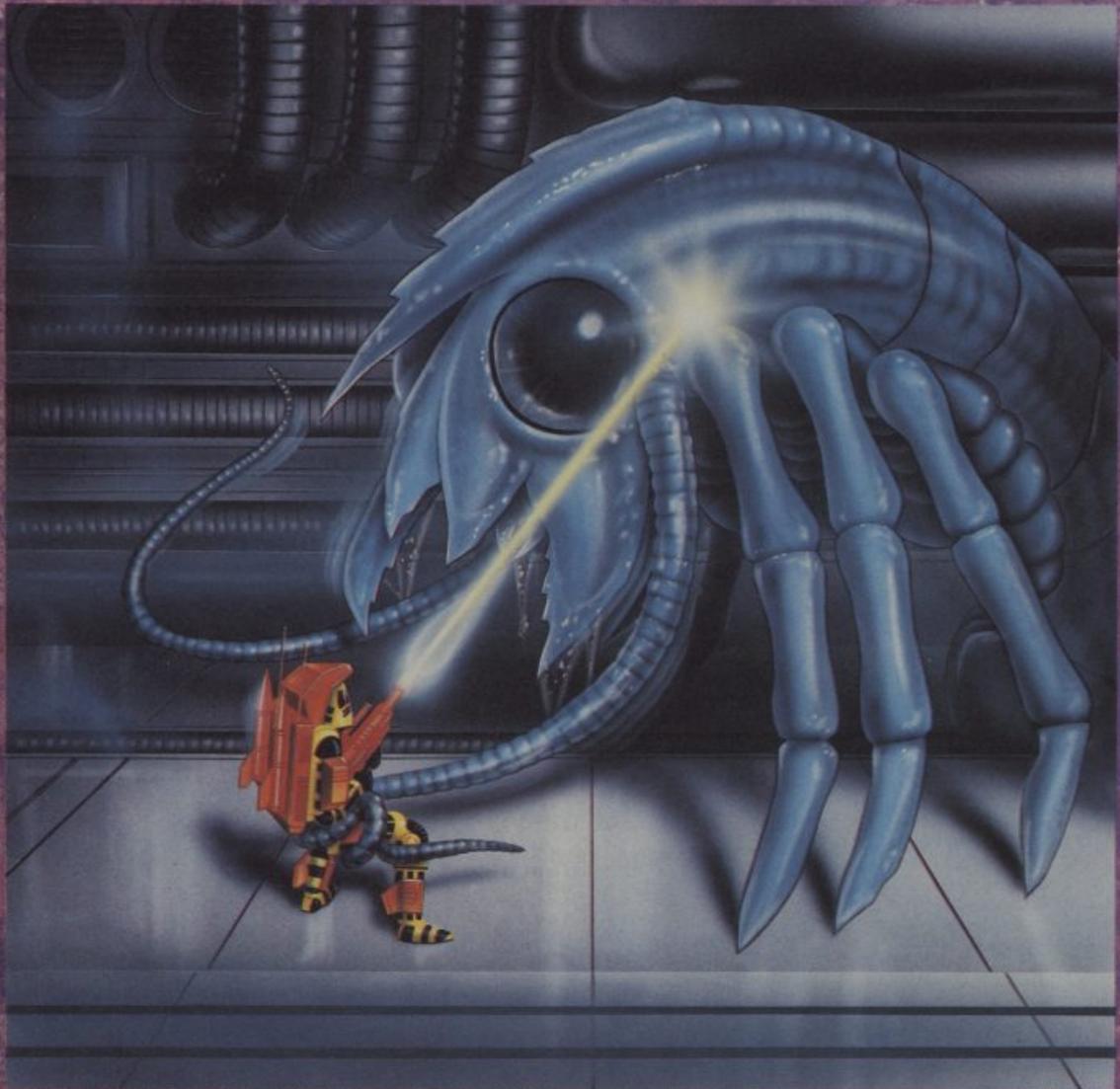
▼ SPECTRUM



▼ AMSTRAD



SIDEWIZE



Sidewize...the ultimate shoot-em-up...incredible weapon pick-up systems...awe-inspiring arcade action... "Sidewize is the slickest, no-messing shootout in a long, long time" wrote Sinclair User...don't mess with the others, try messing with Sidewize.



Firebird is a Registered Trademark of British Telecommunications plc.



Firebird Software
First Floor, 64-76 New Oxford St.
London WC1A 1PS

SPECTRUM CASSETTE

£7.95

COMMODORE CASSETTE

£8.95

COMMODORE DISK

£12.95

Blitzkrieg



▶ MACHINE: CBM64
 ▶ SUPPLIER: 39 STEPS
 ARIOLASOFT
 ▶ PRICE: £9.95 (cass) £14.95 (disc)
 ▶ REVIEWER: STEVEN

Novelist Len Deighton wrote his factual history *Blitzkrieg: from the Rise of Hitler to the Fall of Dunkirk* in 1979, and this new game has only a passing connection with the book.

For one player only, taking the Germans against the computer, it falls into two parts.

In the first part the player may accept the computer's default setting for the strength and deployment of his forces, or create his own, expanding the historical number of panzer (armoured) divisions from eleven to a maximum of fifteen and changing their strength in tank and air support.

This scenario must then be saved to tape for later use. For the second part these panzer divisions only are deployed on a map of Europe. At this point the game parts company sharply with history.

The map shows southern England, northern France, the Low Countries, Denmark and Norway as unconquered on 1st May 1940.

In reality the Scandinavian countries had been over-run the previous month. The object is to score at least 100,000 "victory points" which can be done without conquering France if Britain falls to your invasion (a pretty absurd idea), but a country does not surrender until all its cities have been occupied.

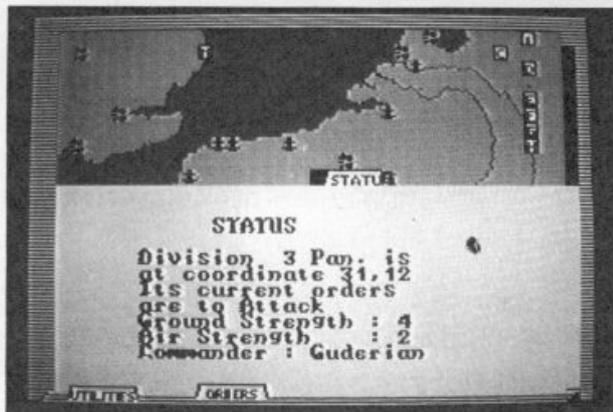
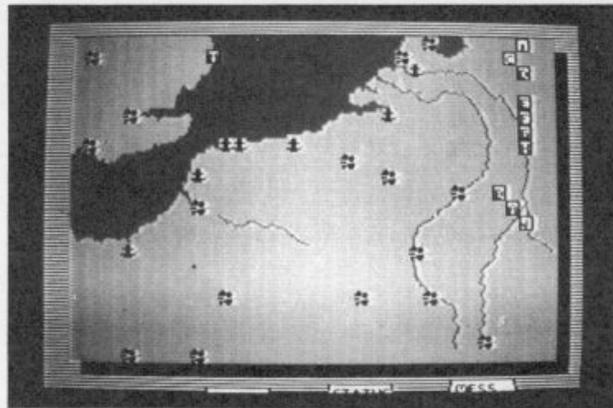
In the real war the Germans by-passed cities and played on political bluff as well as military skill to win victory.

The player is given only the German panzer division as if the rest of the army didn't matter.

The single A5 sheet of instructions gives, for all practical purposes, no indication of how to play the game and the player must discover for himself which key to press to get the part of the orders menu he wants.

The most irritating feature is that although the game runs very quickly — from 1st May to 30th September in about 40 minutes — it does not pause while orders are being issued.

Since the most any division



can be ordered to move is six squares (there are 35 squares from the Rhine to Normandy) most of the divisions spend a lot of time doing nothing, while it takes up to ten game days to tell a single division to do the obvious, like cross the river it has come to.

Nor is it clear from the map which division is where and what direction it is travelling.

Care and attention have been lavished on the non-map graphics of this game, with orders coming in mock German scripts and a filing cabinet opening to provide the menu of orders and reports.

The player can access the view from any divisional commander's tank to see what the problem is.

There is even a happy marching tune to listen to while driving over France.

But in providing all these frills the game designer has lost sight of the need for a clear, simple, well-explained playing mechanism, with a readable map, and some attention to what really happened.

- ▶ GRAPHICS
- ▶ REALISM
- ▶ VALUE
- ▶ PLAYABILITY

- ▶ MACHINE: ATARI ST
- ▶ SUPPLIER: FIREBIRD
- ▶ PRICE: £14.95
- ▶ REVIEWER: JOHN

The vine of life stretches long and far before you, oh withered one, but before you reach the Final Enlightenment on *The Golden Path* it will have been slashed by monsters and the grapes soured by the complex puzzles that face you.

You are the newly initiated monk Y' in Hsi, whose father, the Emperor Tang Yin, was murdered by an evil warlord. Before he died he gave you a ring, containing his magical life force, and a scroll called *The Book of Knowledge*. Combined with your monkish command of the martial arts and help from a friendly hedgehog called Norman you're all set for the long road.

Despite Firebird's claim of complex puzzles, the action — set against highly detailed but gaudy backgrounds — takes the form of bashing brainless animals and defending yourself against sudden goblin attacks. The goblins — monkey-faced midgets in baggy trousers — have an aversion to hedgehogs so, if you can catch him, Norm comes in handy on the first screens. You have to hold him in your hands though, because the pocket in your robe, which holds one object, won't take the prickly bundle and that's trouble when you want to pick up one of the other objects on the trail in a hurry.

The puzzles are easily solved



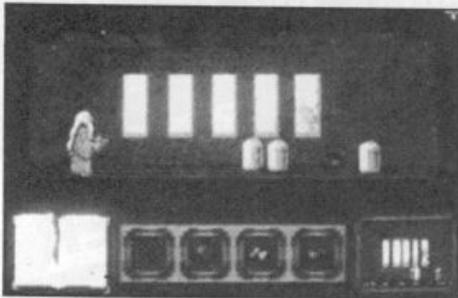
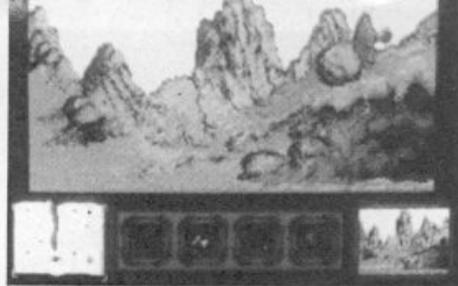
- ▶ MACHINES: ATARI/C64/ST/AMIGA
- ▶ SUPPLIER: MICROPROSE FOR ORIGIN SYSTEMS
- ▶ PRICE: £19.95 (disk)
- ▶ VERSION REVIEWED: C64
- ▶ REVIEWER: STEVEN

It is the year 2030 and law has broken down throughout the United States. Armed gangs patrol the main highways and any traditional means of communication between cities is impossible.

Pickups and deliveries are made by couriers driving highly specialised and heavily armed and armoured cars, all under the strict regulations of the American Autoduel Association.

You have arrived on the bus in New York with \$2000 in your

8
4
5
3



REVIEWS

C+VG



Golden Path

but made artificially more difficult when the scenes are switched around on the game map. The rosy apple may be on one screen and the hills with the hungry old man on the one to the right. It's easy enough to drop the apple at the old man's feet and wait for your reward. When you reload the game, the

old man and his hill may be replaced by a next-to-naked hill man who's after your blood, you'll have to store that apple in your pocket in the hope that you'll stumble upon the old man fairly soon.

Combat encounters take you further along to Path but drain the energy from your life vine. If

that shrivels you've had it. The only way to increase vine power is to solve some puzzles and that means finding the use for the fire tongs in the temple, finding a way to ford a sacred river and find the stick of yellow incense. Once you know which object and character goes together there's not much more

to do, apart from searching around screens for the randomly placed objects every time you load the game.

The Golden Path is a superb package game with graphics and oriental soundtrack worthy of the ST combined with a 34-page mystic novella and two discs — one for the monk's attributes and the other for the backgrounds. The gameplay, however, is disappointingly similar to the fighting fist mould of games and the puzzles are not strong enough to bless the game with full-fledged adventure status. If Firebird had paid as much attention to plot as it has to graphics and sound, the game might have been a success.

▶ GRAPHICS	8
▶ SOUND	8
▶ VALUE	8
▶ PLAYABILITY	6

Auto-Duel

pocket, enough to buy a suit of body armour but not a car.

You volunteer for amateur night in the Autoduel Arena, and of the five contestants only you come out alive.

After a few more nights of this you have enough for a car and you start taking courier missions. You may even get rich enough to afford a clone to take over for the day when another courier or a bandit finally gets you. It's a short life, but it's a living.

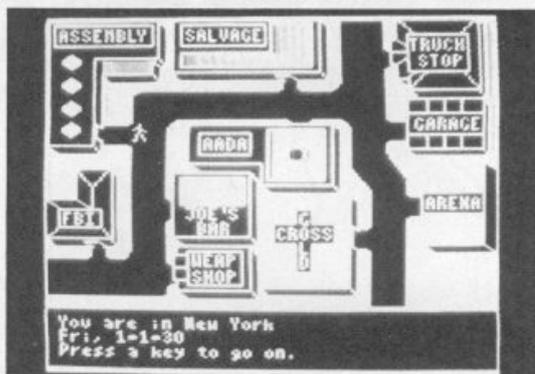
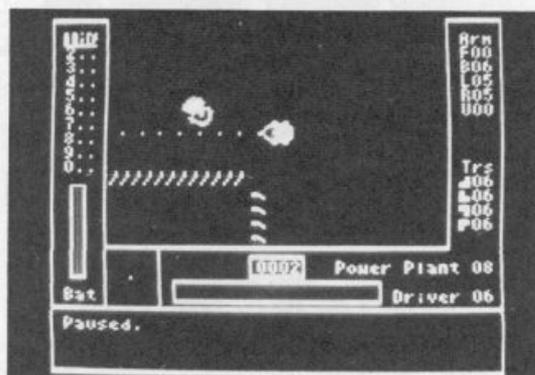
If you think this isn't a wargame, just try playing it! It has its origins in the *Car Wars* by boardgame Steve Jackson and its roots in the *Mad Max* films. A considerable amount of luck is required to survive at first, but a character can be

saved to disk for a continued life and exploits.

The real problem comes in selecting your particular car — will you be a killer rabbit or a Kali turtle? — and the courier missions you will undertake. A real coward can just catch the bus to Atlantic City and try to get rich playing poker — but if you ask me the game is fixed!

Auto-Duel has created a varied, ingenious and entirely believable world in which it is possible to lose yourself for hours. If anyone wants me, I'll be in Joe's Bar in Pittsburgh and open to any reasonable offer.

▶ GRAPHICS	9
▶ REALISM	9
▶ VALUE	8
▶ PLAYABILITY	9

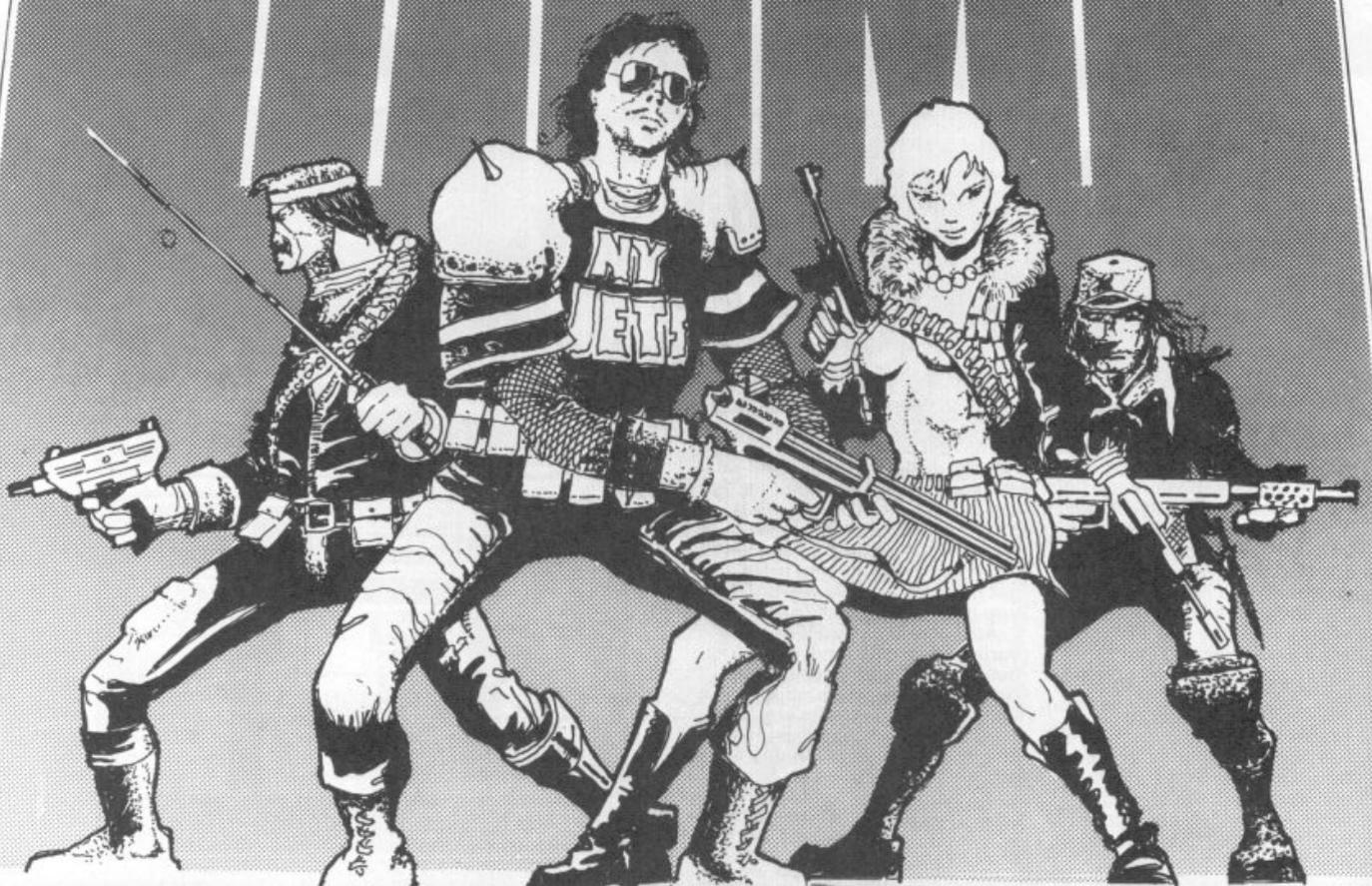


GET INTO CRIME!

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**



FREE!

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

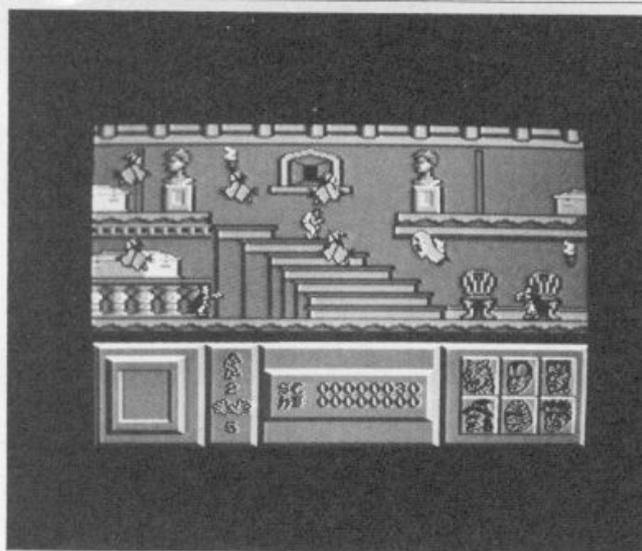
Write to: -

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

- ▶ MACHINE: C64
- ▶ SUPPLIER: FIREBIRD
- ▶ PRICE: £7.95
- ▶ REVIEWER: JOHN

Harry Johns, ex-football star, adventurer and walking advert for dental floss has been stranded on an island with only the diabolical Dr Graves and his mutant carnival for company.

The island is a prison for the mad doctor's latest creations but is also haunted by the dead ancestors of his victims, who people the houses and castles

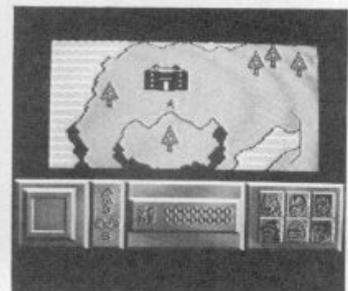


REVIEWS

C+VG



Scary



Monsters

on the island. You start the story on an overhead view of the island. Move your pin-man representation of Harry Johns around until you come to a building which you enter by going in the front door. One of them will contain your lost love Conny, who's been kidnapped by Graves, but first you'll have to pass the hordes of witches, Frankenstein monsters and ghosts.

The building interiors consist of stairways, bannisters and landings. You can leave at any time you want but, if you want to finish the game, you'll plod on.

The one interior design in the game is shared by all the houses and castles, but there are three levels to it which you can reach by jumping onto stairs, bannisters and even some statues that depict Frankie, Drac and the Mummie. Monsters drift across all these levels but you can hit any of them with plasma energy that fires continually, and will point in any of the eight compass directions.

Alternatively you can press fire and pull the joystick down to neutralise all the supernatural forces on a screen. Harry faces front and his hands flash out as he casts a double, clammy, wammy spell. You've only got six of those, and three lives, so you'd better watch what your doing.

If you get too close to a monster it'll bounce you around with some of that ectoplasmic force, at the same time draining your energy and, if you're caught by several other ghouls on the rebound, you'll be well and truly done. Just duck to avoid them, and don't jump around the levels too much. Unfortunately, it's that easy.

Once you've played out one house don't hang around to bump up your high score —

easy enough if you keep your finger on fire. Leave by the left side of the screen and wander the map again. Your lady friend could be held in any one of the castles, houses and manors on the island and a good many of them are protected by mazes, bridges and one way entrances. Again, the mazes and other more natural protection devices

are easy to get through or escape. The only aspect of the game which makes it a long player is the massive size of the map. It's a pity that there's no save game option available because you'll probably give up long before you've found Conny. Suddenly her rescue, and the thought of bravely battling all those witches,

Frankies and Dracs, doesn't seem so appealing.

There is no menace as great as looming boredom!

- ▶ GRAPHICS 7
- ▶ SOUND 8
- ▶ VALUE 6
- ▶ PLAYABILITY 7

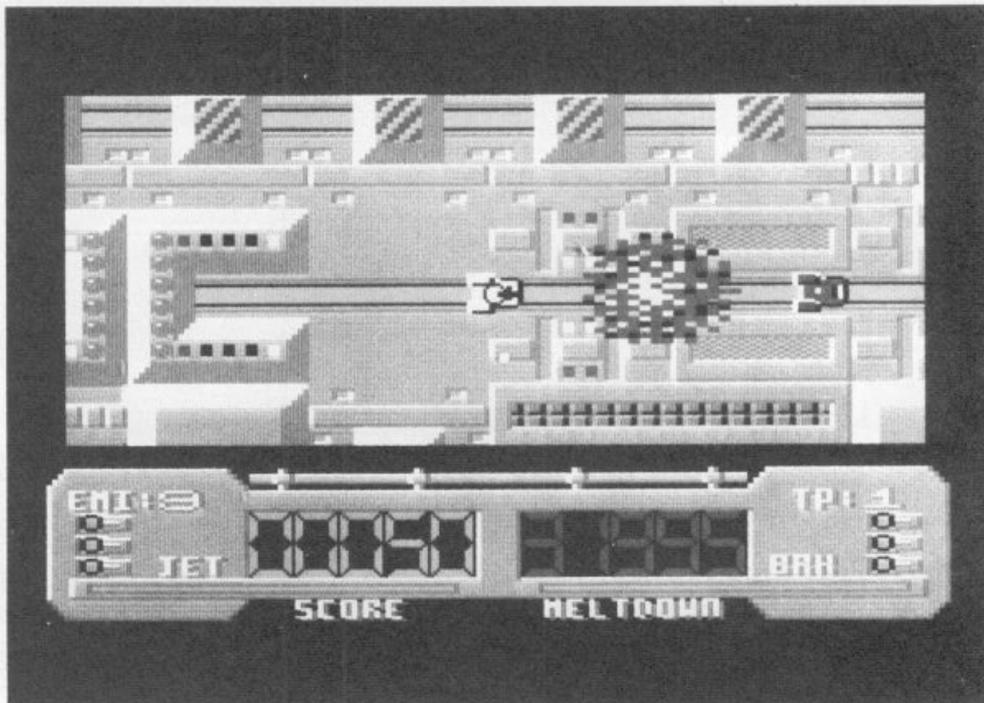




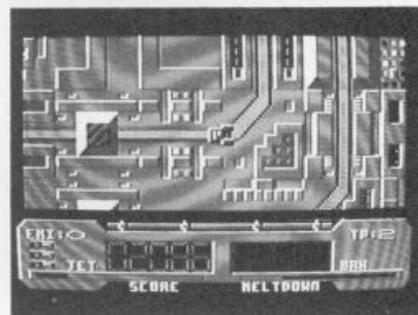
- ▶ MACHINES: C64/SPECTRUM/AMSTRAD
- ▶ SUPPLIER: CRL
- ▶ PRICE: £8.95 TAPE £14.95 (DISC)
- ▶ VERSION REVIEWED: C64
- ▶ REVIEWER: TIM

I always wanted a train set. But I never got one. But I guess the next thing could be *Traxxion* — a sort of computerised train set with added blasting.

You find yourself rumbling around in a tank on tracks, within a giant nuclear reactor



Traxxion



which is about to go terminally critical.

You must find your way to the exit before the faulty reactor melts down — the resulting explosion will destroy.

To escape you must negotiate crossroads, sliding platforms, points, and many other hazards. To change the points you must shoot the flashing controller next to the points.

You can also reverse the direction in which you are travelling by hitting F7, this uses up one of your limited supply of Electro Magnetic Inverters (EMI).

Running off the points or crossroads, hitting obstacles (road blocks and other cars, both of which can be shot), or hitting a dead end is fatal, costing you one of your three craft. Other points of interest to note are the Fuel Caps, the Electrostatic Disintegrators, and the teleports.

The Fuel Caps are the tops of the fuel rods that fuel the reactor. These are exposed for easy refuelling. If these are shot, the time to meltdown will suddenly be increased, as there is now less fuel to melt down.

The Electrostatic Disintegrators are a security system installed to destroy all

cars in the vicinity, on impact with any object. Your car has been equipped with a shield to reflect the destructive energy of the Electrostatic Disintegrators.

The teleports once entered by your car, will automatically teleport you to another part of the map.

Your screen display goes like this. On the bottom panel you will see your score, and the time to meltdown clearly depicted, in large LED numbers.

The TP number is the number of the next teleport which you must head for.

The small cars are the cars you have remaining, the Electro Magnetic Inverters remaining, the JET temperature, and the brake (BRK) temperature.

The last two, on reaching the maximum, stop your car from accelerating and braking respectively, until their temperatures are out of the white areas.

When starting out, always travel slowly, to get the hang of the game, and to get acquainted with the map.

When approaching points, crossroads, and sliding sections, always reduce speed; these are tricky to get used to!

Be very sparing with your EMIs — when these run out you

have no more left for that car.

Watch your BRK and JET counters, as although they rejuvenate with time, these may run out on you just when you need them.

When possible, always shoot the Electrostatic Disintegrators and Fuel Caps, to destroy all other cars in the vicinity and to gain extra time respectively.

But above all, aim for the teleports, this means you're heading in the right direction.

The key to *Traxxion* is working out the quickest route to the teleports and being able to hit the points with a well aimed shot just when you want to change direction.

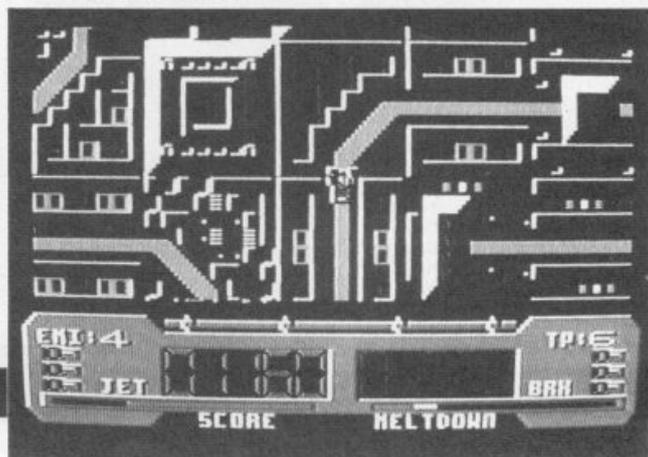
The track presents many

other hazards apart from the points — some sections move randomly leaving you nowhere to go if you've used up all your EMIs. Some routes lead to dead-ends — others get you stuck in seemingly endless loops.

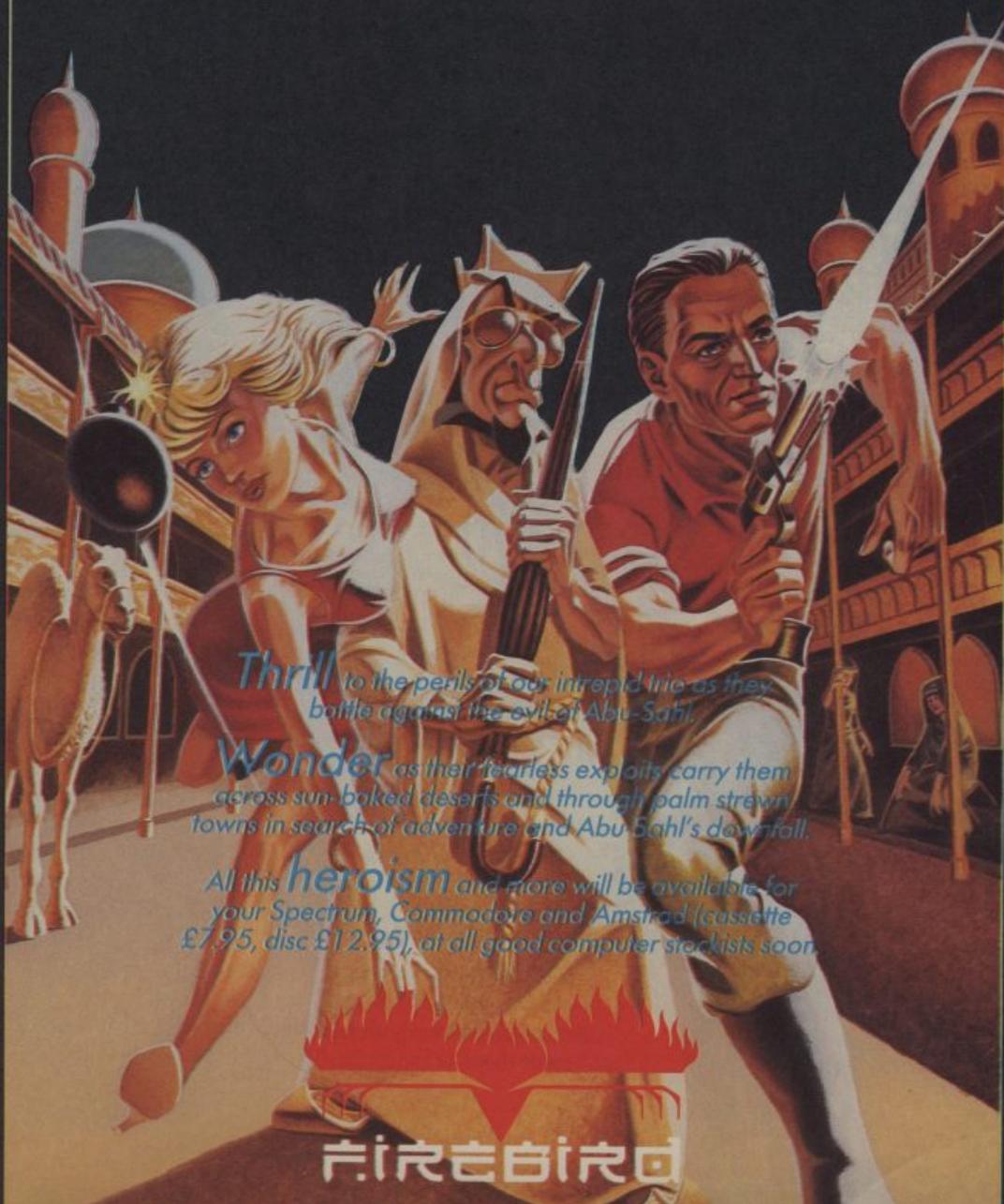
Traxxion is a HUGE game and reasonably addictive too — although after a while playing it you might just start thinking "What's the point?". But then life's like that, isn't it?!

All the same, it should keep you occupied for some time.

- ▶ GRAPHICS 7
- ▶ SOUND 7
- ▶ VALUE 7
- ▶ PLAYABILITY 7



MYSTERY OF THE NILE



Thrill to the perils of our intrepid trio as they battle against the evil of Abu-Sahl.

Wonder as their fearless exploits carry them across sun-baked deserts and through palm strewn towns in search of adventure and Abu-Sahl's downfall.

All this **heroism** and more will be available for your Spectrum, Commodore and Amstrad (cassette £7.95, disc £12.95), at all good computer stockists soon.

firebird

FANTASTIC

Welcome to a new column that will tell you what's hot in the wonderful world of comics. Phillip Morton begins with something that — if there's any justice at all — will be extremely hot.

SAGA OF THE SWAMP THING . . .

Once upon a time there was a scientist named Alex Holland. An experiment of his was sabotaged and in the resulting explosion the mixture of chemicals and swamp slime turned Holland (the man, not the country) into a walking, thinking muck-heap called, appropriately, the *Swamp Thing*.

Though he looked like a monster, his behaviour was civilised enough. But, this being the early '70s, a time when horror/mystery comics underwent something of a revival, he inevitably came into conflict with a number of weird (and not always wonderful) creatures. The 18-issue run of *Swamp Thing's* original comic was distinguished mainly by the exquisite artwork of Berni Wrightson and Nestor Redondo.

End of story — for ten years or so, anyway. With the movie rights to *Swampy* sold (the film proved to be less than a blockbuster), DC revived *Swamp Thing's*

comic fans. But *Moore* is probably the first writer-superstar. And it's largely on his *Swamp Thing* scripts that his reputation has been built. He has a unique knack of spinning an intriguing, thoughtful tale without losing touch with those readers who are looking for action and horror. He probes more deeply into the nature of fear than almost any other writer, in comics or anywhere else.

Moore's first masterstroke on *Swamp Thing* was to — literally — take the character apart, revealing him to be more plant than human. Since then, for over 40 monthly issues, he has explored the sometimes horrifying ramifications of this, usually aided by the atmospheric artwork of Steve Bissette and John Totleben.

Which brings us to *Swamp Thing* books one and two the beginning of a series from Titan Books, reprinting the expensive, hard-to-

comic, with pleasingly intricate artwork, mostly by graduates of the Joe Kubert school of cartooning. Unfortunately, this new beginning was marred by scripts which were strictly Tedium City. Until the arrival of one *Alan Moore*, that is.

There have been superstar artists and superstar writer/artists in American comics for as long as there have been

find early *Moore* issues of the *Swamp Thing* monthly comic. There's not much to say about the transition to book form, except that the stories are more satisfying without a one-month gap between chapters, and that the woodcut-style artwork looks better in crisp black and white than in muddy bog-paper colour. In short, highly recommended.

Volumes one and two are now available from bookshops and comic shops, priced £5.95.



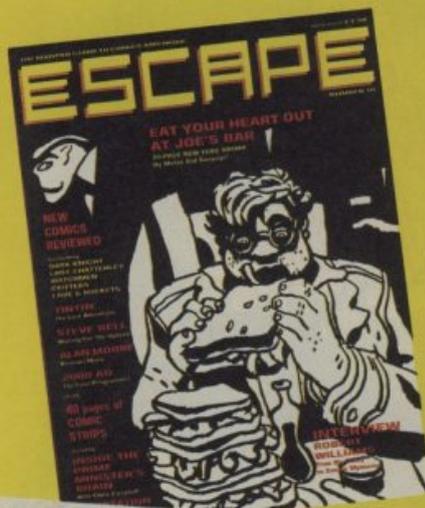
MARVEL MAGIC REVISITED
Looking for a taste of what made Marvel Comics great in the mid-60s? Look no further than current issues of *Fantastic Four*, on distribution here at 40p. Steve Englehart's scripts perfectly capture the flavour of the comic's Lee/Kirby heyday — which means the stories concern relationships within the group as much as Dr Doom's plans for world domination. This is a different *Fantastic Four*, though — gone (temporarily) are Mr and Mrs Fantastic, replaced by . . . well, buy it and see. You won't be disappointed.

T A S Y

There's so much to choose from nowadays: British weeklies, American monthlies, Continental albums — and various hybrids that cut across such categories. One that's right at the cutting edge is *Escape*, a beautifully designed and always interesting mixture of new avant-garde strips and worldwide comics news. It comes out every two months and costs £1.95 (cheap!) from comic shops.

If you're looking for more frequent news updates... well, there's always this column! But for an even wider range of interesting stuff about US and UK comics, try *Speakeasy*.

It's £6.00 for 12 issues, from Acme Press Ltd, 5-9 Beadon Road, London W6 0AE.



11pm. "It's a party!" Charlie yanks us out to Hackney in the Cortina for a look at the zoo. Hidden in a warehouse near Clapton Pond we found the most amazing menageire of computer-controlled creatures.

Really dark in here. Sudden groan of an engine, sharp hissing and beams spray from flashlights connected to rubber hoses, all twisting in rhythm with the enormous compressed air lung parked out back.

LOOK OUT! A suspended pair of banker's trousers activate, nearly kicking our heads!

Around the corner mannequin legs climb a steel staircase, just behind us a rubber-headed, three piece family motor in a customised mini Mini while another threesome, with vice-gripped claws, methodically clamber within a cage. Hmnnnnnn.

The constructions are very nearly life-like but all seem in some way dangerously distorted, comedic performance artists.

Mechanical maestro this evening, off to a dark corner, is the exceedingly tired-looking Jim Whiting.

Jim first made robots in the late 70s and has since supplied automata for **Herbie Hancock's** video *Rocket* and a bunch of television adverts.

He's always endeavoured to depict some human parody. One of his early works called *The Pyramid Men* showed City gents in suits and bowlers climbing the "social pyramid". Every time one neared the top, it fell off.

Men Flying adorned the top of the National Theatre at the South Bank Arts complex. This "sculpture" showed a series of blue men flying around on the ends of pendulums.

Another work comprised of a series of mobile men's suits that followed each other about like some loony City gents obsessed with chasing each other all day long.

The simplicity of Whiting's work is what makes them so appealing. Most are hilarious — they're cartoon caricatures which leave us in little doubt as to their human origins.

Other robots at his "unnatural bodies" plant in Hackney are learning more subtle skills.

With help from small video cameras, infra-red sensors and opto-electronic devices, these robots are learning to react to humans. One will smile at you if you smile; another will pull a face if you don't.

Jim sees his robots as great potential entertainers of the future. His latest work, exhibited during June at an art gallery in Hamburg, is a whole environment — a house, with several rooms and several robots.

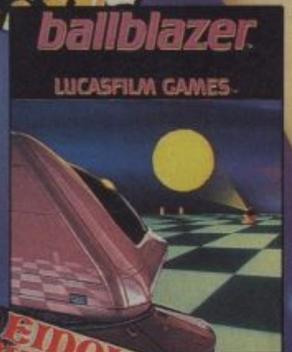
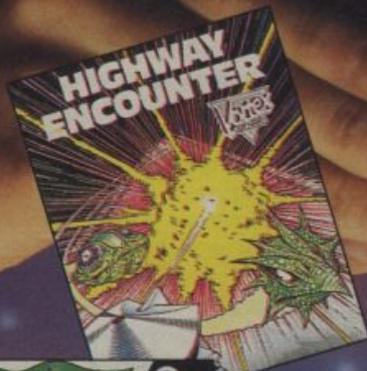
Last year Whiting took his mechanical zoo to the *Limelight Club* in New York.

Of his experiences he said: "The public loved it but the management tried to rip me off. I ended up losing money on it." Next time, perhaps, he'll have a mechanical bodyguard ready to deal with unscrupulous managers.

PUT STARS IN YOUR EYES WITH



Star GAMES II



A dazzling collection of famous hits bursting with action and excitement.

Forget that bored glaze from playing inferior games over and over again.

Here's six times the fun for the price of one!

6 GREAT GAMES FOR £9.99

Available on CBM 64/128, Amstrad and Spectrum 48/128K*

(CBM 64/128 Disk £14.99)

Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS. tel: (0742) 753423

*On Spectrum version Cyberman replaces Knight Games

The Big Screen

My name's Street . . . Ward R Street, and I'm licensed to spill the beans on the films that leave you shaken and stirred!

BOND is back, twenty five years and fifteen films older, now in his fourth incarnation as wrinkles overtake mortal actors. But the big question is whether the cracks are showing in **The Living Daylights** (PG).

A lot was made of old Moore's inability to act with



▲ LIVING DAYLIGHTS.

anything other than his eyebrow, but he also used his tongue, which he kept firmly in his cheek. He was licensed to quip as well as kill.

Timothy Dalton's new look Bond is more serious about his double-0 responsibilities. The film's not without its humorous moments, such as a deadly milkman whose pintas would make your Rice Crispies go with a real bang, but Dalton treats the superhero spy as a real person. This is the Bond of *Goldfinger* rather than *Moonraker*.

With the new 007 comes new complexity, as double and treble crosses abound. There's the Russian defector, who reveals a plot by a rogue Russian general to kill Western spies, only he may not be a defector and the

KGB agent who posed as a concert cellist to try to kill him may be a concert cellist after all . . . But where does that leave the American arms dealer? Carry on like this and we'll be in the realms of Le Carre, not Fleming.

There's no need to worry though. At one point the action stops so that 007 can explain it all to us, then it's back to the shooting and bombing and crashing a plane into a cliff. The only thing that's missing is the kitchen sink, presumably because Q was fitting it with a laser to nix anybody who skives off washing up!

And that's the movie's main failing. While it rolls along at a rattling pace to start with, switching from Gibraltar to Vienna, for a chilling chase through the snow, then soaring off to Morocco, by the time Bond and the cellist, played by the incredibly beautiful Maryam d'Abo, encounter an Oxford educated Afghan rebel leader you may well feel that the movie has lost its way.

There are sequences which are classic 007, but a more ruthless approach when it came to cutting the script could have made for a more effective whole. Timothy Dalton is extremely athletic and it's not his fault the script is rather flabby. So welcome back, James . . . but keep an eye on those writers. We expect even better things of you next time.

However dire the situation, you can be sure that James Bond will survive. The same can't be said of Mel Gibson in **Lethal Weapon** (18), a police thriller that packs a punch like a .44 Magnum.

From the opening sequence, when a camera soars around Los Angeles, finally alighting on a girl in a penthouse flat, just in time to witness her take a dive and put one almighty dent in the roof of a parked car, you

know you're in for a sleek, suspenseful, stylish time.

Detective Roger Murtaugh (Danny Glover), celebrating his fiftieth birthday, would rather not share this scene, especially when he's saddled with Martin Riggs (Gibson) as his assistant. The Lethal Weapon of the title isn't a gun . . . it's this possibly psychotic, probably suicidal, Vietnam veteran who nobody wants to work with.

There's nothing in Riggs' behaviour to suggest that he'll even see his next birthday, and it looks like he's determined to take Murtaugh which him, but eventually an uneasy peace develops between the two men as they discover that the girl's death wasn't an accident but is linked to a mammoth drug dealing operation run with military precision by a gang of ruthless commandos.

At times extremely funny, at others brutally tough, **Lethal Weapon** piles on the pressure and keeps you so involved that you never really question its highly unlikely plot . . . and the last twenty minutes are so tense you'll hardly dare breathe.

Despite its fierce and fast action and references to Vietnam, *Lethal Weapon* is a fairy-tale compared with the true horrors of death in South East Asia. *Platoon* pricked America's conscience; now there's a film by a British director who experienced 'Nam while shooting a documentary.

Hill 937, another number on a military map, doesn't tell you much about the ten day battle to capture it, but the men who were chewed up like so much meat is commemorated in its nickname, **Hamburger Hill** (18).

The film follows the fortunes of Company B, 3/187th, who suffered 70% casualties in the assault, introducing them as a regular bunch of guys who dream about cars and women

or worry about army regulations. There are racial tensions but basically they could be any place, any time.

But they're not just anywhere. They're in the heat of a country where death can come at any time, and ahead of them lies a heavily defended hill. To take it they will face constant bombardment, mud which makes climbing impossible, even being shot at by their own helicopters.

True to his documentary training, director John Irvin gets into the action, to record it in all its unbelievably gory horror as if it was happening for real. Heads are blown apart before your eyes and bits of bodies are pulled down from the trees.

But while **Hamburger Hill** celebrates the courage of these young soldiers, it chooses not to take a moral or political view of conflict in



▲ HAMBURGER HILL.

which America should never have been involved. It isn't enough to say that war is hell. We need to know how this waste of life happened, so that we can make sure it never happens again.

From insanity off one kind to insanity of another, namely **Pee-Wee's Big Adventure**, a film so innocent that it carries a U

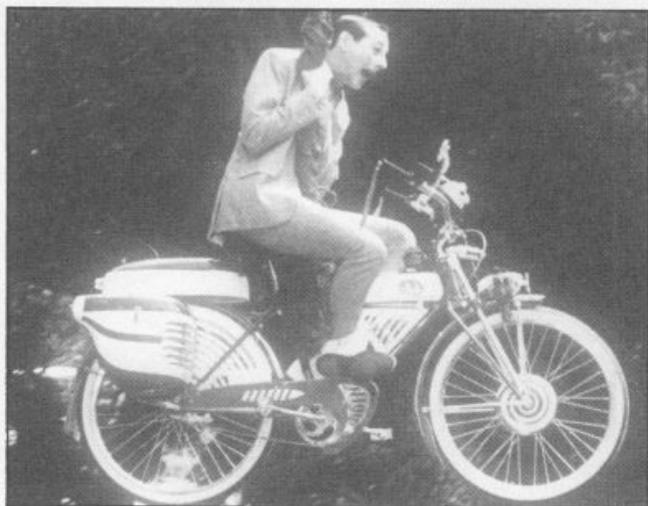
The Big Screen



▲ HAMBURGER HILL.

certificate. Its star, a Mr Pee-Wee Herman, has 'cult' written all over his highly made-up face. In the States he's already the biggest thing since the last big thing.

Pee-Wee lives in a house designed by an architect who was into late toy-town, and filled with such connoisseur's tat as a breakfast making machine and a hand painted dog. But



▲ PEE-WEE'S BIG ADVENTURE.

his most treasured possession is his bike, an elaborate red and chrome fantasy, and when it's stolen he cannot rest until it's found.

Somehow this grown man, who acts like your worst nightmare bratty kid and dresses in a suit that's so tight it could explain his high-pitched nasal whine, is a star. The Americans adore him, reinforcing some things I've always feared about our trans-Atlantic cousins. But will Pee-Wee seduce the Brits?

Frankly I found little to laugh at in this undoubtedly wacky adventure, but it could be that Ward is just an old grouch. I know lots of people who love Mr Herman. All I can suggest is that if you find the likes of Jerry Lewis a laugh-riot, give him a try . . . But don't say I didn't warn you if you just cringe.

At least I prefer the totally surreal antics of Pee-Wee to the tired old routines of **Blind Date** (15). For a man who scored such a success with the *Pink Panther* series, Blake Edwards demonstrates a total lack of talent for comic timing.



▲ BLIND DATE.



▲ BLIND DATE.

resembles.

Even less subtle is *Mr Jolly Lives Next Door*, half of a double bill from the **Comic Strip** (15). The difference is that at one point I almost washed out my contact lenses with tears of laughter.

The scene in question is set in the Dorchester where Ade Edmonson tries to amuse Nicholas Parsons by trying to light his own —

spectacular.

The Magic Toyshop (15) is another television film, but like *Company of Wolves*, which was also based on an Angela Carter story, it's been made for initial cinema release.

There's plenty of magic in this toyshop but it's not the sort of place you'd take a child. Angela Carter's speciality is finding all that's sinister in fairy tales, then spinning miraculous yarns full of cruelty and dark psychology with it.

This one concerns Melanie, who destroys her mother's wedding dress and causes the death of her parents. She's taken, along with her brother and sister, to live with their mysterious Uncle Philip, a tyrant who makes life-sized puppets which perform in plays before an audience consisting of his bullied family.

how shall I put it? — natural gas. It stars Edmonson and Rik Mayall as two chronic alcoholics who make *The Young Ones* look couth.

Its partner in crime is *Didn't You Kill My Brother*, Alexei Sayle's satirical look at what happens when a notorious gangster, one of the dreaded Moss Brothers, tries to go straight.

Jolly is childishly hilarious, *Brother* is more thoughtful, but the most interesting thing about the two is that the last a little over fifty minutes each. Whether audiences will rush to see two episodes from a forthcoming TV series I'm not sure. But I'd rather have two hours of concentrated humour that leave you yearning for more than some draggy Hollywood

▲ MAGIC TOYSHOP.



▲ MAGIC TOYSHOP.

The film is about Melanie's battle against the wicked uncle and it's a clever journey into the darker side of childhood, by turns chilling and funny.

Bruce Willis of *Moonlighting* is the unfortunate executive who's fixed up with Kim Basinger. Like some variation on the famous *Gremlins* warning, he's instructed not to let her drink. He does and, like some yuppie gremlin, she causes chaos wherever she goes.

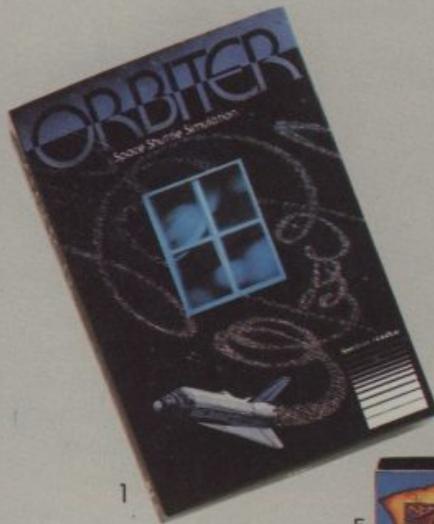
Perhaps Edwards realised that he'd been landed with a dog when he accepted a date with this script, which looks middle-aged and tame when compared with *Something Wild*, which it vaguely



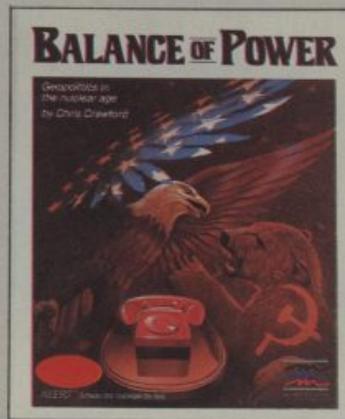
STRATEGY SIMULATION



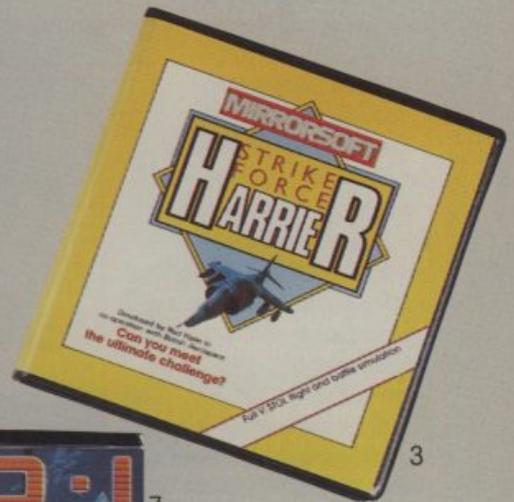
ADVENTURE FANTASY



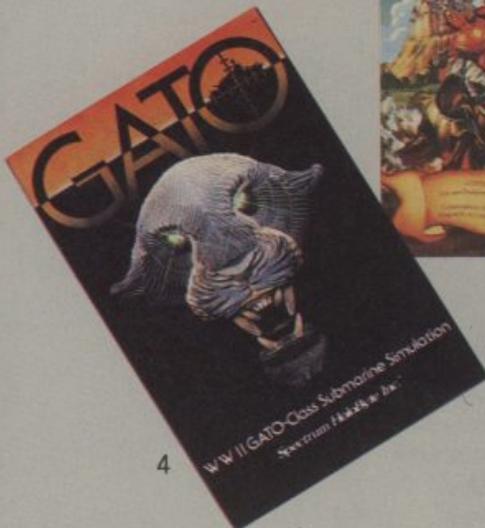
1



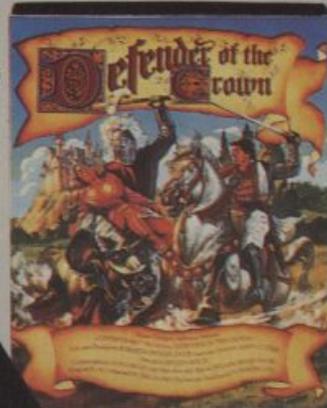
2



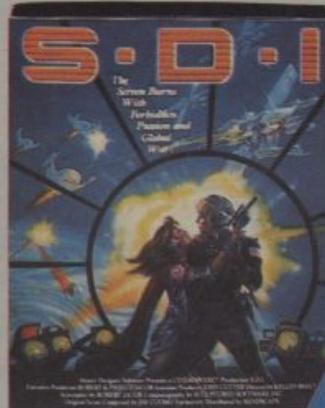
3



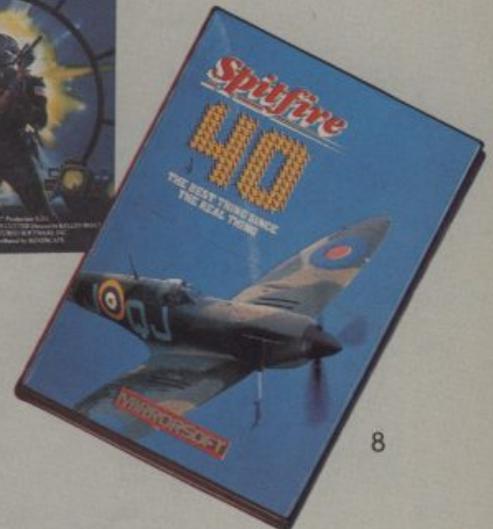
4



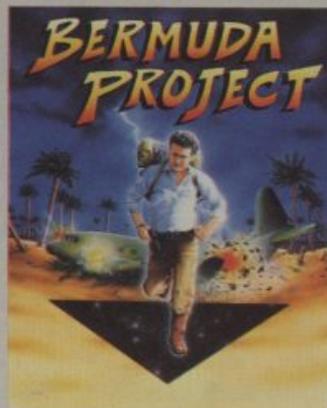
5



7



8



6

1. ORBITER COMING SOON

The most accurate space shuttle simulation available, taking you from launch to landing... and every possible hazard in between.

2. BALANCE OF POWER

"Balance of Power is simply the best strategy game out on the ST." *Popular Computing Weekly*. **£29.95**

3. STRIKE FORCE HARRIER

The most realistic simulation yet of flight and combat in one of Britain's most exciting fighter planes. **£24.95**

4. GATO

Take command of a GATO class World War II submarine in this award-winning simulation. **£29.95**

5. DEFENDER OF THE CROWN COMING SOON

Defender of the Crown brings back all the romance, action, thrills and adventures of the days of chivalry. **£29.95**

6. BERMUDA PROJECT COMING SOON

Danger and adventure in the mysterious Bermuda Triangle.

7. SDI

The screen burns with forbidden passion and global war! **£29.95**

8. SPITFIRE 40 COMING SOON

Fly the most famous warplane of all and save your flight log. Rise through the ranks of the RAF towards the coveted title of Group Captain, DSO, DFC, VC. **£24.95**

The publishers reserve the right to alter prices and specifications without notice. Please check prices and availability before ordering.



Mirrorsoft Limited
Athene House, 66-73 Shoe Lane, London EC4P 4AB
Telephone: 01 377 4645. Fax: 01-353 0565
Telex: 9312100112

How many adventure writers have actually encountered a fire-breathing dragon or a horribly beweaponed Orc? About none, we reckon. But the creator of *Police Quest*, Jim Walls, is a veteran of the California Highway Patrol, so he's seen many of the events featured in his new adventure at first hand. Marshal M. Rosenthal gives you the briefing.

POLICE

Is *Police Quest* just another programmer's idea of what a cop is like? No way! The story comes direct from the pen of Jim Walls, a 15-year veteran of the California Highway patrol.

"People think that a cop's life is like the



afterwards about right and wrong, but making decisions on the spot is part and parcel of the job. Consider the routine. You have to take care of so many things, from checking your equipment and patrol car, to dealing with ordinary citizens and their everyday

shows they see on the TV," says Walls. "Either it's car chases and shoot-outs, or endless days of writing traffic tickets.

"The truth is somewhere in between.

"Often it's just simple routine — the stuff of everyday life. What makes being a cop so

the car, aiming a .357 magnum at me and —POW! my windshield disintegrates. Glass is flying everywhere but, amazingly, I'm not hurt.

"Even more amazing is that the guy's car now starts to roll and it gets his attention. He forgets about me, runs after the car and jumps into it



difficult is the uncertainty, the fact that things can change from one moment to the next.

"For instance, I saw this car run a red light. I hit the siren and motioned the car over. The guy refused to stop, sped up, and now I was in pursuit.

"After a few minutes of giving chase (first calling it in on the radio for a backup), he comes to a dead stop right in the middle of traffic. I slam on the brakes and skid to a stop some six feet behind him.

"Before I know what's happening, he's out of

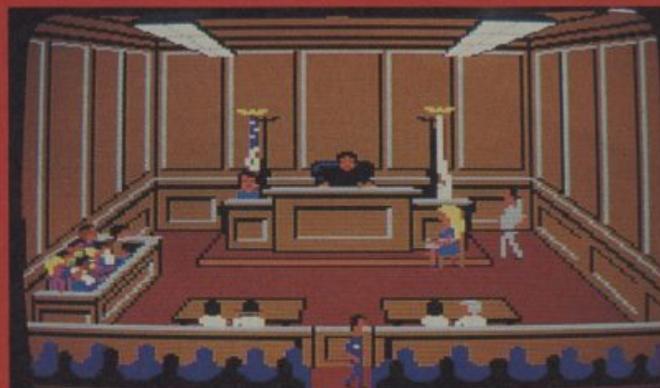
and drives off. I'm still sitting there, all is calm, and the whole event hasn't taken more than 30 SECONDS!

"That kind of uncertainty changes you, it can't be described," notes Walls. "*Police Quest* is my first story, almost a compilation of my time

on the force. It's realistic.

"Things happen to you, you develop emotional reactions to the work and the various characters you meet on the street. This influences what you do and how you go about doing it.

"It's easy to talk



tensions and problems.

"It's no bed of roses, believe me, because it's the real world. People can get shot and die. A world that can be all sweetness and light, and then turn vicious and cruel.

"You're police officer Sonny Bonds, serving the small but affluent

CE QUEST

town of Lytton, California. A slower pace than a big city, but not a bad life. Hardly any real trouble to speak of. Peaceful.

"But now a drug dealer, nicknamed the Death Angel, is moving in and spreading his filthy wares. Crime is going up — things are



HOW OUR PICTURE STORY WAS MADE

Too Many Dames owes its high-tech look to a number of interesting, technical procedures. A story board kept all of the action in sync, and the colour slides of the models are now digitised using **Digi-View** software. These image files are turned into **DeluxePaint 2**



A 3-D priority effect allows characters to move both in front of and behind objects, as well as other people.

Do you have what it takes to keep the streets safe?

Author's bio: Marshal M. Rosenthal is a New York-based

brushes, sized and positioned onscreen.

A big advantage with using the Amiga computer is that 32 shades of grey can be reproduced in the interlace mode, allowing a very detailed and realistic black and white image.

Now, how do we get the dialogue onscreen? Since



Quest series. That means animated characters you interact with — besides controlling one — sound effects, puzzles to solve, and keyboard / joystick control — the keyboard comes in handy when it's time to do something, or speak to someone.

photographer, and reasonably law-abiding citizen. He also writes on computers, video and high-tech for a number of domestic and overseas publications.

Production Information: Police Quest: Sierra Online, Coarsegold, California.

POLICE QUEST

IN PURSUIT OF THE DEATH ANGEL

By Jim Halliday
© 1987 Sierra On-Line, Inc.

starting to explode. There's a lot of bad stuff going down."

Interactive adventures require you to participate, not lean back and be given the answers.

Police Quest continues Sierra On-Line's tradition pioneered by the *King's*



the standard Amiga fonts are too big, this problem is quickly solved by using **The Calligrapher**, a programme that creates and edits fonts as small as 1x1 pixel! The finished eight screens are bundled into four pages (two screens per page stacked vertically), and sent to the **ImageSet Corporation**.

HANDS UP!
magazine



A COLD
GREY DAY
IN
NEW YORK

SORRY, I
NEVER GIVE OUT
THE NAMES OF
THE YOUNG LADIES
STAYING AT MY
HOTEL.

OH YEH?



HOTEL
CHELSEA

GET
OUT!!

AFTER I'VE
HAD A
QUICK
LOOK-SEE
SISTER.



BANG!!



THERE'S
WHITE
STUFF
ALL OVER
HIS
FINGER-
NAILS.



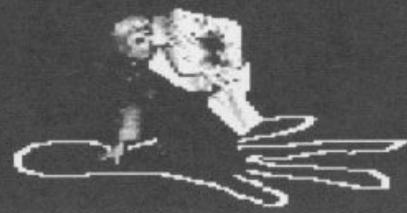
POLICE?
MADAME
LAFANGE.
THERE'S
BEEN A
MURDER.
SEND
YOUR
BEST
MAN.



GIVE ME SOME
SLACK, OKAY
LADY?

HMM, A SMUDGE
ON THE GUN
BARREL.

THERE
GOES
MY
QUIET
NIGHT!





THIS SILLY MURDER
IS MAKING ME LATE
FOR THE THEATRE.
LOOK - MY MAKEUP
IS GETTING ALL
SMEARED!



ACHOO!
EASE UP ON
THAT TALCUM
POWDER, WILL
YOU?



OH, NO SIR.
I'VE BEEN HERE
ALL DAY
WATERING THE
PLANTS.
THEY'RE MY
FRIENDS.



SORRY, SWEET LIPS, I
HAVEN'T BEEN OUT
OF BED ALL DAY.
I FEEL SOOO
COMFY.



I
N
S
P
E
C
T
O
R,
T
H
I
S
F
O
L
D
E
R
J
U
S
T
A
R
R
I
V
E
D
F
O
R
Y
O
U
F
R
O
M
H
E
A
D
Q
U
A
R
T
E
R
S.

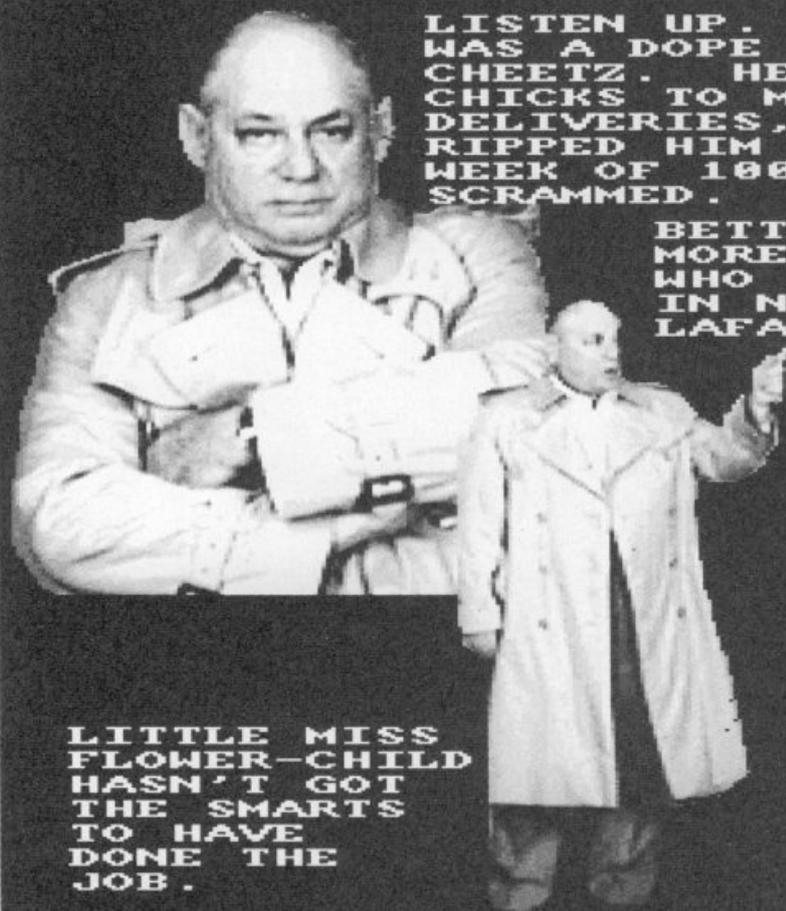


YEH, THIS
INFO
CONFIRMS
WHAT I
THOUGHT.
LAFANGE,
GET
EVERYBODY
IN HERE
NOW!



LISTEN UP. THE DEAD GUY WAS A DOPE DEALER NAMED CHEETZ. HE USED SLICK CHICKS TO MAKE THE DELIVERIES, BUT ONE RIPPED HIM OFF LAST WEEK OF 100 GRAND AND SCRAMMED.

BETTER BE MORE CAREFUL WHO YOU LET IN NEXT TIME, LAFANGE.



LITTLE MISS FLOWER-CHILD HASN'T GOT THE SMARTS TO HAVE DONE THE JOB.



ALL I UNCOVERED ABOUT LADY GODIVA HERE IS THAT SHE HASN'T STIRRED FROM HER ROOM FOR THE LAST TWO WEEKS. THAT LETS HER OFF THE HOOK.



BUT SPEAKING OF COVERING UP...





CHEETZ COULD
HAVE BEEN
FOOLED IF
HIS "GIRL"
HAD
DISGUISED
HERSELF .



HE NEVER
THOUGHT
OF MAKEUP
AND OTHER
TRICKS .



THE POWDER ON
CHEETZ'S NAILS
AND THE GUN
WERE THE SAME:
TALC!

YOU WERE
PRETTY
CLEVER .

BUT
YOUR
BIGGEST
MISTAKE . .



. . WAS GETTING
TALC ON YOUR
REAL HAIR!

I SAW THE
WHITE
STRANDS
ON THE
COMB .

SHE WOULD GO
AND FAINT .

OH WELL,
JUST 5
MORE YEARS
TILL I
RETIRE .



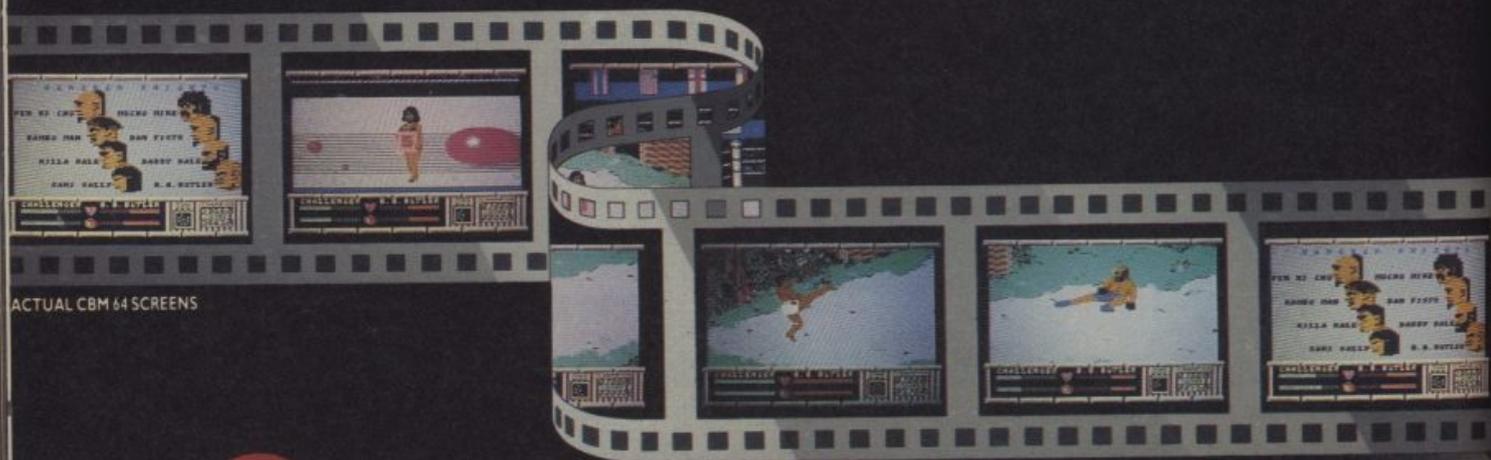
the
End

WRITTEN/PRODUCED AND
PHOTOGRAPHED BY:
MARSHAL M. ROSENTHAL

LAYOUT-L.VOLPE
ART -M.WAXMAN
FEATURING:
B.FEAMAN/I.GONZALEZ
D.RATTIGAN/F.ROSENTHAL
J.SALMOND/C.ZACHARIA
tech aid-S.Storozum

BANGLKOK

'PROBABLY THE BEST CARTOON GAME OF THE YEAR'



ACTUAL CBM 64 SCREENS



Commodore 64/128 cassette (£9.99), disk (£14.99), Spectrum 48K/128K (£7.99) and Atari ST (£24.99).

System 3, 23, Pond Street, Hampstead, London NW3 2PN. 01 438 8448

Mail Order: Activision (UK) Ltd., Units 3 & 4 Lloyds Close, Finedon Rd. Industrial Estate, Wellingborough NN8 4FR.

Distributed by Activision (UK) Ltd.

KNIGHTS

R'

พฤษภาคม
2550



TWO NEW SPORTS SIMULATIONS FROM EPYX

STREET SPORTS BASEBALL
 The Pitcher winds, throws, crack! Its a long fly ball to... bang... right into the catcher's mitt. To make a home run you'll have to cope with makeshift diamond bases, made from sparetyres and trashcans, bushes, rocks even squealing cars. Not to mention 16 neighbourhood players - each with their own personalities and skills in pitching, hitting and fielding. With the right combination you could be the champs. You'll pick the place, the team, the positions, the strategy and then you'll be in the middle of it all. It won't be easy but it's right up your street!

£9.99 cassette £14.99 disk
 CBM64/128



It's Tough on the Streets

SOME OF THE MOST THRILLING AND ACTION PACKED BASKETBALL AND BASEBALL GAMES TAKE PLACE ON AMERICA'S STREET CORNERS AND NEIGHBOURHOOD BACK LOTS. HERE'S YOUR CHANCE TO JOIN IN AND MAKE YOUR TEAM THE CHAMPIONS!

STREET SPORT BASKETBALL
 You'll shoot hoops in dingy alleys, playgrounds, parking lots, occasionally even the suburbs (have fun dribbling on the lawn). You'll pick your three-strong team from the 10 toughest players in the neighbourhood. There's hot shooters and slow dribblers. Team players and show offs. There's guys who can shoot the eye out of a needle at 20 feet and backboard. Pass on the run, pop 'em in from the corners, take a hookshot, a tip in. But don't dribble through the oil slick and for heavens sake watch out for the windows!

£9.99 cassette £14.99 disk
 CBM64/128
 Coming Soon



EPYX

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



I.D.E.A.S CENTRAL

Well, at last it's here! No, I don't mean the new games consols from Sega and Nintendo. Nor do I mean those Photon Laser Guns that the guys in the office keep having battles with. I mean summer. Hasn't it been great. Blue skies, brilliant sunshine, lunch in the park. No wonder it took me all week to get round to writing these pages this month. But, with big, bad St. John breathing down my neck, I had no choice.

So, here it is. Enjoy it.

THE LAST NINJA

The first person to write in with tips for System 3's *Last Ninja* is *Ian Walker* of Leicester. Follow his advice and you shouldn't have too many problems.

On the first screen, collect stars, smoke bombs, a sword, nunchucks and an apple and a bag. Don't bother jumping the water, as you can walk round it. When you get to the dragon use a smoke bomb on him.

Screen two — collect the claw from the lion in the same screen, keep going until you come to a wall. Put all weapons away and use the claw to climb the wall. Use stars on the mountain part — it saves time. Collect the apple from the cave. When you come to a wall going down put weapons away, use the claw and walk backwards. Keep going right until you come to the water. On the stones, jump onto the third one. When you are on the stone jump right and up again. The Ninja magic is behind a rock, don't touch it till you have picked up the glove — this is very important.

When you have done this go back across the stones. Cross over the mud and keep going until you see a bunch of bamboo sticks. Walk into them

and pick up the staff. When you come to the stone dragons, if you still have the Ninja magic, you will cross over into the third section, if not — you will fry!!

Section three — go up and then down. Collect stars, keep going till you come to the water. Line yourself up with the first stone and jump right and up and jump out of the screen. Jump right and right again, then forward. If you keep going you will come to a buddha wearing a pendant. Take the pendant and go back, now go up keep going that way and you will eventually come to the flower. Pick up the flower wearing the glove. Carry on until you come to a little lake. You will notice a bit sticking out on each side of the lake, walk to the bottom bit and jump, pushing upwards. When you come to the buddha give him the pendant.

Section four — walk forward and drop through the floor. The next bit is like a maze, so follow these instructions carefully — down right, up right, collect rope, down right, up right, up right, down left, up right, collect apple, up right, down left, down left, down right, down left, down right, down left, down right, down

left, down left, put weapons away, use rope and climb ladder.

Section five — go up, keep following path until there is a split. Pick up the apple use the key and go through the door. Down right, down right, now walk up to the statue. Go round him — keep close, but, beware. Up right, take the flower to the big grey pot, down left, down right, up right.

Section six — Now it get's hard! Up left, up right, collect bottle, down left, up left, up

right, take rose to the white vase, up right, use the bottle on the lion. You use it like you used the stars. Up right. A good tip here is if you are low on energy and you see an apple, collect the apple, go off the screen and get beaten up (!!) come to the apple and collect again on section six. Here there is a sort of canon. If you touch it you fly out the screen. Also try walking up to the telescope. And this is as far as Ian has got — any one got the rest of the solution?

HINTS AND TIPS

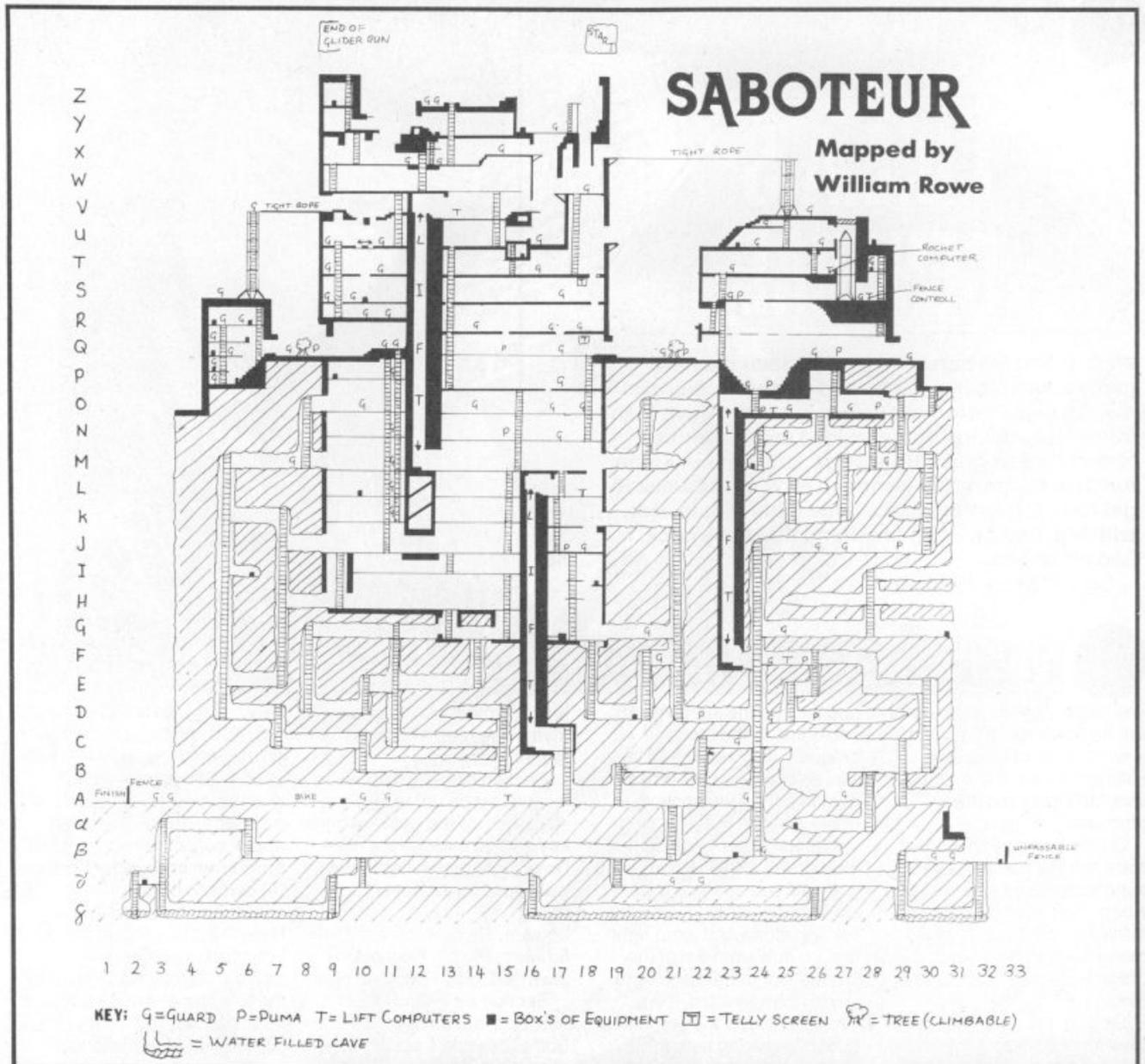
From a bunch of guys who call themselves the K.I.D. hackers we have some hints and tips for *Auf Wiedersien Monty*.

Take the football from Spain to Juventus in Italy. To use the ski lift get the tools from Bonn. Take the bottle of wine from France to Dortmund. Take the steering from Sweden to Monaco. Take the cork to the man in Amsterdam. He will give you some flowers, take them to the lady on the Tower of Piza. Take the Mona Lisa to the mafia fence. To get extra lives collect all the rabbits, cherries and ice cream. Collect £3,000 and part of the island will appear and you will

receive an extra man. Here is a list of your destinations from the airports.

Airport Spain — Paris, Paris — Antwerp, Belgium — Antwerp, Luxembourg — Amsterdam, Airport Spain — Bonn, W Germany — W Berlin, W Berlin — E Berlin, E Berlin — Airport Yugoslavia, Airport Yugoslavia — Rome, Italy, Rome — Olympus, Greece, Olympus — Bern, Switzerland, Bern — White Airport in Yugoslavia — be warned never use this airport as you will lose all your air tickets, Moldavia — Copenhagen, Denmark.





SABOTEUR II

Have you noticed the amazing *Saboteur II* map which William Rowe of Nairn has sent in! Wonder how long it took him to draw. Here are some general gameplay notes for you as well.

The best place to leave the glider is as you enter the fourth screen. Keep running on the tight ropes. The best fighting position is to pull the joystick down and press fire in the direction off the enemy. This would seem to be the manoeuvre you can do quickest and most frequently. Some guards have a weak point, a single blow of one

type will fell them. Five screens is the furthest you can fall, only if you have full energy though. The bike is in screen A8. The electric fence switch is in screen S28. The Ninja can swim, sink to the bottom then push up and the direction you want to travel in.

LOCATION OF COMPUTER CODES

The box's in the following rooms contain pieces of the computer tape Z9/T16/R5/U23/U28/L13
I6 contains two codes — I18/G31
D14/a25/B23/&2

As the levels get harder you will find the guards and pumas hit harder. Try to avoid them as you will find time is the greatest enemy — especially on level seven.

And finally some codes:
Mission one: No code needed
Mission two: Jonin
Mission three: Kime
Mission four: Kuji Kiri
A bug in Delta has been detected by Robert Larkin of Co. Dublin. Line yourself up to destroy the aliens. Destroy them all and very quickly destroy yourself. Remember to destroy yourself before the next wave comes.

GOBOTS

Ronnie Farrington of Merseyside has a quick cheat for the new game from Ariolasoft — *Gobots*. Load the game in, press fire on the score screen, the credit screen then appears, press F3 and a menu appears. You can now change the following using the right CRSR key.

Gravity	Yes/No
I and death	yes/No
Y Thrust	0 to 9
X Thrust	0 to 9
Speed	0 to 3
Autofire	Yes/No

After choosing what you want, press return to start the game.



ELECTRON

Here's someone who reads intros. Robert Anderson of Liverpool has sent these tips for the Electron.

Thrust — this game can seem immensely difficult, but can be mastered with a little perseverance. It is best to make simple maps of each level showing the positions of all the objects. Try and destroy the limpet pods first — they only need one shot. If there are pods near you, you can hear them when they fire. It takes anything up to 12 direct hits to destroy the reactor.

Death Star — here is a very small cheat which makes the game a little easier — while you are playing hit Caps, Q and 1 at the same time and the game will revert to the start of the level you are on. This is very useful for when you are collecting starbombs and enables you to buy time as the death star is formed.

Yie Ar Kung Fu — knock

your opponent out at the same time as yourself for lots of bonus points.

Exploding Fist — don't use a roundhouse kick after the 2nd Dan, it doesn't do much good. A good move up until the 4th or 5th dan is the forward sweep which works very well. On the later levels somersault over your opponent and back again, when he turns around kick him — this usually works. Keyboard control is easiest once you get used to it.

Robert would like some tips on *Karate Combat* as it is driving him crazy. When he hits the opponent his energy drains — what is he doing wrong?

So come on all you Martial Arts experts, tell Robert how to beat his opponent in *Karate Combat* — and remember it must be the Electron version. Write to him c/o Melissa Ravenflame, I.C.

BARBARIAN

Here it is guys. The first Atari ST map to be published in any magazine — well, what do you expect we are the best after all.

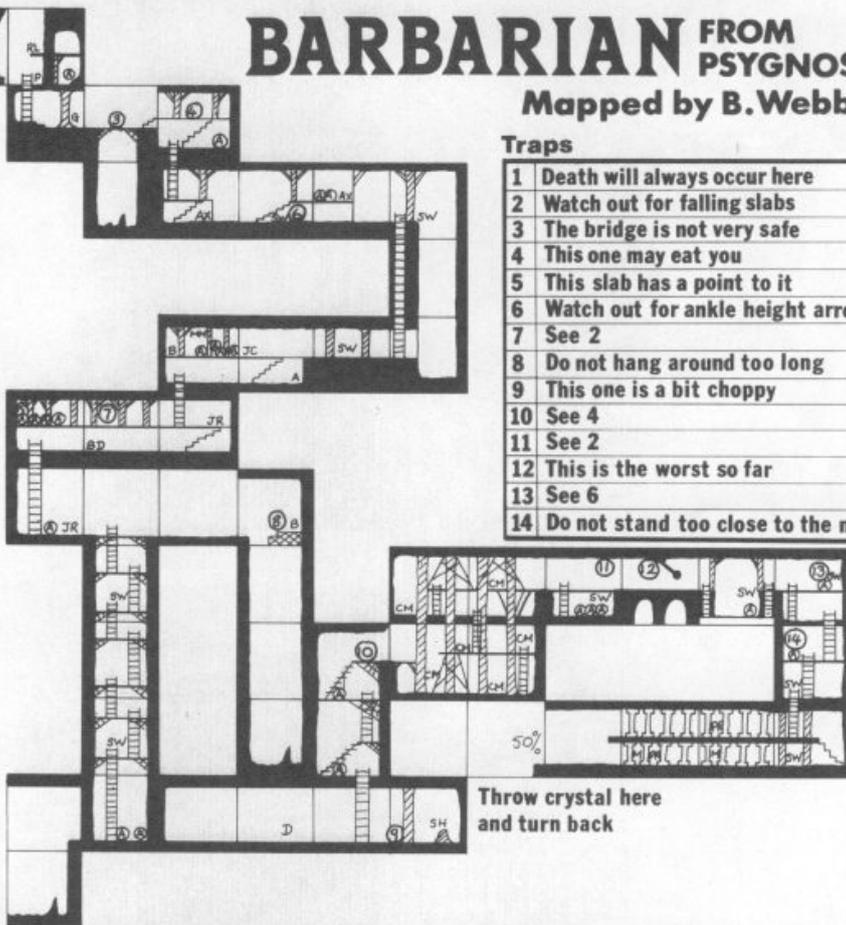
The map is for that well wicked game *Barbarian* by Pygnosis. *Brian Webber* is the man responsible for C+VG being first — again!!

BARBARIAN FROM PSYGNOSIS

Mapped by B. Webber



A	Arrow
EF	Evil Frog
G	Grissly
RL	Rock Lobber
P	Phantom
AX	Axe Man
SW	Sword Man
JC	Jumping Cat
MM	Mechanical Mauler
B	Bow
JR	Jumping Ray
BD	Bulldog
R	Rhino
D	Dragon
SH	Shield
CM	Cave Man
PR	Priest
M	Magician



Traps

1	Death will always occur here
2	Watch out for falling slabs
3	The bridge is not very safe
4	This one may eat you
5	This slab has a point to it
6	Watch out for ankle height arrows
7	See 2
8	Do not hang around too long
9	This one is a bit choppy
10	See 4
11	See 2
12	This is the worst so far
13	See 6
14	Do not stand too close to the mounting

GAME OVER



DINAMIC

© 1987 Game Design Dinamic.

When you decide to embark on this adventure you will face KAIKAS (mutating kangaroos), ORCOS (fierce monsters of the planet DEDRON), LEISER-FREISERS (autonomous search androids, equipped with telescopic cameras and turbo-laser cannon), GARKLAS CLONICOS (specialists in following trails through the swamp jungle) ... a world full of dangers.

A challenge for the brave ...
A challenge only for heroes. **GAME OVER.**

...The name of the game

SPECTRUM 7.95 COMMODORE, AMSTRAD, MSX 8.95

GAMES MACHINES

COMPUTER
+VIDEO
GAMES

EVERYTHING YOU
NEED TO KNOW
ABOUT THE NEW
GAMES MACHINES!

WIN
A SEGA
MASTER
SYSTEM!



NINTENDO/SEGA/ATARI MACHINES REVIEWED
SUPER MARIO BROTHERS — THE COMPLETE PLAYERS GUIDE!
CLASSIC GAMES ON CARTRIDGE — PREVIEWED AND REVIEWED

GAMES MACHINES

Sega Master System

The **Sega Master System** is a worthwhile contender to the home video-game market. Sega supplies one fully integrated package, containing the master console, control pads, light phaser gun, plus all the cables and wires needed for easy set up and use. Two free games on one cartridge are also included — **Hang On** and **Safari Hunt**.

Hang On places you in a motorcycle race, while **Safari Hunt** lets you zap jungle animals with the light phaser.

Sega's console is reminiscent of a 1950s conception of a

developed.

Set-up is quick and simple, with a choice of television or direct video/audio output. Care must be exercised in inserting/removing the carts, and remember to kill that power switch! The controllers are similar to Nintendo's, but the movement pad is of one piece. This can make for easier manipulation — especially on the diagonal. There is also the option of using the included mini-joystick that screws into the centre of pad.

Another nice touch is the pause button on the console. It

regular games, but it really shines when used with the new carts designed to take advantage of its features.

Also due shortly is the three dimension system. These special liquid-crystal glasses enable the player to experience the thrill of depth in a video game. It attaches via the card slot on the Master Console, needs no separate power supply, and looks a bit like super-cool dark glasses.

The new games appearing soon are:

Astro Warrior (cartridge): Go head to head with super-

bad luck to be an F.B.I. agent. Better practice with your light phaser 'cause you're gonna need a good shooting eye.

Ghostbusters (cartridge): Who are YOU gonna call? Those slime balls are here, and you have to stop them.

Great Soccer (cartridge): Dribble, pass, and head for that net — all aided by the sports pad controller. There are even penalty kicks.

▼ OUTRUN



futuristic toaster. Cartridges are inserted into a slot on top, but there is also another slot which takes "credit-card" sized games of 256K memory. The carts contain a standard of one-megabyte of memory, and 1/2-meg games are created by making combo-carts. New Two-Meg carts are due shortly, which ought to really make the fur fly. A wide assortment of original games, plus arcade conversions, are being

may be a bit more trouble to get to, but it works on everything you play.

Accessories are also being explored, and the first to show is the sport pad. This is a serious two-button/trackball combination which takes the place of the regular controller. A special setting allows for continuous action when pressing one of the buttons, and there is also a switch so that it can be used with the

powered spaceships. Shoot first, wipe them out before they turn you into sub-atomic particles. Then take on the insidious master ship.

Enduro Racer (cartridge): Compete against opponents, and the clock, as you race your motorcycle over varied terrain.

Gangster Town (cartridge): It's the 1920s, and you've the



▲ BLACK BELT

Alex Kidd in Miracle World (cartridge): Your name is Alex Kidd, and your job is to save the city from the puzzling danger that confronts it. Will your wits decipher the clues in time to do so?

Kung Fu Kid (cartridge): The monstrous MANDA is an evil master of the ancient art. Use your training and wits to end his reign of terror.

Monopoly (cartridge): The classic board game comes to the screen. Play against a friend or the computer.

The Ninja (cartridge): The arch-tyrant has his mitts on the Princess. Time for a dart up his nose. Of course, you'll have to take on his whole army first.

Out Run (cartridge): Test your driving skills as the wind whips up and over your

(cartridge): Guess what you get to do? Fight, shoot, kill. Use flame throwers, arrow bombs, and machine guns. When all else fails — use your savage strength. After all, the odds are only 1,000 to one.

Rocky (cartridge): Got big enough fists? You do now, so go ahead and use them to knock out all contenders to your title as Heavy-weight Champion of the World. Another Two-Mega cart.

Zillion (cartridge): You and two buddies are captured by Planet X. Switch control between the three as you smash the enemy's base. For the 3rd Dimension System.

Missile Defense 3-D: Use the light phaser to knock those nuclear missiles out of the sky. Watch out — one's coming right at you!

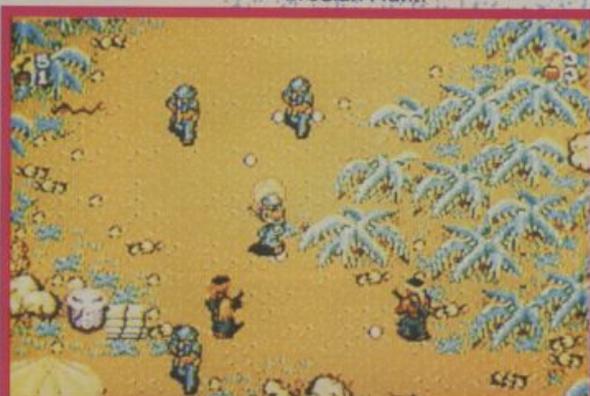
Zaxxon 3-D: Flying a super-

Black Belt (cartridge): You'll have to sharpen up your Karate Kicks if you're going to beat this game.

Transbot (card): A scrolling shoot-em-up that allows you to change your weapons during the game.

Marksman Shooting (cartridge): There are three different scenes to shoot at in this one. Choose between clay pigeon, moving cut-out villains and a chance to hunt big game in Safari Hunt.

▼ SPACE HARRIER



▲ QUARTET

convertible. Switch lanes, screech around curves. Some fun huh? Another Two-Mega cart.

Pro Wrestling (cartridge): Work two beefy boys, as you go for Champs of the Ring. When all else fails, pull your opponent out of the ring and hit him with a chair!

Rambo: First Blood Part II

Space Harrier (cartridge): Fight off those aliens as you weave and duck. Run or fly — but don't stop shooting until you've whipped them all. Another Two-Mega.

Wonder Boy (cartridge): The evil Great King has your girl. His world is full of snakes, bats, and other icky things. But you must meet the challenge.

▲ CHOPLIFTER

duper spacecraft/fighter has never been more fun. Or a tougher challenge.

World Grand Prix (cartridge): The cartridge not only lets you pit your racing talent against the world's best drivers, it also lets you design your own racing tracks — make them easy or difficult as you like.

Other games available for the Sega Master System are:

On Cartridge: Choplifter, Fantasy Zone, Great Baseball, Great Basketball, Great Football, Great Soccer, Great Volleyball and Marksman Shooting/Trap Shooting.

On Sega Card: F-16 Fighting Falcon, Ghost House, My Hero, Super Tennis, Teddy Boy, and Woody Pop.

GAMES MACHINES

Nintendo Entertainment System

In 1986 the day of the games machine seemed to be dead and gone. But Nintendo took a chance and released their **Entertainment System**. With great sound, great graphics, video robot and a light gun that "sees" what is on the television screen — PLUS lots and lots of

Operating Buddy plugs into the control deck, and plays along with games in the Robot series.

He'll move coloured blocks, juggle gyros, and just plain amuse you.

The **Zapper** light gun brings a shooting gallery into your house, and you don't ever

which allows a player to continue the game from one sitting to the next.

Kid Icarus: Greek mythology updated into the video age. Part of the Password Pak series.

The Legend of Zelda: In this

3-D Racer: Fast paced action is combined with speed and sound effects. All enhanced by realistic 3D viewing when used with Nintendo's 3D system. Other games from Nintendo: **ACTION SERIES:** Balloon

▼ GRADIUS



games.

Now the Entertainment System comes in two flavours. Buying the Deluxe set gets you the works, the control deck, light gun and **R.O.B.** the robot.

The basic system gives you the control deck plus controllers and you also get Super Mario Brothers.

The control deck is a small box with video/audio outputs as well as a RF (radio-frequency) port for the television or monitor.

Two controllers are plugged into the front of the deck. Each has dual firing buttons, a "select" and "start" switch, and a four direction rocker pad for movement.

The mechanical **Robotic**

have to worry about running out of ammunition.

The N.E.S. Advantage Joystick is a new add-on, with all the features of the regular controllers enlarged for easier handling.

The newest addition is 3-D! Specially designed glasses attach to the control deck, and work in conjunction with 3-D games to produce spectacular results. It's never too soon to start looking like Flash Gordon! New games from Nintendo are:

The Adventures of Link: In this action/adventure, Link travels the countryside seeking allies to help him defeat the villainous Gannon. The game features a special password

prequel to **Adventure of Link**, a young Link must use both sword and sorcery in order to save the land. The cartridge contains a lithium battery which stores a player's accomplishments and position between sessions.

Metroid: As a super bounty hunter, it is your job to roam the galaxy; seeking out and destroying the dangerous Metroid life-forms. Also part of the Password Pak series.

Punch-Out: A conversion of the coin-op in which the player fights for the World Boxing Title against a variety of top contenders.

▲ RUSH 'N' ATTACK

Fight, Clu Clu Land, Kung Fu, Ice Climber, Pinball, Urban Champion.

ARCADE CLASSICS SERIES: Donkey Kong, Donkey Kong Jr., Donkey Kong III, Mario Brothers, Popeye.

EDUCATION SERIES: Donkey Kong Jr. Math.

LIGHT GUN SERIES: Duck Hunt, Gumshoe, Hogan's Alley, Wild Gunman.

PROGRAMMABLE SERIES: Excitebike, Mach Racer, Wrecking Crew.

ROBOT SERIES: Gyromite, Stack-up.

SPORTS SERIES: Baseball, Golf, Soccer, Tennis, 10-Yard Fight.

Amusement System

Accclaim Entertainment is the first third party company to produce a 3D game — **The 3D Battles of Worldrunner**. Not only can you play it just like any regular game, but flip the select switch and it turns into red/green 3D, or true 3D when

Star Voyager: Free your civilisation the only way you know how — by blowing up the aliens and their spacecraft throughout the galaxies.

Bandai presents:
Chubby Cherbu: Poor guy,

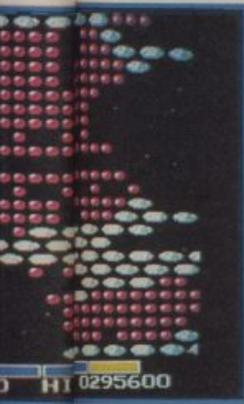
and evil demons. Watch out for the many traps!

Family Fun Fitness games are special. You run, leap and move around on a special mat that has sensors built into it. This is relayed into the control

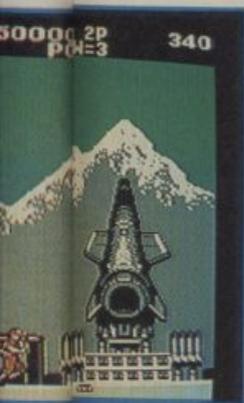
Capcom takes off with conversions of all their top coin-ops:

1942: Super Ace plans to visit Tokyo, but he won't be treated as an invited guest. You'll have to help him fight off

▼ TROJAN



▼ COMMANDO



▲ WORLD RUNNER

used with Nintendo's new 3D system. Acclaim's games are:

The 3D Battles of Worldrunner: Play normal, or wear the included red/green glasses for a 3D effect. Or opt for the liquid crystal way and really get off on the action. Keep your Space Cowboy from falling into pits, or the mouths of alien beasts.

Winter Games: Split screen action and multinational anthems highlight the events. Go sledding, or try to avoid landing on your head in the ski event.

all he wants is something to eat. But along the way, you'll have to help him do good deeds, and avoid firecrackers and pesky dogs.

M.U.S.C.L.E.: That's what you better have if you're to win the Tag-Team wrestling title. Clever moves will whomp your foes, but beware of the electrified ropes or floor of ice options — could be a good time to jump out and let your team-mate take over!

Ninja Kid: Find the scroll and restore tranquility to the land. Oh yes, along the way you'll have to fight enormous fires

▲ LEGEND OF ZILDA

deck, and corresponds on the screen as you play the following games:

Athletic World: Jump those hurdles, dodge wild boars, hop from log to log. Tired of that? Then go for a raft cruise down a river or sprint through a deep and treacherous tunnel.

Stadium Events: Participate in four events, with up to six players competing against each other or the onscreen "buddy". There's 100 Metre Dash, a 110 Metre Hurdle event, a Long Jump, or a Triple Jump.

the many enemy air attacks

Commando: Shoot, kill, Destroy the evil army. Don't let up until you've freed those hostages.

Ghosts 'n Goblins: It's tough taking on the demons of the night. Just make sure your knight doesn't get so scared he jumps right out of his armour.

Trojan: The brutal King has many followers. But a master of the martial arts, with shield and sword in hand can vanquish all.

Continued on page 72

GAMES MACHINES

Nintendo Entertainment System

continued from page 71

Data East offers the following:

Breakthru: Can you retrieve the stolen secret fighter plane? It's you and your sophisticated assault vehicle against hordes of hostile renegades.

Burgertime: It's Yum-Yum time as Chef Peter Petter attempts to fend off food foes while making his perfect burgers. This could turn you into a vegetarian.

Karate Champ: Sharpen your skills, perfect your aim. Then let loose against your opponent with moves of speed and skill. Ai-yaa!

head when the ref turns his back don't hurt either!

Irem Corp. presents:

Kung Fu II: The martial arts master returns for new challenges.

Spoon: The aliens have sunk most of the cities, and a large percentage of the population has become shark food. Do you dare rescue survivors from the underwater city?

From Konami comes:

Gadius: The evil Bacterions are up to no good. Pilot the "Warp Battler" through hordes of mighty opposition, and blast 'em to bits!

Daniel-San through a series of challenges, obstacles and hazards. Get in there and fight!

SNK brings you:

Alpha Mission: Pilot your spacecraft through screen after screen of dangerous aliens. All intent on your destruction.

Ikari Warriors: They're tough, they're beefy. They've got guns and grenades. Don't get in their way, no matter how good you think the odds are. The Ikari boys are going to wipe those enemy soldiers right off the face of the earth.

for this game of quick reflexes as you battle down the brick-like defences in an alien space labyrinth.

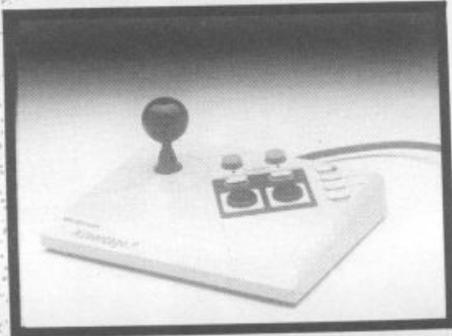
Elevator Action: work your way down the enemy building. But be prepared to shoot it out with evil agents every step of the way.

Elevator Action: Work your one tough Samurai dude. He can leap a mile and toss spiked stars like popcorn. Whirling his swords like a lawn mower, he must rescue the Princess from fire-breathing Monks, and other baddies.

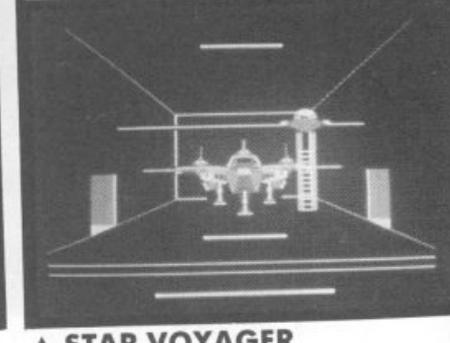
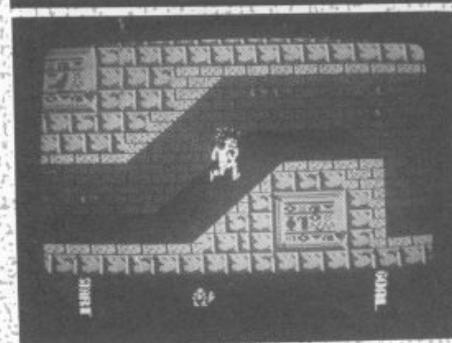
▼ BANDAI'S FAMILY FITNESS



▼ DELUXE JOYSTICK



▼ 3D GLASSES



▲ ATHLETIC WORLD

Karnov: That jolly fire-breathing Russian, Karnov, seeks the Lost Treasure of Babylon. Help the old hot-head as he runs, swims, climbs, flies, and incinerates his many bizarre foes.

Kid Niki: One pint-sized radical punk. One razor-sharp sword. The Stone Wizard had better beware. The results are brutal.

Tag Team Wrestling: Teamwork is the key, but a punch to your opponent's

▲ SLALOM

Rush'n Attack: Those American POWs are getting mighty bored. It's time to tear that armoured car apart, despite the many hazards waiting for you.

Track & Field: Take on all comers in eight events of skill and willpower. Toss that javelin, sink arrow after arrow in the bulls-eye, and then astound them all with your running speed.

LJN Toys presents:
The Karate Kid: Guide

Sun Corporation shows:

Sky Kid: You and your occasional friend, Blue Max, rev up those biplanes and take off on an exciting mission.

Spy Hunter: You know what this baby does. Weapons van, enemy autos, and one tough car to drive along a highway fraught with death and destruction.

Taito presents more arcade action:

Arkanoid: A special two-button controller is included

▲ STAR VOYAGER

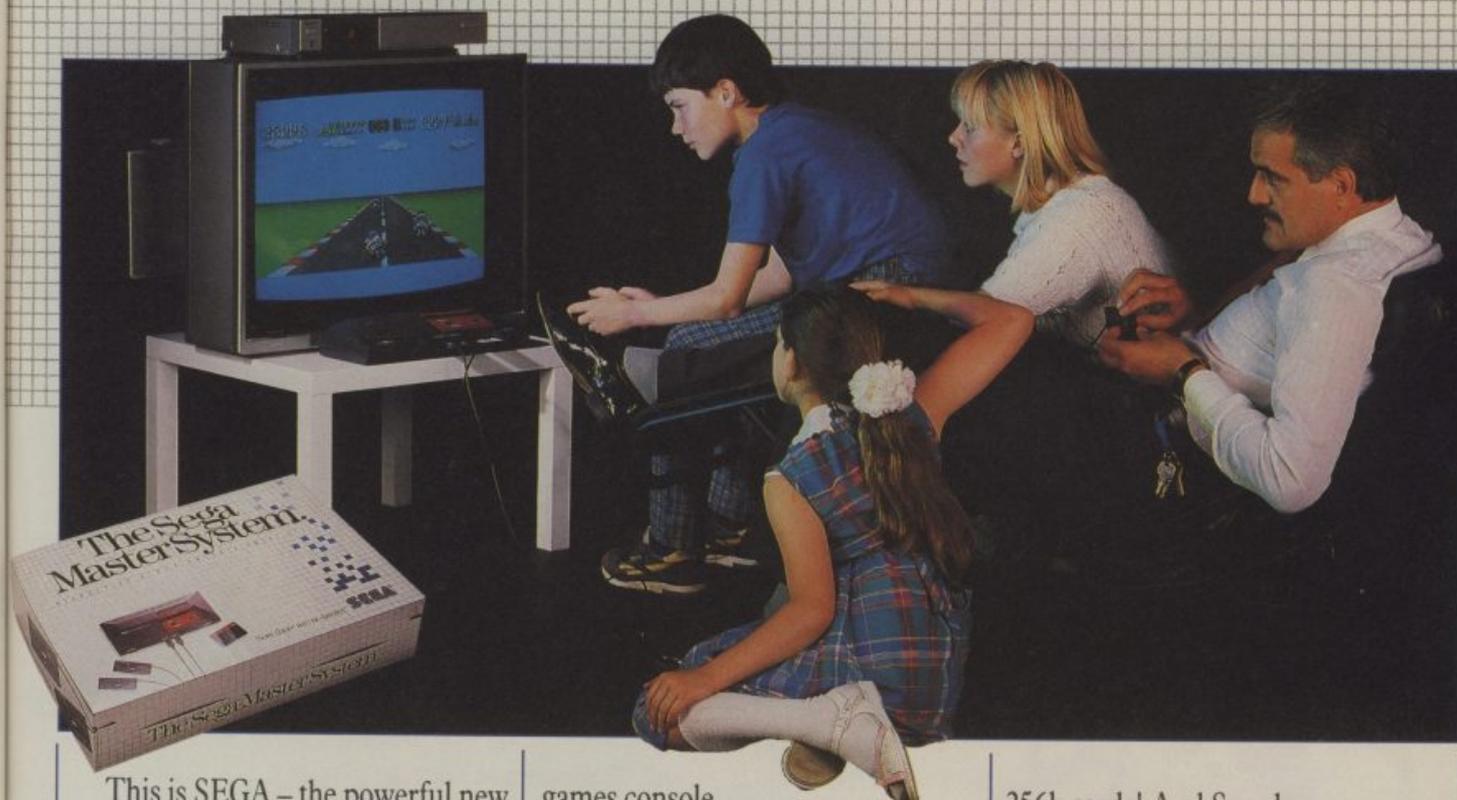
Renegade: Don't let those hoods take over the subway, the docks or any part of the City.

Techmo offers the following:
Rygar: This legendary warrior restores peace to the land by night-stalking and whomping an army of dangerous beasts.

Solomon's Key: You and Dana the Wizard must unlock the scroll of secrets to restore peace and order.

SEGA

THE ULTIMATE HOME VIDEO ARCADE MACHINE



This is SEGA – the powerful new video games system designed specially for the home and the whole family. It's compact and easy to assemble, and the high technology gives you sharp video images, vibrant colour and realistic sound!

games console (to run a card or cartridge), a FREE copy of the hit arcade game "Hang On", 2 control pads, a TV aerial fixture to let you watch TV even when the console's still connected as well as a fitted 3-pin plug and a special mystery game built-in and ready for you to find!

256k cards! And Sega has 1 megabyte and huge 2 megabyte cartridges to take the 40 new titles coming your way later this year including smash hits Out Run, Space Harrier and many more. **SEGA GIVES YOU ALL THIS FOR JUST £99.95!**



LOOK HOW MUCH SEGA GIVES YOU

With Sega, you get a complete, ready-to-use system. All you need is a TV! The package includes

GAMES! GAMES! GAMES!

Sports action, exciting thrillers and great arcade hits - there's a feast of fun covering



LIGHT PHASER

Take aim and fire at your targets with ease – and stunning realism! **3-D VISOR GLASSES** Get more out of your game – More force, more action and more amazing 3-D realism!

SEGA

The Ultimate Games Machine For Your Home



SEGA COMPETITION

Hey YOU! Want to be the first person on your street with a brand new *Sega Master System*? Want to be the first person on your street to have a copy of *Out Run* — the number one race game — to play on your Master System? Of course you do. And only one magazine can give you the chance — *Computer and Video Games*!

Thanks to *Mastertronic*, the people who are bringing the sensational Sega system into this country, we can offer one lucky C+VG reader this truly awesome prize.

- The first prize winner will get a complete *Sega Master System* PLUS a copy of *Out Run*, PLUS a mystery game!
- 10 second prize winners will get a Mastersound video.
- 40 third prize winners will get a Mastersound music tape.
- 20 fourth prize winners will get a special coffee mug.
- 50 runners-up will get a giant Mastertronic poster.

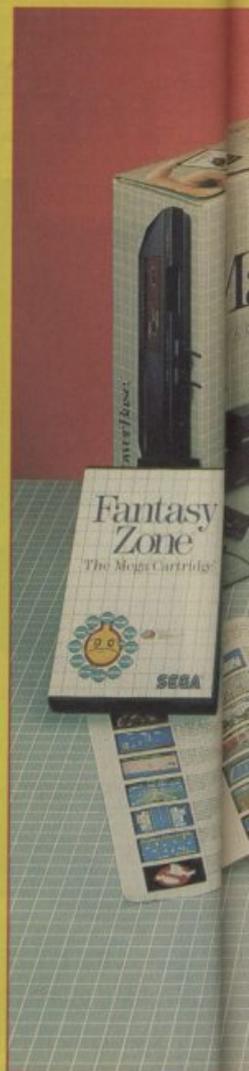
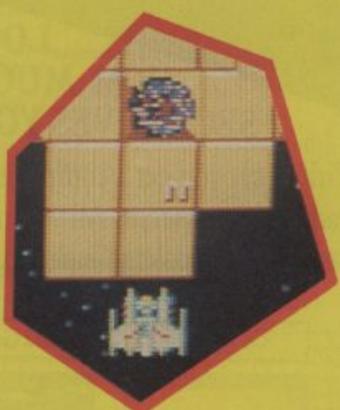
To get your hand on the mega-prize all you have to do is identify the six segments of Sega games pictured on this page, answer the simple tie-breaker question and then rush your entry coupon off to *Computer and Video Games*, Sega System Competition, 14 Holckham Road, Orton, Southgate, Peterborough PE2 0UF.

Normal C+VG rules apply, closing date is September 16th and the Editor's decision if final.

Now, get into gear, fill in the coupon and race down to your nearest post box before the rest of your street gets the same idea!

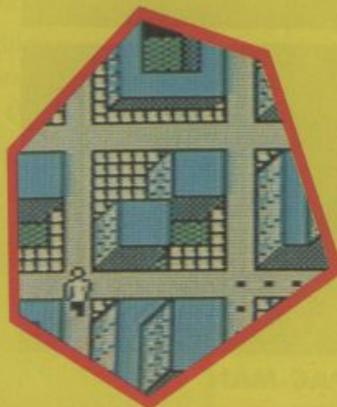
PICTURE CLUES

- Pic 1 is: A) Space Harrier B) Choplifter C) Rygar?
- Pic 2 is: A) Jet Set Willy B) Quartet C) Boulderdash?
- Pic 3 is: A) Fight Night B) Frank Bruno's Boxing C) Pro Wrestling?
- Pic 4 is: A) Commando B) Ikari Warriors C) Ghostbusters?
- Pic 5 is: A) Wonder Boy B) Miracle World C) Mario Bros?
- Pic 6 is: A) Slap Fight B) Astro Warrior C) Hades Nebula?





WALL TO WALL
SEGA



C+VG/MASTERTRONIC SEGA SYSTEM COMPETITION

Name _____

Address _____

Age _____ Computer owned (tick box)

C64 Spectrum Atari Atari ST

The Sega games are:

1. _____ 2. _____ 3. _____

4. _____ 5. _____ 6. _____

● The car featured in Sega's *Out Run* is: A) Porsche B) Ferrari
C) Lotus (ring your guess!) Video: VHS BETA (tick box)



GAMES MACHINES

Atari XE Game System

Atari doesn't like to be left out. With that in mind they introduced the **XE Game System**. A late entry into the game market (even though they started it all with the 2600) — Atari has learned from the competition just what gamers want. And delivered!

The **XE Game System** is a renovated XE computer, subdivided into two parts. The main console accepts game cartridges which contain over 256K of graphics and sound. These games are both originals as well as conversions from the hundreds out there on the XE computers, with more on the way. A keyboard unit can be attached to the gaming console

As expected, these carts are not compatible with any other system, nor vice versa. But enough of that, let's see what else Atari's got:

Archon (Electronic Arts): Chess for arcade fans. Fight for position with swords, magic and mayhem.

Ballblazer (Lucas Film Games): 3-D effects, turn this futuristic soccer game into a real free-for-all. Don't let the robot drones get in your way!

Battle Zone (Atari): The landscape is barren, with only an active volcano to light the way. Can you manoeuvre your

territory. Don't let anybody, or anything, get to them.

Desert Falcon (Atari): Pilot against great odds in the land of the Sphinx.

Dig Dug (Atari): Help DD burrow for buried treasure. But be careful of the fire-parrots, and other dangers.

Fight Night (Accolade): A low blow may get you tossed out of the ring, but who cares? The important thing to do is beat your foe to a pulp.

Food Fight (Atari): Take care of those pesky people once and for all. Give them an eye

this one.

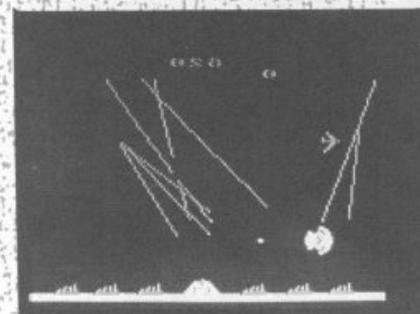
Moon Patrol (Atari): Avoid the many traps and aliens, as you drive through the bleak landscape.

Ms Pac-Man (Atari): She's cute as a button, but hungry for those power dots. Watch out for Ghosts!

One-on-One Basketball (Electronic Arts): Just you and your opponent, no one to blame or yell at. Show him who's the best.

Pole Position (Atari): Are you good enough to reach top position? Get behind the

▼ FIGHT NIGHT

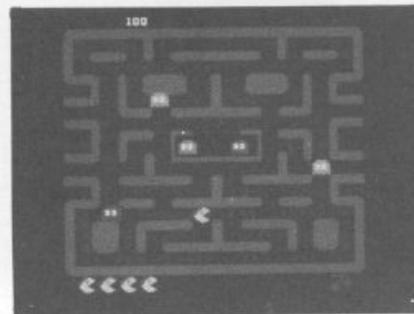
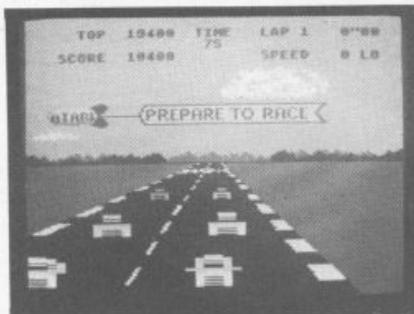


▲ MISSILE COMMAND

when special commands are needed (like for Flight Simulator II). A light gun also comes with the system, as well as the "beloved" standard Atari joystick.

Those who want even more can add an XE disk drive, thus opening access to all the 8-bit disk software on the market. And speaking of software, it's the games that makes Atari's new system shine. Three are included with the system: **Flight Simulator II**, **Missile Command**, and **Blast 'Em**.

▼ POLE POSITION



▲ MS PAC-MAN

tank to safety, while wiping out the opposition's tanks and guided missiles?

Caverns of Mars (Atari): A swift descent against terrible odds. Destroy the Martian headquarters and escape.

Centipede (Atari): Bugs, bugs, bugs. Can you keep the garden free of them?

Crossbow (Exidy/Light Gun): Protect your friends as they pass through dangerous

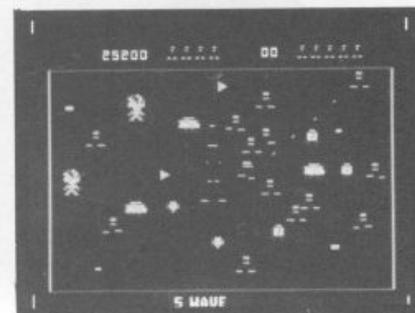
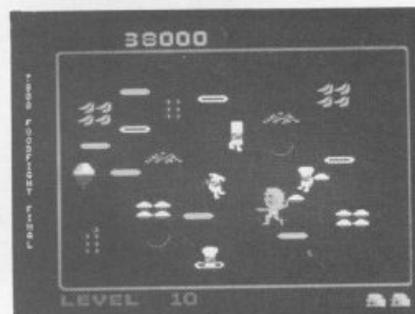
full of dessert.

Galaxian (Taito): Forget strategy — just blow up all those alien spaceships before they take you out!

Hardball (Accolade): Baseball the way you like it. Lots of graphics, sound and split screens.

Midnight Magic (Broderbund): Try your hand at a wild pinball ride. You're going to need quick reflexes for

▼ FOOD FIGHT



▲ ROBOTRON

driver's seat and find out.

Rescue from Fractalus (Lucas Film Games): Can you rescue your comrades from the surface without being blasted to smithereens? Be careful of alien traps!

Robotron (Atari): Blast those invaders to teeny-weeny bits!

Star Raiders II (Atari): The aliens think they can take over your galaxy. They've got another thing coming.

Sega System Reviews

► WORLD GRAND PRIX

- MACHINE: SEGA MASTER SYSTEM
- SUPPLIER: SEGA
- PRICE: £19.95
- REVIEWER: PAUL

Sitting on the grid I can almost smell the high octane fuel. It's as hot as hell and getting hotter.

Tension mounts. The warning lights begin their countdown. Ready, steady . . . GO!

I slam my mean machine into gear and hit the throttle. The wheels spin making a racket. Squeals on wheels, in fact.

At last the rubber grips the tarmac and I'm off like a bat out of hell, following the exhaust trails of the other cars. Hot pursuit, I just love it.

The controls are really simple. Hitting the button puts up the revs, moving the joystick back and forth switches the gears between high and low. Moving the stick left and right steers the car. Easy? In theory, yes, but I lost count of the number of spins

and crashes I had before I was able to compete at any satisfactory standard.

Across the top of the screen is displayed speed, gear selection and the track. Your position shown on it as a moving blob. It pays to keep an eye on it because you'll need to think well ahead. Corners have a nasty habit of coming at you before you're ready.

Besides the existing tracks you can design your own, making them as simple or complex as you like. You are provided with a series of track pieces, straight, curves and bends. By positioning an arrow over them and hitting the fire button you can select the track piece by piece. I preferred fairly simple designs, long straights with as few curves as possible. These are the best for high speeds.

World Grand Prix is ace race action. Great graphics and sound. The crashes are spectacular.

- SOUND
- GRAPHICS
- VALUE
- PLAYABILITY

8
9
7
9



WORLD GRAND PRIX



► HANG ON

- MACHINE: SEGA MASTER SYSTEM
- SUPPLIER: SEGA
- PRICE: FREE (CARD)
- REVIEWER: PAUL

Hang On is head to head, high speed action between your motorcycle, the Fearless 4, and the equally powerful Sizzler 7. And it comes free when you buy the Sega System.

The *Hang On* technique enables you to hang on through really tricky curves at high speeds.

The bikes race over three levels each consisting of eight courses. Each course has five stages.

The Fearless 4 has three gears — low, second and high. Moving the joystick up and down selects the gear. It's also used to control the hike. The control pad's two buttons are used a brake and accelerator.

Each stage must be completed within a 60 second time limit. If you managed to clear the stage with time to spare the extra seconds are

added to the next stage.

The five stages of a course are circuit, seaside, monument valley, city night, circuit and finish line. If you manage to complete the eight courses in level three, you start all over again. But this time the time limits are cut.

Each course is four kilometres long. The distance remaining is displayed at the top right-hand corner of the screen.

The points scoring is based on three elements — overall speed, the higher it is the more points; passing the Sizzler gets 300 and for every second under time limit earns 1,000 points.

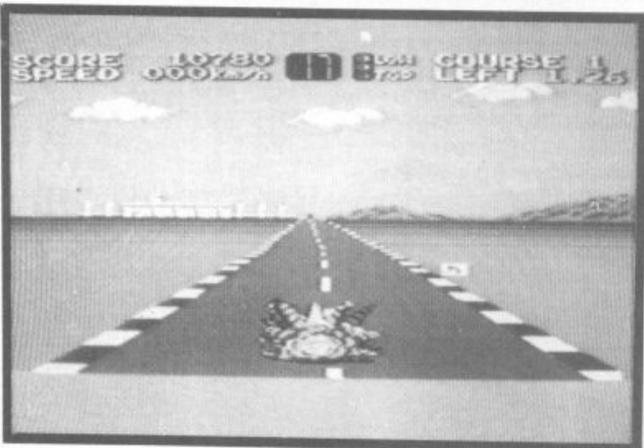
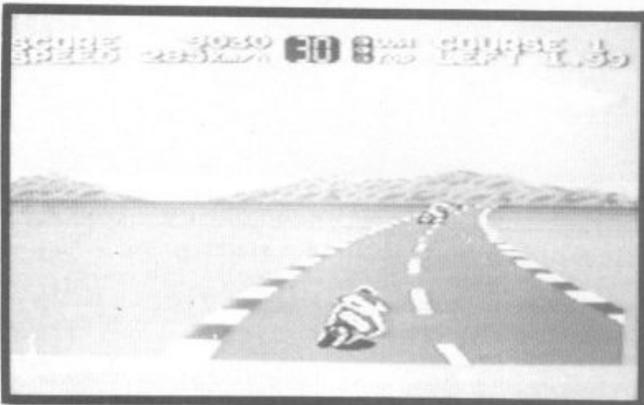
I thought *Hang On* would just be the bike version of *World Grand Prix* but I was wrong.

Speed merchants who fancy a head to head challenge against the clock go for *Hang On*.

- SOUND
- GRAPHICS
- VALUE
- PLAYABILITY

8
8
n/a
9

HANG ON



Nintendo Super

Golf

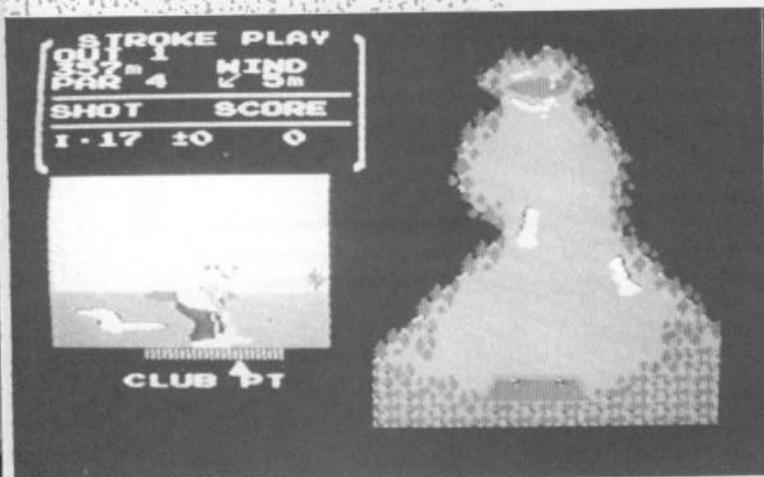
- ▶ MACHINE: NINTENDO GAMES CONSOLE
- ▶ SUPPLIER: MATTEL
- ▶ PRICE: £19.99
- ▶ REVIEWER: JOHN

At last, a calm, relaxing strategy game on a console better known for arcade action. The display is fairly complex, but once you've worked out how to swing any club and drive the ball up the course you'll find play easy.

The top left corner of the screen gives you information about your score, how well you're doing against the par of a particular hole, the wind strength and the length of shot you'll need to hole the ball.

penalised two strokes — so don't hit it into the woods — and if you land in the ocean, ponds, rivers or any other water hazards you're penalised one point. There's also a formula to help you get out of bunkers and lists of information about holes, showing the distances from the fairway and bunker you'd have to make for each shot using a particular club. The shot instruction book — too short in my view for the complexity of this type of game — also give a full bird's eye view of the course and its 18 holes.

The game does not conform to all the rules of the real game — for instance your choice of clubs is limited to five woods, eight irons and a putter. If you



The window beneath the score information shows your player as he squares up to putt or drive a ball. You can run through the limited range of woods, irons and putters you have available by using the control pad, then press the A control three times to make a shot — once to set the amount of club back swing, the second to start the downswing and the third to set the impact position.

The window on the right of the screen gives a bird's eye view of the hole. An arrow points away from the hole and you can change its position in line with the direction in which you want the ball to go.

The rules are fairly strict. If you go out of bounds you're

were in a real game you'd probably need to be Gary Player to win with that little selection but, after all, this is an arcade game and we shouldn't expect miracles of the real fairways and greens of a course such as St Andrews.

If you're just after a good time, Golf will probably be enough, but if you want a no holes barred simulation you'll have to look to the Commodore or Spectrum computers. Wind variance and weather problems just aren't in this Nintendo game.

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

Wild Gunman

- ▶ MACHINE: NINTENDO GAMES CONSOLE
- ▶ SUPPLIER: MATTEL
- ▶ PRICE: £28.50
- ▶ REVIEWER: JOHN

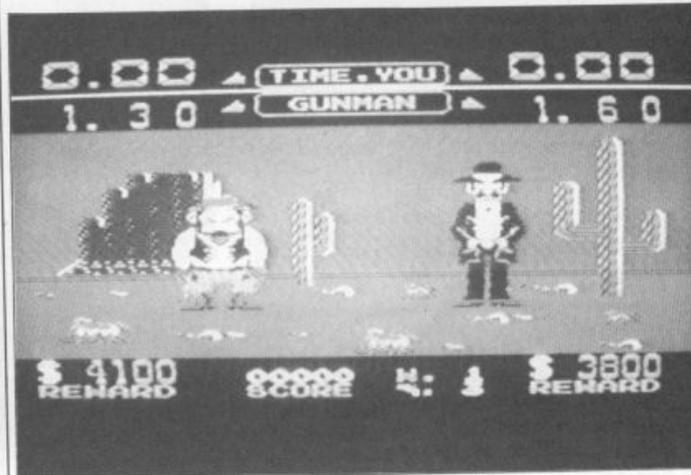
Some lose their hats, some lose their pants, some lose their cool. You're on the other end of the light gun in this game you can get revenge on all those awful spaghetti western actors. Just imagine them in your sights and press the trigger.

Wild Gunman is yet another oldie from Nintendo but, despite its repetitious nature, it's one of my favourites. Nintendo's version of the game must be played with the light

Guy, and have the tall, thin one drop his pants.

Game B is more of the same, but you have to contend with two gunmen who draw at the same time. They do take a few seconds out between yelling 'FIRE' and drawing their guns but you have to be pretty steady with the gunsight if you want to hit both between the eyes.

Finally, Game C, changes scene to the front doorstep of a saloon. You have a limited number of bullets but, unlike the other two games, you can use more than one shot on whoever steps out of the wing doors and draws . . .



gun, and there are three types of action.

Game A takes place in the desert where a number of rogues are after your blood. They come onto the screen one by one — they turn, their eyes flash and they shout 'FIRE'. The timer starts and you've got to have them already lined up in your sights to stand any chance of hitting them between the eyes. Your opponent will blow you away if your hand shakes or your finger twitches for just that second too long.

Five characters are involved in the plot to gun you down. If you're lucky, though, you'll knock off the Mexican and man in black, floor the Butch

The most competitive of the three games is B — I regarded A as a practice range — but, because the game is so repetitive, it's great to be able to switch to C, and a different location. It would have been better if the game action was more varied — gunmen on horses for instance — but you can't have everything when you're trying for coin-op realism, even if it is antiquated action.

But, with luck, Nintendo will soon be rid of its back catalogue stuff and we'll see some real action.

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

7
7
7
7

System Reviews

Pinball

- ▶ MACHINE: NINTENDO GAMES CONSOLE
- ▶ SUPPLIER: MATTEL
- ▶ PRICE: £19.99
- ▶ REVIEWER: JOHN

Faster than a speeding bullet the ball is hammered from its launch position and into the three-screened pinball machine.

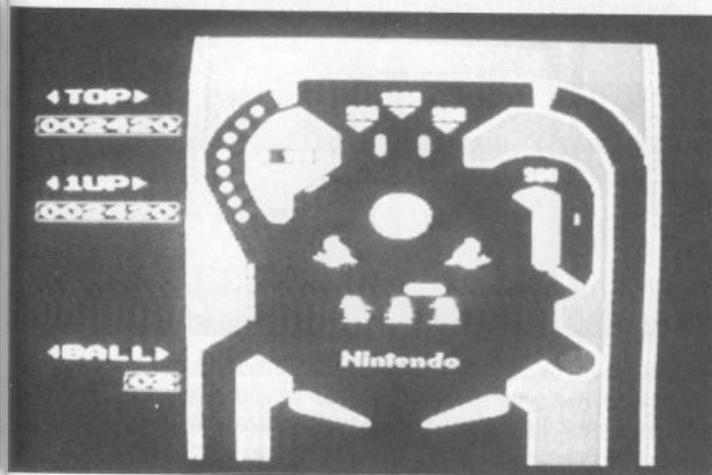
The ball, shot into space by the control pad's A or B button and its velocity is determined by the length of time you hold the control down.

The main area of the machine is divided into two sections, both of which have a pair of flippers at the bottom of the screen. Left is flipped with

screen A, at the top of the table, you can knock over penguins and balancing seals.

Scene C holds the bonus features, which you can only reach if the ball has the good fortune to pop into a hole at the bottom right of the A screen. Instead of flippers you've got Mario, of *Mario Brothers* fame, in control. He holds a platform which'll catch the falling balls and bounce them back up the screen if you manage to walk Mario under them in time.

The bonus screen also includes a three by four matrix of coloured, numeric lamps which change colour as the ball bounces between Mario and the two 100 point bumpers on left and right. If you manage to turn the lamps



the control pad while the right is moved with either the A or B button. The latter part of the set up can cause confusion at the start of the game when those two buttons have different meanings and a short mental leap has to be made before you get into the game.

Although you only have two sets of paddles — there are no single paddles in this game — the lack of control or involvement is made up for by the crowded point-scoring features. There are two sets of numbered targets, cards that'll flip over if you hit them, and four 100 point bumpers. On screen B at the bottom of the table, small chicks are hatched from eggs when the ball hits. In

on in the same colour, a lady at the top of the screen will drop into peril, which means extra points for you. Eventually that gap becomes too big to jump and she'll fall, at which point you move Mario under her and when he catches her you get a bonus 10,000 points.

If you're a pinball fan you won't see the new features which are appearing on the latest coin-op games but, if you can't afford one of those in you hall, Nintendo's ball blazer provides an excellent alternative.

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

Excitebike

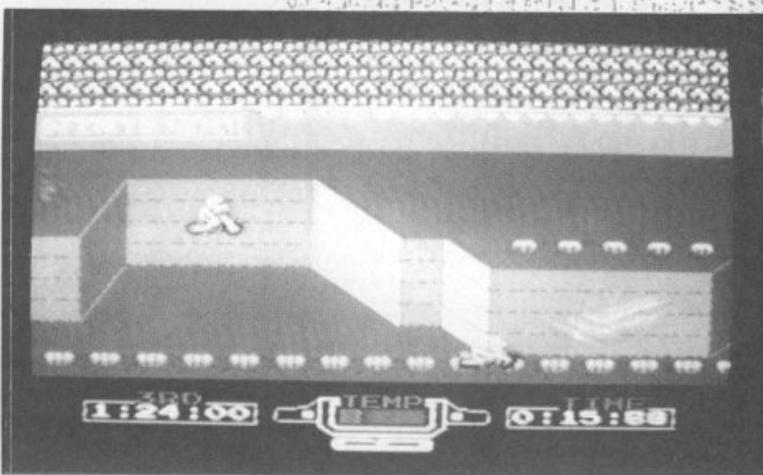
- ▶ MACHINE: NINTENDO GAMES CONSOLE
- ▶ SUPPLIER: MATTEL
- ▶ PRICE: £28.50
- ▶ REVIEWER: JOHN

When you've scored number one on both built-in tracks, the design of your own is simple.

Bike racing games, especially where the two-wheelers rush horizontally across the screen, lost their cred points when *Enduro Racer* appeared but *Excitebike* has enough track features to provide an entertaining, if dated game.

It's a one or two player game, played on one of two courses. You can also design your own and save your track in RAM for use when you get back to play mode. The second, more difficult track just

The cartridge stores 20 pre-set lengths of track which you can put together in hundreds of combinations. The display shows your bike at the start of the empty road. You move it along to the spot where you want an obstacle, move the choose feature cursor to the letter, A to S, which corresponds to the obstacle and dump hill, hole or slimey patch onto the main display. You can then choose to run a solo race, or pit yourself against other motorcross



comprises of a more tortuous route. The obstacles are the same no matter which track option you take. There are seven hill gradients, a jump barrier, oil spots, multi gradient hills and a ramp which looks like an oil platform.

You've got two speed control — one ordinary, the other turbo — and the use of one or the other at the right time will determine whether you do a wheelie or crash.

Over use of turbo also makes the engine overheat so it's best used on flat parts of the track, where there are no mud or oil slicks to slow you down, or over several hills if the engine heat monitor is less than half-way red.

riders, and away you go.

My first impressions of *Excitebike* were not too good. I've seen scores of similar products before and the 3D-perspective games have largely taken over from them. But, this race game has the advantage of a course designer and a large range of objects. There's not much skill involved in clocking up a good timing on the two Mattel tracks; but there's always the addiction of constantly trying to be number one.

- ▶ GRAPHICS 8
- ▶ SOUND 6
- ▶ VALUE 8
- ▶ PLAYABILITY 8

SUPER MARIO

It's the game that's kept the entire C+VG office in chaos for weeks. Yup! It's the solution to the incredible *Super Mario Brothers* — well almost!

The C+VG team has been working day and night to beat the game, and we've almost done it. You'll just have to finish the last world all by yourself . . . if you can!

Super Mario Brothers is a very long game, and if you're going to ever get to the end of it, you'll have to make use of the cheats and short cuts the programmers have put into the game.

Well, let's begin at the beginning. World 1-1 should present no problem. First of all collect the mushroom hidden in the second flashing question mark on the first screen and then, instead of having to waste time covering the whole world, duck down the tube which is just beyond the first pair of monsters.

You'll now find yourself in a secret underground room full of flashing gold coins. Collect all the coins — once you've got one hundred you'll be given a free life — and walk out of the exit in the corner. You are now at the end of the first level. Run up the stairs and jump from the top onto the flag pole for maximum points.

The reason why you sometimes get fireworks at the end of a level is still a mystery. The instruction manual is frustratingly vague about everything.

The next level, World 2-1, is the first underground scene and is quite a bit more difficult than the

previous level. The first thing you must do is get some fire power — and quick!

Grab the fire-flower hidden in the very first flashing question mark and you will be able to blast those nasties out of the way.

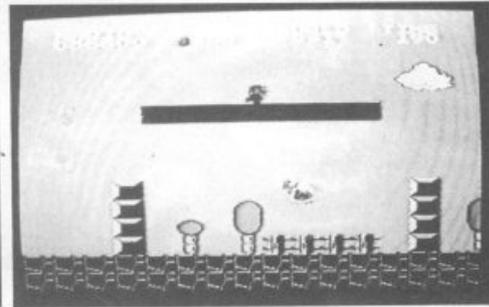
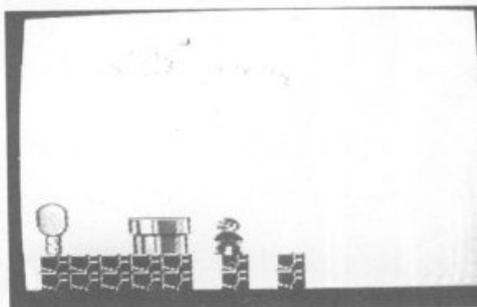
Jump across the brick pillars and you'll come across a monster trapped between two walls. Squash the monster by dropping on it and then jump underneath the single

Just jump up and down to break a hole and jump through, remembering to shoot any approaching monsters. A little further on you'll come to a small chasm, with a small ledge above you. Jump onto the ledge, you should now see another ledge on the right-hand side of the screen, covered in gold coins. Jump over the gap, collect the coins and bash two or three holes in the ceiling above you. Go to the far right-hand side of the ledge and jump up to the brick above you, run back along the ledge and then jump through the hole you created earlier. There will be a small mushroom moving fast across the screen which you must catch. That accomplished, you will have gained yourself an extra life.

Run along the top of the screen

marked 4. You have now been warped to the fourth world. Congratulations!

Things now start to hot up. New hazards include a smiling cloud which drops spiny monsters from the sky — they can prove very painful for poor Mario. The best policy on this level is keep moving as fast as possible. The only thing that is worth stopping for is another free-life mushroom. Half-way through the level you'll come to a ledge consisting of four flashing question marks in a row which you have to hit with Mario's head. Once all four have been knocked, jump onto the ledge and position Mario over the third brick and jump into the air. A brick will appear as if by magic, and an extra-life mushroom will emerge from it. Once you get the mushroom, it's a non-stop



brick above you. You should get ten or 12 coins from it. There are very many of these bricks around the game, and many of them are invisible. So make sure you give everything a good head-butting — even if it looks as if there is nothing there.

Now we've come up against the first obstruction — a solid wall.

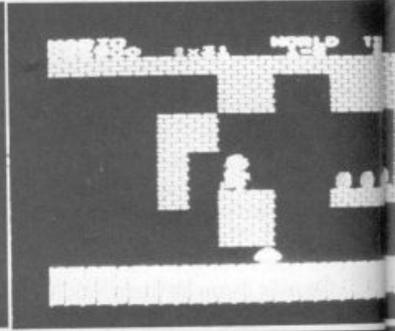
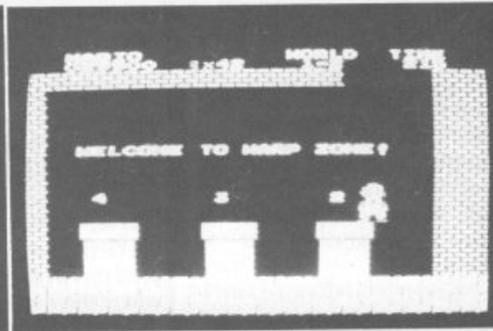
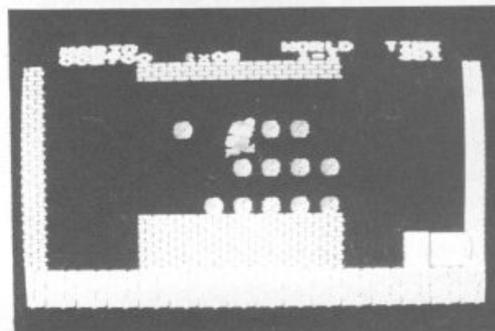
until you come to the two elevators. Jump on to the lifts but make sure that on the second one you jump back up to the top of the screen where the score is displayed. Keep running along and you'll come across the game's next short cut — the Warp Zone.

There are three tubes here and you should go down the one

sprint to the end of the level.

Level 4-2 is another underground scene with a very surprising plant growing in it — a vine.

First of all you will have to negotiate several chasms — it should be no problem by now — and once over those obstacles you will enter an enclosed tunnel. Run



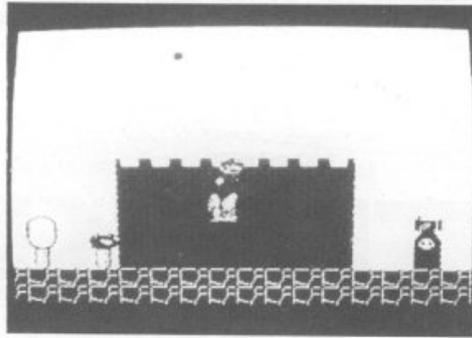
players guide

10 BROTHERS

down the tunnel polishing off the monsters as you go. The screen will now open up again and you'll find yourself in a room full of the flashing question marks. Jump to the ledge on the right-hand side of the screen and jump onto the lift and drop off it on the other side.

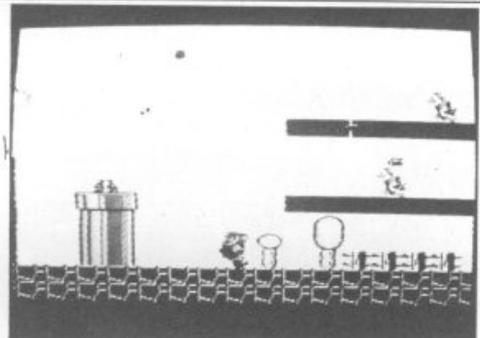
Above you you will see a line of bricks. Jump up in the air below them, you won't be able to reach them but several bricks will appear and you will be able to use them to reach the highest row. Go underneath, hit them with Mario's head and a vine will appear. Climb up the vine and you will enter a bonus screen filled with more coins. At the end of this screen you will come to another Warp Zone. Down tube number 8 and you've warped to the last world!

Not surprisingly things have



the middle. The best way to deal with this is just to run very fast at it and jump right at the edge. Don't push the B button down because it will make you over-shoot and send you plunging downwards.

The beginning of level 8-2 requires good timing. Jump over the first bouncing turtle without touching it. Wait until another turtle comes bouncing down the

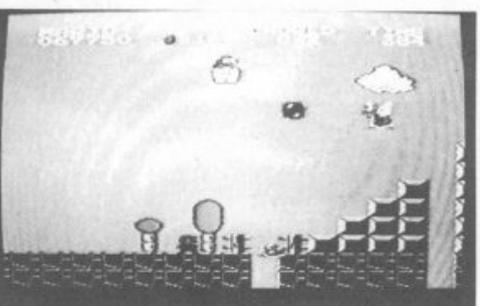
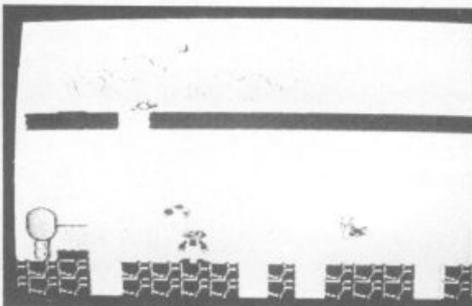
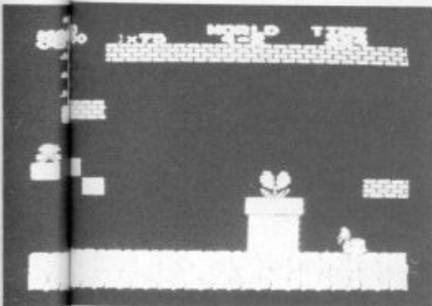


bouncing monsters, and collect the mushroom as it drops down.

The rest of the level becomes an obstacle course of bullets, beetles and bouncing monsters. The one particularly difficult feature of this level is a chasm which looks far too wide to jump.

First of all drop down onto the nearest of the two pillars before the gap and then press the B

than it first appears. Jump over the bullets and cannons — but remember to keep your timing absolutely perfect. The next problem are a pair of hammer-throwing monsters perched on two platforms. The best way to deal with these two is to stay close to nearby tube, where the hammers can't reach you, and wait until both of them have left the ground



started getting tough. Flying turtles, huge bullet firing cannons, piranha plants and black beetles come at you all at the same time. You're going to need a lot of dexterity to get past this level. Practice is the answer.

The one particularly difficult feature of this level is a huge chasm with only a small column in

stairs, it will fall down a hole and you should then run up the stairs avoiding the spiny creatures as you go. Jump off the top and you'll come to a trampoline. Jump onto it and jump straight up into the air. And extra-life mushroom will now appear and start moving along the highest platform. You should run along your platform, avoiding the usual

button to make you move quickly — don't worry about the small gap between pillars as you'll just walk over it — and when you reach the very edge of the second pillar you should jump!

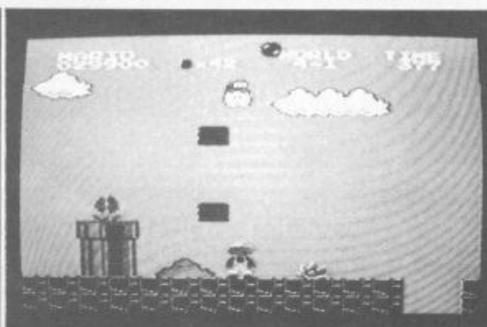
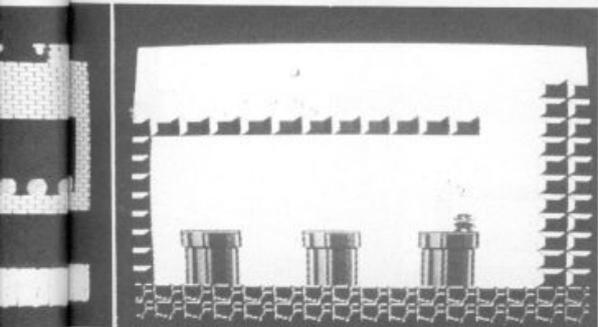
Once across this problem the end of the level shouldn't be too difficult to reach.

World 8-3 is much more tricky

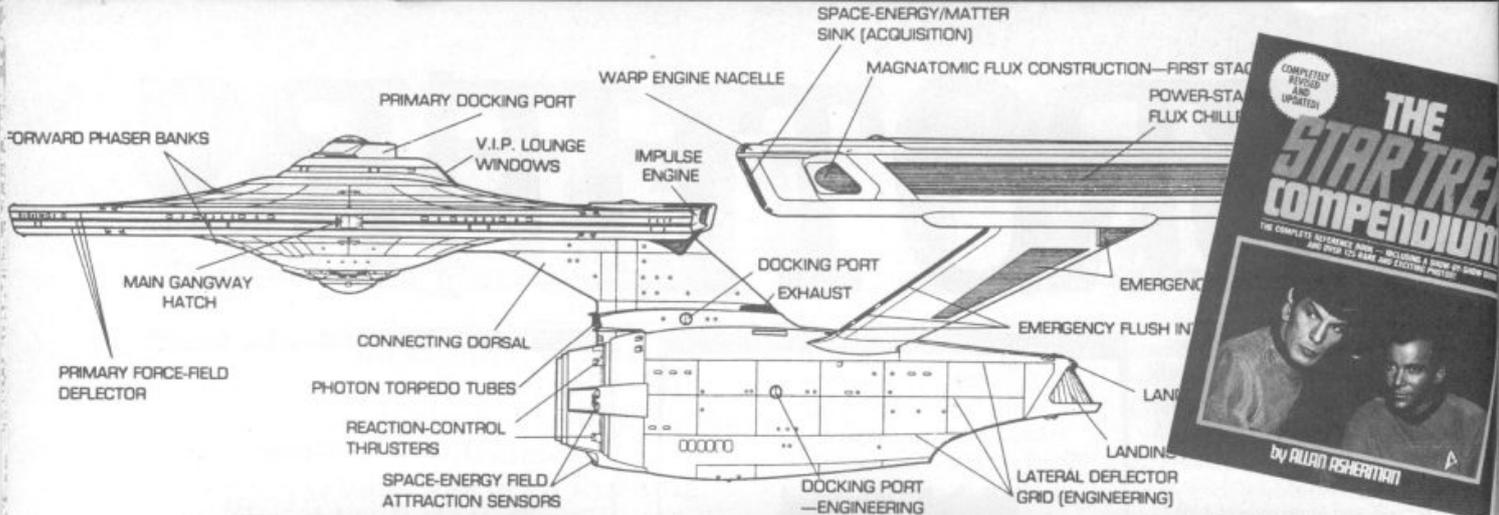
and then run underneath the platform — you can kill them by banging the brick they are standing on. There is also a mushroom hidden inside the highest platform.

A little further on there another two hammer throwers and the same technique will work here. Later on in this level you find three lone hammer throwers and you have to avoid the hammers and jump on top of them.

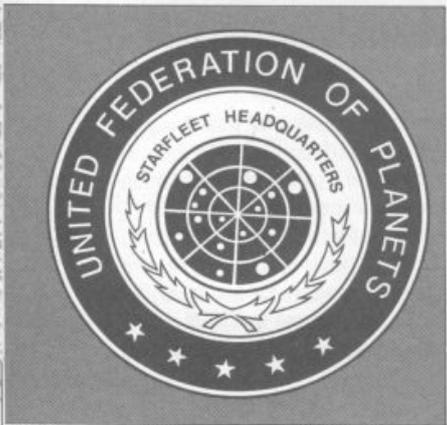
And this is as far as we can go! The last level is a maze of tubes you must climb down — they must be in the correct order or you'll wander around forever — and you'll encounter a swimming level. And that's as far as we've reached. Can you beat it?



players guide



STAR TREKKIN'



Bored with waiting for Firebird to release *Star Trek*? We are! Still, to keep all you Trekkies happy we've arranged a special *Star Trek* competition with the help of our mates at Titan Books. If you can't play the game at least you can read about the classic sci-fi adventures of Captain James T. Kirk and his crew. Boldly go where no C+VG reader has gone before and enter this cosmic competition!

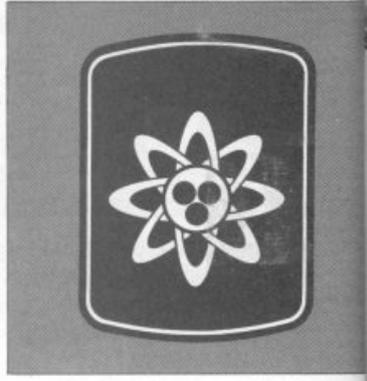


Just answer the simple *Star Trek* quiz and a starship full of goodies could be yours!

● **FIRST** prize winner will get the new *Star Trek* Compendium, packed full of fascinating facts about the TV show and films, together with a complete show by show guide and tons of pictures, PLUS Mr Scott's Guide to the Enterprise, an incredibly detailed "user-manual" for the Starship Enterprise, PLUS a full set of the *Star Trek* novels. That lot should keep you busy for a few light years!

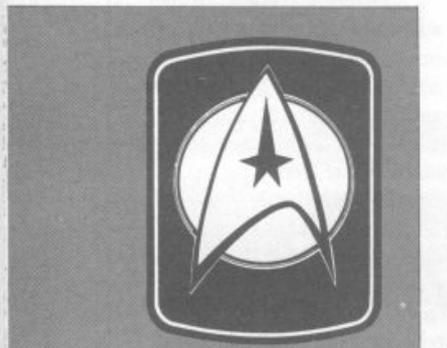


● Three **SECOND** prize winners will get a copy of *Mr Scott's Guide to the Enterprise*.

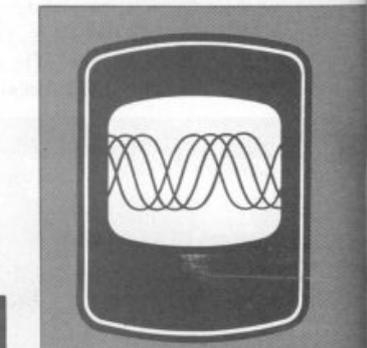


● Five runners-up will get a copy of the latest *Star Trek* novel.

Now on with the questions! Answer them and mail your answer via the nearest Star Fleet transporter beam to *Computer and Video Games*, *Star Trek* Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is September 16th, normal C+VG rules apply and Mr Spock's decision is final.



1. Name the pop band who recently had a hit with the terminally dreadful *Star Trekkin'* song.
2. Name the Communications Officer on the Starship Enterprise.
3. Name Mr Spock's Vulcan father.
4. Name the giant creatures featured in *Star Trek IV*.
5. What does the T stand for in James T. Kirk?



C+VG/TITAN BOOKS STAR TREK COMPETITION

Name _____

Address _____

My answers are:

1 _____

2 _____

3 _____

4 _____

5 _____

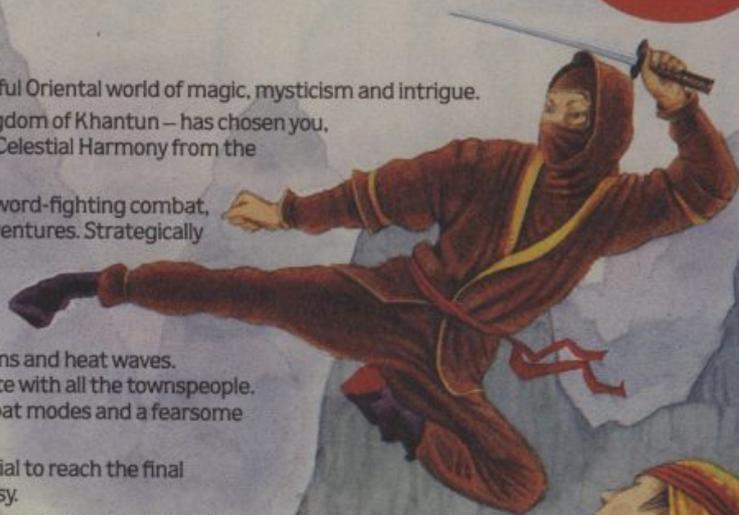
MOEBIUS

Adventure through a complex and colourful Oriental world of magic, mysticism and intrigue. Moebius – fabled deity of the island Kingdom of Khantun – has chosen you, his disciple, to reclaim the stolen Orb of Celestial Harmony from the renegade warlord.

Featuring superbly animated martial arts and sword-fighting combat, Moebius is far better than other Far Eastern adventures. Strategically and tactically more challenging, this odyssey takes you through the realms of Earth, Water, Air and Fire. The dynamic playfield changes constantly as you travel across 26 terrain types, encountering earthquakes, rockslides, heavy rains and heat waves. Graphics are top-notch and you can communicate with all the townspeople. There are 2 distinct magic systems, mixed combat modes and a fearsome array of enemies.

Strategy, planning and quick thinking are essential to reach the final confrontation in this engaging and unique fantasy.

Moebius fills both sides of two disks and is available for the CBM 64, Amiga, Atari ST and Apple. Prices from £19.99.

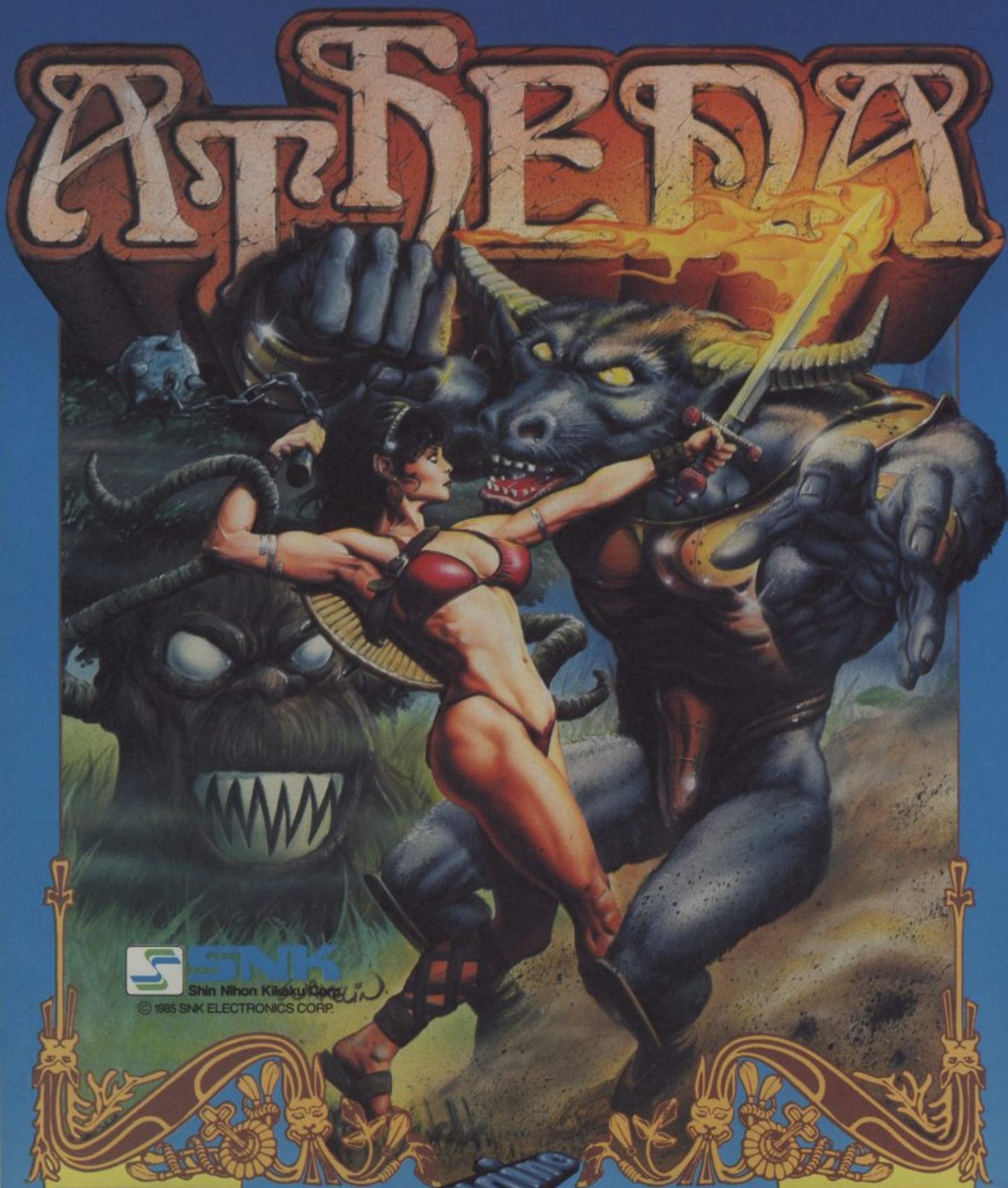


The Black Belt
Of Martial Arts Games

ORIGIN
SYSTEMS INC.

MICROPROSE MicroProse Software Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 8DA. Tel: (0666) 54326. Tlx: 43422 MPS/UKG

FROM THE ARCADES—A TIGRESS!



 **SNK**
Shin Nihon Kogyo Corp.
© 1985 SNK ELECTRONICS CORP.



...the name
of the game

SPECTRUM
£7.95
SPECTRUM

COMMODORE
£8.95
AMSTRAD



Imagine Software Limited · 6 Central Street · Manchester M2 5NS · Tel: 061 834 3939 · Telex: 669977

ADVENTURE

news

Among three future releases announced by Infocom, more of the famous *Zork*, which sold over one million copies, is promised. *Beyond Zork*, written by Brian Moriarty, features Infocom's new interface system, in what would appear to be a combination of role-playing and traditional adventure game.

With window displays to show what weapons and tools the player is carrying, and special function keys programmed for fighting battles, the player will start off setting up his own character, in terms of strength and endurance, etc before setting out in search of the fabled Coconut of Quendor.

According to C+VG's source, *Beyond Zork* will be available for a restricted range of machines, which does not include the C-64.

Nord and Bert Couldn't Make Head Or Tail Of It is the unlikely title of a new game from Jeff O'Neil, author of *Ballyhoo*. Described as a game of word trickery and double meanings, *N&BCMHO!* will consist of eight short stories.

New Infocom storyteller Amy Briggs will be making her debut with *Plundered Hearts*, a 17th century adventure set on a schooner on the high seas. The reading of romance novels, and details of 17th century costumes and ships, has been part of the research undertaken to provide the background for this adventure, in which, it seems, the player will be unable to control her passion.

Beyond Zork is due for release in the USA in October, the other titles, in September. UK release is expected to follow some six to eight weeks later.

The BBC comedy hit, *Yes, Prime Minister!* is due to hit your computer screens in the next few

weeks. Programmed by Oxford Digital Enterprises, versions for the Spectrum, Amstrad CPC, Commodore 64, and BBC micros will be released by Mosaic Publishing during October, to be followed a month or so later by an Amstrad CPC/PCW disk version.

Combining graphic and text, including icon driven features in a scrolling office, there will be elements of strategy and decision making in the game, which covers a five day period in the life of Jim Hacker. Each day will require a separate load.

A series of completely new scenarios has been devised for the game, and scriptwriter Tony Jay has been keeping an editorial eye on the game's development. A new TV series of *Yes, Prime Minister!* is also scheduled for late in the year, and the BBC has liaised with Mosaic so that its timing ties in with the release of the game.

The launch promises to be an interesting and amusing event, with a number of real MPs on hand to play the game, and see how they would make out as PM! C+VG will be there!

Very big high-quality adventures are always welcome — and tend to be released every couple of months or so. However this month has seen the appearance of Level 9's *Knight Orc* coinciding with *The Lurking Horror* from Infocom, and all close on the heels of *Stationfall*, *Bureaucracy*, and *Guild of Thieves*. The trouble is that these games demand far more playing than the average adventure, for a suitable review.

After all, if you're paying 120 or more a throw, you want to know a bit more about them before you decide whether to shell out. Fortunately, they are so play-

able, the extra reviewing comes as a pleasure — it's the reduced time available for writing the review itself, and completing the column that becomes a nightmare!

There was a reappearance of the *Helpline* on Clive Bull's LBC programme on a recent Sunday afternoon. For the first time, Paul Coppins and I decided to throw caution to the wind, and leave our files of solutions behind, just working from the database printout and memory. And guess what? British Rail decided to carry out maintenance on Paul's line. Paul arrived too late, and there was I with only one half of the memory requirements! And it's funny, isn't it, how the questions that one can't answer always come in runs, leaving an embarrassing sequence of grunts and 'er's!! Still, it was nice to speak to so many who phoned in.

This issue brings the first of the *Fiend's* 'alternative' looks at adventures — in the shape of an adjudication over Matthew's *Savage Island* review. To keep him out of harm's way over the next few weeks, I have sent him an unusual budget adventure on which to comment — *Inspector Flukeit*. It has a somewhat 'Sherlock' feel to it, with independent (?) characters who deserve the sharp analysis available only by the *Fiend's* huge intellect.

Also next month, Matthew and I will be bringing you a complete rundown of what to look out for in Adventure, at this year's PCW Show. C+VG will be out a week or so before the show — so make sure you are not without your copy before coming along to meet us, and all the other people in the adventure world!

The Sarien Encounter, comes from the programmers of *Kings Quest II* and *The Black Cauldron* and is a humorous tale of action and adventure set in deep space.

It introduces Roger Wilco, sanitation engineer turned space age swash buckler. As luck would have it, Wilco becomes the sole survivor aboard the research ship Arcada and the last hope for his planet, Xenon.

His mission is to search out and destroy the super-sector star generator which has been violently stolen from his vessel, then carry out Arcada's first objective — initiate a new star for his dying planet.

Kings Quest III and *Space Quest* will be available in July for a wide variety of computers including Apple II series, GS and Macintosh, Amiga, Atari ST, IBM PC series and MS-DOS compatibles. The suggested retail price is £24.99 for Atari ST and £29.99 for all other systems.

Activision are releasing two *Sierra On Line* titles. Sierra has built on enviable reputation in the states for fantasy role playing games, with chart hits such as *Kings Quest* and *The Black Cauldron*. The first two titles being released in the UK by Activision are *Space Quest* and *Kings Quest III*.

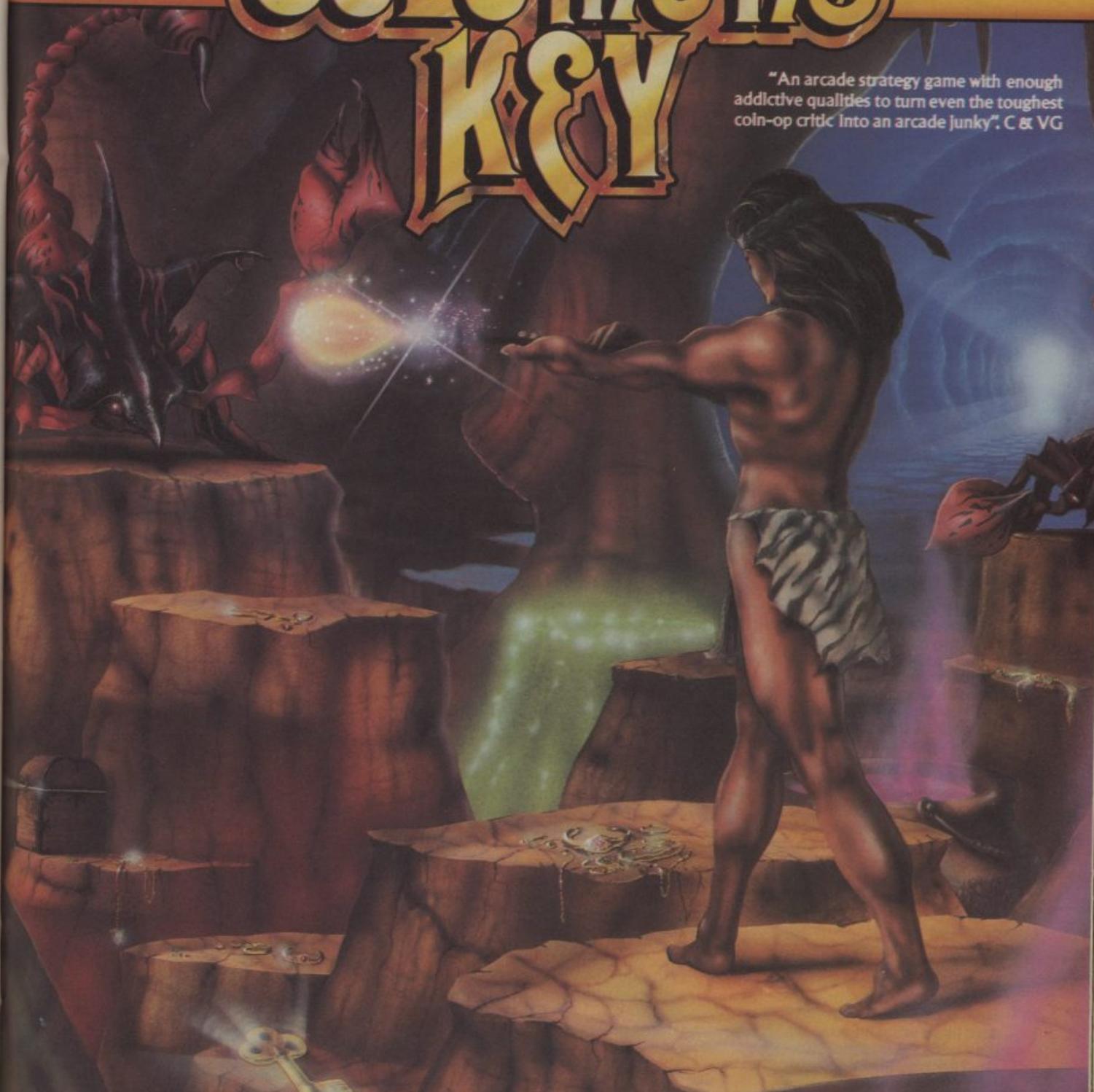
Kings Quest III as the name suggests, is the third in the *Kings Quest* adventure series that has proved immensely popular Stateside.

Featuring the 3D animated graphics included in *Kings Quest* takes place in the kingdom of Daventury. The player must help Gwydion, slave to an evil wizard overcome his servitude and perform brave deeds, sail the seven seas with a band of merry sailors, and come face to face with Medusa and the Abominable Snowman.

UNLOCK THE THRILLS & MYSTERIES OF...

SOLOMON'S KEY

"An arcade strategy game with enough addictive qualities to turn even the toughest coin-op critic into an arcade junky". C & VG



Return to an age of mystery and intrigue, a place in which the fabled treasure of King Solomon shone brightly with its glorious wealth. Where amongst the network of mysterious rooms lies the next key that will bring you nearer to these fabulous riches. Where amongst the stone pillars and hidden dangers lie mythical creatures that can perpetuate your life long enough to reach your ultimate goal.

CBM 64/128
Cass. £ 9.99 Disk. £ 14.99
ATARI ST £ 19.99



AMSTRAD
Cass. £ 9.99 Disk. £ 14.99
SPECTRUM 48/128K £ 8.99



SCREEN SHOTS FROM AMSTRAD VERSION

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

TECMO™

ADVENTURE

preview

RIGEL'S

What is it like struggling to make the grade in the competitive world of adventure software? How does one go about setting up a full-time business, and what are the pitfalls?

Over the past year, Keith Campbell has been following the progress of two adventure enthusiasts who have created Smart Egg software, and reviews their first big game — *Rigel's Revenge*, a budget adventure from Mastertronic.

 Nigel Brooks is not only an adventure enthusiast he is a businessman. A couple of years ago, he decided, together with his friend Said Hassan, to write adventures for commercial sale.

As boys, Nigel and Said were friends at a Prep school in Purley, when both their families moved home. It was quite by chance that they met up again at the age of 11, at Brighton College.

Said went on to obtain an A-level in Computer Science, and then spent a year at Hatfield Poly before dropping out and deciding further study was not for him. He got a contract in a telesoftware project at Brighton Poly, developing software for transmission to local schools. At the same time, he was writing educational software on a freelance basis, for Letts Dairies. But O-level revision subjects on the Beeb and Spectrum are not great money spinners, Said discovered, and so more and more he spent his spare time doing what he enjoyed most — playing adventures.

Meanwhile, Nigel, too, had a Spectrum, and a copy of the *Quill*. He tried out a few ideas using it, and showed the results to Said. Said liked what he saw, but they both agreed that *The Quill* had too regimented an approach. So Said, by now an accomplished machine-code programmer, went ahead and developed his own Adventure system.

Nigel, unemployed, decided to set up in business as an adventure software company. He

looked into the Enterprise Allowances Scheme, and discovered it was possible to get a weekly payment of £40 for a year, plus free counselling. But first he had to demonstrate that he had a sound business idea, and that he could lay his hands on £1000 to support the business, if and when it became necessary.

Nigel being strong on knowledge of adventures, had little difficulty in persuading the powers that be that he knew his subject well enough to make a go of it. He and Said have definite views about adventures, and how they will go about writing them. Preferring text only, they believe that graphics detract from a game unless they are of really high quality.

The Pawn's graphics, they think, are well justified, and although they see the development of Level 9's system as having gone so far in terms of technical expertise, that the system now rules the game. So, accepting the need, commercially, for graphics, Smart Egg's would be 'different'.

But knowledge of the primary subject alone is not enough to run a business, and so when Nigel's proposed company was accepted under the scheme, he took a number of short courses to help with the business side — such as finance and marketing.

Consistency in an adventure is one of the priorities of Smart Egg, and that means objects clearly visible must be supported in the program. Their parser

accepted two-word input, and they decided to test the mettle of their system by recreating *Colossal Cave* — with a few variations — on a Spectrum. Their next step would be to upgrade the parser from two to three words, but possibly no further, since they feared that the cost of supporting the extra words to maintain consistency might limit the games themselves.

Although it was not their original intention to publish 'Adventure' (their version of *Colossal*) they were so pleased with the end result, that they offered it on mail order themselves, at the same time approaching a number of publishers, and sent out review copies. Typical of the replies received was one from Audiogenic, which, perhaps predictably, concluded that the Crowther and Woods game had been done to death. Nevertheless, it expressed an interest in any future adventures the pair might come up with.

More encouraging, however, was the reaction of Mastertronic. Again, none too interested in 'Adventure', Mastertronic was so impressed with the way it performed, they sent Nigel and Said a storyboard to evaluate, with a view to producing the adventure for them.

Good news was soon to follow. Interceptor Software accepted 'Adventure' for publication on their Players budget label, and Mastertronic gave the go-ahead for them to produce *Rigel's Revenge* — the storyboard they had been evaluating. Plans for writing their own adventure, already storyboarded and ready to roll, would have to wait, for here was an opportunity too good to miss. Nigel set off to

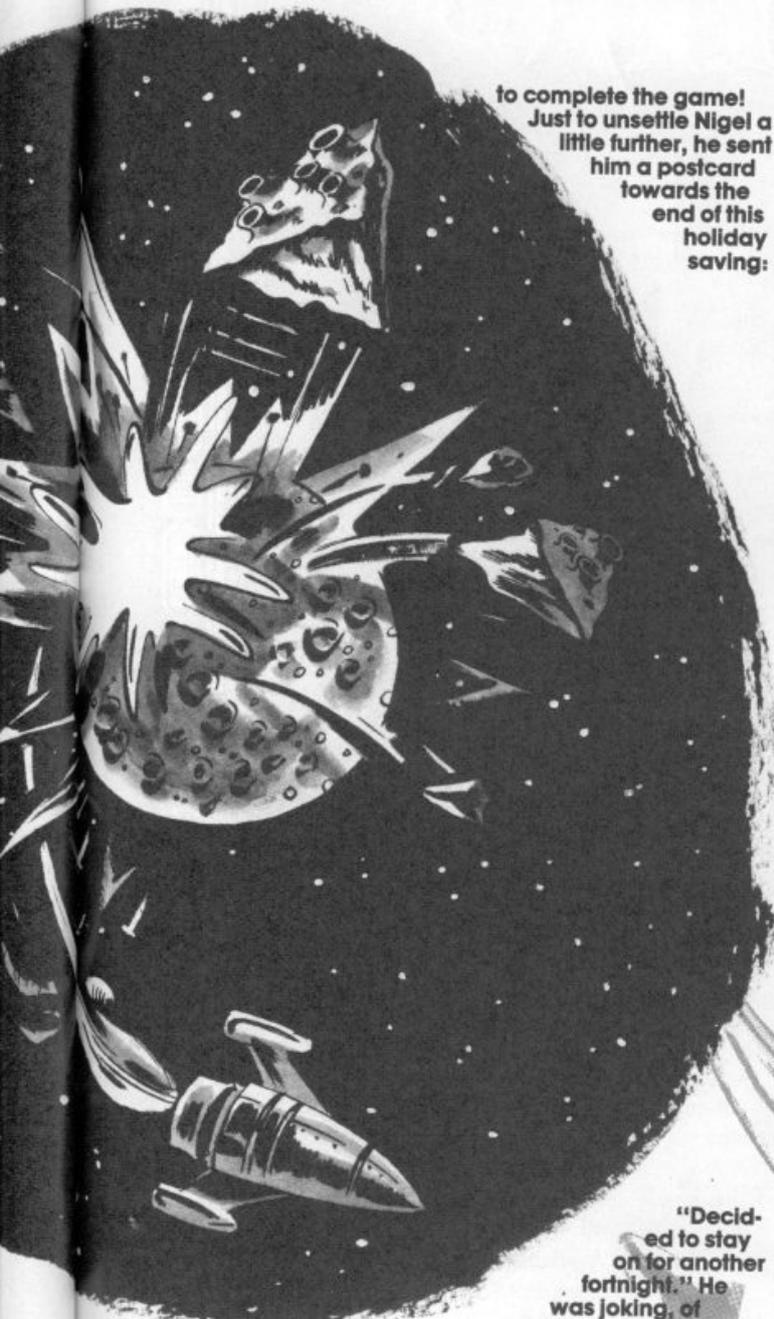
visit the two firms, to ascertain projected sales figures

and likely returns, and negotiate the contracts.

When I visited Smart Egg for a progress report, Ross demonstrated his graphics in a preview of *Rigel's Revenge*. They were truly impressive in concept. But for Nigel and Said, there was something of a crisis in the air.

The Mastertronic contract deadline for the Spectrum version was two days hence. It was ever so nearly

REVENGE



to complete the game! Just to unsettle Nigel a little further, he sent him a postcard towards the end of this holiday saving:

ready, but Said was booked on an evening flight from Gatwick the following day, for a fortnight's holiday in Yugoslavia. Said worked all through that night — a 25-hour stint in all — and failed

It was now mid-May and with "Adventure" on the market for a good few months, the quarterly royalty payment from Interceptor was well overdue. Phone call after

phone call elicited a multiplicity of reasons, excuses, and procrastination. Nigel was getting bitter about it: "I begin to see now how people in the computer games business become millionaires — by not paying any royalties!"

It took a lot of chasing, and Nigel really had to make a nuisance of himself, before he got a cheque — for a mere £183. "I know they've sold more copies than that, but they now say their policy is not to pay until they have been paid by the distributor." Nigel has become very knowledgeable about the form different companies' contracts can take, and what to look for in them, as a result of his experiences.

"Can you see the day when you will be able to live on the business?" I asked, knowing that anytime now, the Enterprise scheme allowances would be running out. Nigel was philosophical. "No business can really expect to make a profit in its first year," he said, "it takes time."

Patience and a modest financial investment certainly seems to have paid off for Smart Egg. After a year or so establishing themselves in the Adventure world, things do at last seem to be gathering momentum for them.

► REVIEW

- SUPPLIER: MASTERTRONIC/SMART EGG
- MACHINES: SPECTRUM, COMMODORE 64, AMSTRAD AND ATARI
- PRICE CASSETTE £1.99
- REVIEWER: KEITH

The Rigellian war raged. Harper dropped down from the scoutship. An nearby explosion ripped off his night-sight goggles, plunging him into darkness. Nearby, a moan emanated from Elliott, lying mortally injured.

"The Rigellians have a doomsday device. They plan to use it to devastate the planet if they lose the war." He urges Harper to find and destroy the device. He is halfway through telling him how, when he dies...

Harper finds the town in ruins, in the grip of war. Shattered flexiglass from the dome which once enclosed the town lies everywhere. Rubble, barricades, and broken windows are all around. He sets off in search

of the device, first, of course, getting anything he can lay his hands on, that might help him in the task ahead.

The graphics are not merely representations of the locations — they actually contribute to the game. For example, examine a door that has you worried, and you will get a couple of pictures — a distance shot, and a close up of the handle revealing a trap. All instantly displayed, and removed from the screen for the resumption of text play.

The problems are there, and although some take a bit of thinking about (the first one had me worrying for at least five minutes!) none of them are too difficult, and the vocab and alternative commands allowed do not frustrate the solving process.

Some of the replies have a footnote reference to them (shades of Infocom!). Type in FOOTNOTE 2, and you will get advice to write to an Adventure Helpline, if you can't solve the problem in hand! The way this is handled is yet another example of what sets the game apart.

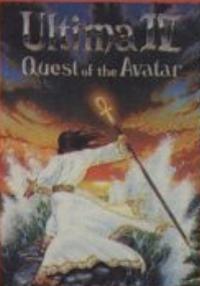
Despite its somewhat grim theme, a sense of humour soon becomes apparent, when, for example, Harper gets lost in the desert. There is obviously a clue in the sand that will help get him back to town — but EXAMINE SAND does not give it.

The game has a RAMSAVE and RAMLOAD facility, as well as tape. Despite being non-Quilled, there is so much held in memory, that the adventure comes in two parts, and data must be tape saved to move from one to the other. Once into part 2, however, a restart is possible with that part, without having to reload the saved data.

The character set is very clearly legible, displayed as white on black, adding to the very professional performance of what must be one of the highest quality budget titles ever! The only thing lacking is its price — at £1.99 it's a snip. If Mastertronic continue to release adventures of this quality at this price, they could well revolutionise the cassette-based adventure market. Go out and buy it!

- VOCABULARY
- ATMOSPHERE
- PERSONAL
- VALUE

9
6
8
10

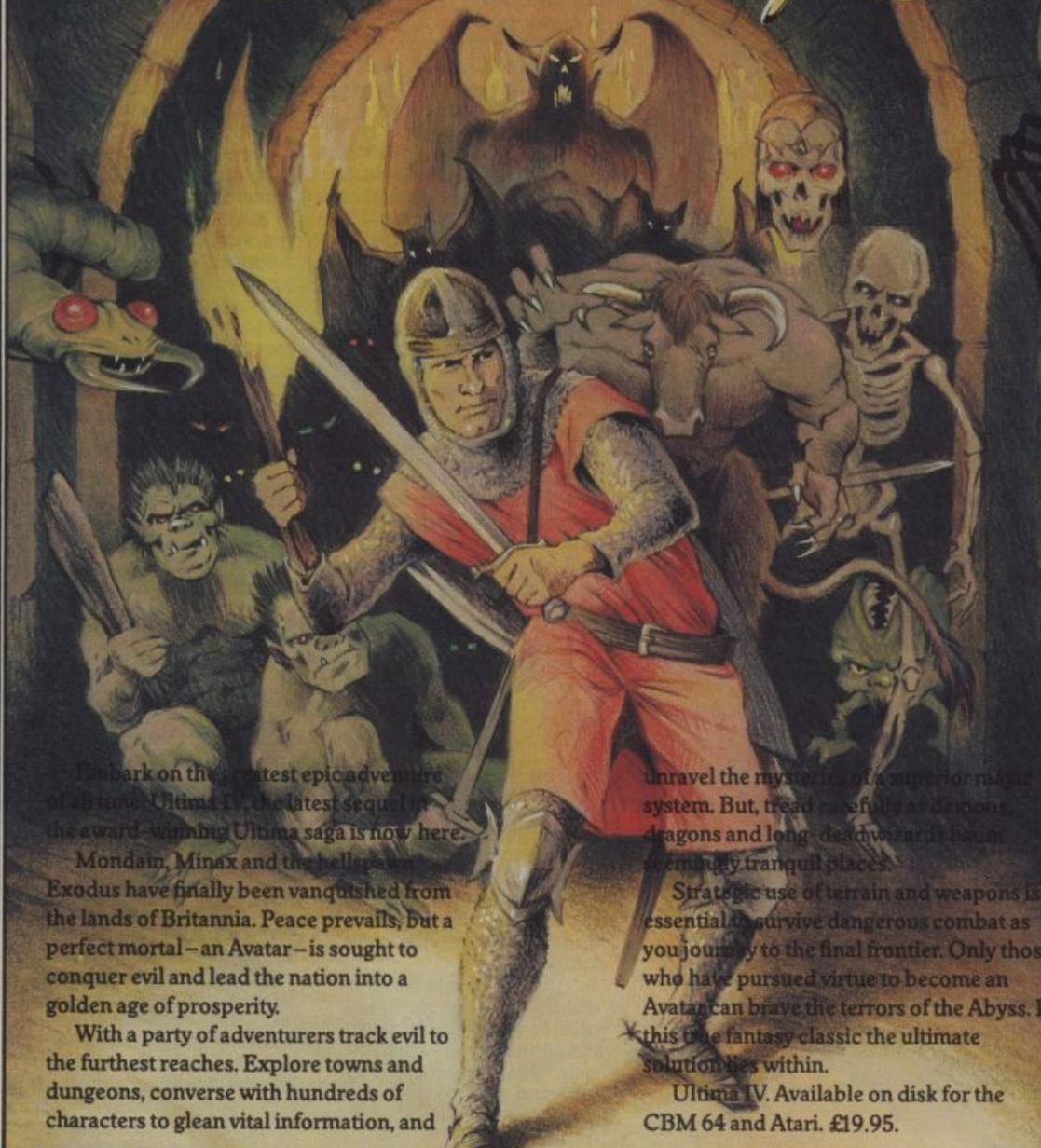


MICRO
PROSE



Ultima

JOURNEY THROUGH THE
LEGENDARY LAND OF



Embark on the greatest epic adventure of all time. Ultima IV, the latest sequel in the award-winning Ultima saga is now here.

Mondain, Minax and the hellspawn Exodus have finally been vanquished from the lands of Britannia. Peace prevails, but a perfect mortal—an Avatar—is sought to conquer evil and lead the nation into a golden age of prosperity.

With a party of adventurers track evil to the furthest reaches. Explore towns and dungeons, converse with hundreds of characters to glean vital information, and

unravel the mysteries of a superior magic system. But, tread carefully as demons, dragons and long-dead wizards haunt seemingly tranquil places.

Strategic use of terrain and weapons is essential to survive dangerous combat as you journey to the final frontier. Only those who have pursued virtue to become an Avatar can brave the terrors of the Abyss. In this true fantasy classic the ultimate solution lies within.

Ultima IV. Available on disk for the CBM 64 and Atari. £19.95.

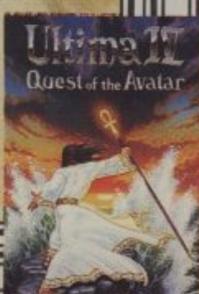


Please send _____ copy/ies of ULTIMA IV in _____ Format
Name _____ Address _____
Postcode _____

Which magazine have you cut this coupon from?
Please debit my Access/Visa Card No. _____ Expiry Date _____

Cheques payable to MICROPROSE SOFTWARE LIMITED, I enclose £1.00 postage & packing.

ORIGIN
SYSTEMS INC.



Each ULTIMA sequel is a complete adventure in itself. For more information write to MicroProse Software Limited, 2 Market Place, TETBURY, Glos. GL8 8DA.

ADVENTURE helpline

Here it is. The one and only Adventure Helpline. THE place to get ALL the hints, tips and solutions you could possibly need. Need a helping hand? Then check out KC's all purpose problem page!

Every month the Helpline mail brings a diversity of problems usually centred on a 'moving window' of currently popular games. But every now and again, it seems, perhaps telepathically, a whole host of adventurers gather around one problem, and stare at it in amazement. This month's most baffling problem is: How do you get past the she-bear in *Colour of Magic*?

This adventure is proving difficult all around. *Geoff Hale* from Barcome in Sussex, doesn't know what to do next, having rescued Twoflower and bought a horse.

And then, of course, there's always the odd plea for something really off the beaten track. Like that of *M. W. Nesbit* of Redhill, who can't open the chest, nor use magic in *Firebird's Runestone*. Who can?

Most adventures these days are available for a range of machines. Occasionally, they vary slightly from one machine to another, although if so, the solution is roughly the same. However, it is not possible for us to play every version of every game to check out the clues sent in by you, and those that we glean ourselves.

Thus we came unstuck recently, in giving advice on how to deal with the tramp in *Spytrek Adventure*. It seems that a bug in the C-64 version, makes this problem more difficult than it should be, if not impossible.

Phil Wight was puzzled about the holy door message in *Rebel Planet*. *Pauline Garrett* of Andover comes to his rescue with this explanation: "The message refers to the five balls on an arch above a temple doorway. If you ignore the first

and last, you have 000. Strike the middle, gives you 010". But *David Irwin* suggests the opposite. He reckons it means 101, the binary number 5. Well?

Ragnar Tomquist was desperately trying to find Gramps, and this month *Uwe Recknagel* comes to his rescue, with a clue for *Tass Times*. But Uwe can't get to kill Franklin Snarl — can anyone help him give this arch-baddy his come-uppance?

Darren Sellwood of Blackpool, is playing *Return to Ithaca*, and is trying to avoid being captured by the native with the wax figurine. Sounds like a problem that will soon melt away, once C+VG adventurers put the heat on it!

The Sydney Affair is causing *Ian Tustin* of Northampton some heartache. Ian is usually quite content plodding through adventures, but he just had to put pen to paper about this one. Every time he seems to be getting somewhere, it comes up with the irritating message: 'Hey Boss. Wake up' "Can you explain this?" asks Ian. He has only one suspect, an R. Renard, and is disappointed that Infogame doesn't supply an address offering help to their customers.

Where is Mr Video after the meeting in the arcade? What is Cracker's gelignite for other than suicide? And how can you get rid of Italians before they get rid of you? All these questions are puzzling *Jakob Sloth* of Denmark, playing a very dodgy game of *Dodgy Geezers*.

Who can help *Eddy James* to stop the professor shooting Leslie at the end of *Redhawk*?

Mike Thomas of Caerphilly is playing *Frankenstein*. Everything about the game is great, he thinks, bar the response time, and the fact that he doesn't know what do you do in the blocked off ice-crevice, with the vague

ADVENTURE clues

Thanks for the help with month to: William Hern, Aberdeen; Matthew Conway, Lambourn; Pauline Garrett, Andover; Uwe Recknagel, Bochum, W. Germany; Jakob Sloth, Ringkobing, Denmark; Eddy James, Sunderland; Mike Thomas, Caerphilly and Marco Andreoli, Turin.

To pass the green man, drink at the stream, and drink a lot!

THE INSTITUTE:

A meal is the key.

THE LURKING HORROR:

problem.

Village access is a pressing

STATION FALL:

vertically!

Print in mail order — read

BUREAUCRACY:

To leave, sit down and wait!

FRANKENSTEIN:

three addresses.

The librarian only knows

it to the curator.

Vase is in warehouse — give

REDHAWK:

AKN.

the citadel — use AZAP code

The coin is in the ruins of

dime.

Spin bar by mokki-ray. The

table azap takes you to a

KAYLETH:

island. Free with a zagtone.

Gramps is in the tower on the

TASS TIME IN TOWNOW:

take place inside the temple!

Rune translation lessons

open the crystal lid.

Insert staff into hole, to

the portcullis.

and drop a boulder, to raise

Lobo must stand on a slab

TERRORS OF TRANTOSS:

away.

Club, until Sappy staggers

Keep buying rounds in the

Club? Cor, John, strike a light!

Can't get into the Swordfish

DODGY GEEZERS:

the airfield.

tower, then drop the chips on

map to the woman in the

To pass the dogs, give the

skill to advantage!

practice your new Japanese

colouring a cord — then

Become a black belt by

IMAGINATION:

Put the crystal in the fountain.

SOULS OF DARKON:

key.

To open the panels, throw the

gold bar, and then use the

shadow behind the wall?

Finally, help needed of a different king! Come in *Dave Ovens*! You kindly offered maps for *Bard's Tale*. We not only failed to print your address, to make matters worse, we have now lost it! Write and let us know where you live, Dave, and if your offer is still open, we will

repeat it!

Before I go, here's advance warning that the Adventure Helpline will once again be waiting to meet you and help with your problems, at the PCW at Olympia. The show runs from 23rd to 27th September (first two days trade and Press only). More details in the next issue!

ADVENTURE

round-up

The Three Musketeers

- ▶ SUPPLIER: COMPUTER NOVELS
- ▶ MACHINES: COMMODORE 64/128, CASSETTE
- ▶ PRICE: £9.95
- ▶ REVIEWER: KEITH
- ▶ QUICK-GUIDE RATING: 4

Not so much an adventure as a multiple-choice novel, the story concerns your mission to deliver a letter to England that will prevent the Queen from being discredited by Cardinal Richelieu for giving the Duke of Buckingham some diamonds.

Text narrative alternates between choices and action. These are in most cases displayed sequentially, and selected by pressing RETURN. In some cases, the range is



▲ The Three Musketeers

limited to a choice of two actions, and those presented are rather contrived. For example, when charged with your mission, do you rush off by jumping out of the window, or hurry through the door?

Very little gameplay is somewhat offset by some effective graphics, in most cases digitised from photos.

There is a terrible dirge that accompanies the whole game, but this can easily be turned off, and probably will be.

It is not an orthodox adventure.

Inferno

- ▶ SUPPLIER: VANADIS SOFTWARE
- ▶ MACHINES: BBC DISK
- ▶ PRICE: £14.95 inc P&P; MAIL ORDER FROM: 37 JEUNE STREET, OXFORD
- ▶ REVIEWER: JOHN 'LOONY' YEATES
- ▶ QUICK-GUIDE RATING: 8

Go to hell, say Vanadis Software! You've been dumped in Dante's Inferno, and must get out. Dante's map of Hell is provided, but the scientist who dumped you there says it's out of date. (I didn't know Hell had been redesigned!)

Two flippable 40-track disks sounds like a lot of adventure, until you discover that it's been written with GAC, and it's split into four parts. That means you get pictures (yaay!) but also that the games are smaller.

The graphics are most jolly, I never knew Hell was so colourful! Unfortunately, there doesn't seem to be a way of killing them, despite the fact that GAC supports this feature.

Inferno has quite long atmospheric descriptions (maximum 255 characters), vocabulary is adequate, and a list is even provided. It is a pity, though, that you can't SAY (answer) but have to ANSWER (answer). The text at the start of part one suffers badly from typos; another bad point is that some commands simply have no

response whatsoever. And there is a bug in part two — do not press COPY.

With a few humorous moments, on the whole *Inferno* is one of those SERIOUS adventures.

Dusk over Elfinton

- ▶ SUPPLIER: VIDEO GAMES
- ▶ MACHINE: SPECTRUM 48K, CASSETTE
- ▶ PRICE: £2.95; MAIL ORDER FROM 1 GLANWORFYDD HOUSE, RHOSAWWAN, AWWANFORD, SA18 1DP
- ▶ REVIEWER: MATTHEW
- ▶ QUICK-GUIDE RATING: 6

Walking down a quiet alleyway, your eye catches the reflection of the moon on a broken mirror. On closer inspection, a ghostly apparition is seen, which beckons you into another world.

It all starts off in a library, and from here you venture into numerous *Quilled* locations. A two-part game, the first involves the retrieval of an orb, whilst in the second you continue adventuring around Elfinton.

The problems entwined in the game are often quite hard, but not too difficult. The vocabulary is fairly standard and there is no real trouble in trying to find the correct phrase required.

Not exactly my cup of tea, but a good problem solving exercise.

Treasure Island

- ▶ SUPPLIER: MASTERTRONIC
- ▶ MACHINES: COMMODORE 64/128, CASSETTE
- ▶ PRICE: £1.99
- ▶ REVIEWER: KEITH
- ▶ QUICK-GUIDE RATING: 2

I suppose this could be called an adventure, since it involves text input, but is very strange, and not very playable. To start with, play is in real time. Movement is by walking in a set direction.

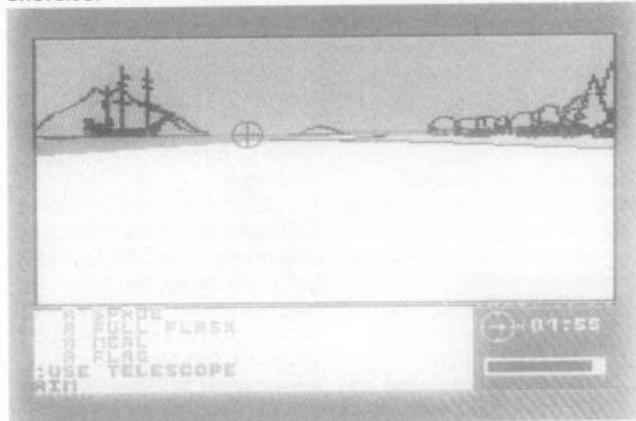
Vocabulary is fairly minimal, as are the text replies, and often, entering a direction such as NORTH, which I reckoned would turn me the right way before WALKING, met with a "Which way's that?"

A TELESCOPE command puts a cross-hair on the screen, which can be aimed at anything in view for a graphic magnification. Well, anything that is in the same horizontal plane as the cross hairs, for they can only be moved left and right.

Pictures can be turned off, in which case it seems you are almost playing in the dark, for WALK brings no response at all.

The inlay expands, and has comprehensive instructions, but sadly that telescope is needed to read them!

Treasure Island ▼



New York's Scum Are About To Take Over

DEATH WISH 3

The big screen classic, in which modern day vigilante Paul Kersey wreaks his own form of revenge on the scum and filth that terrorise the streets of modern day New York. For too long the gangs have run wild, unchallenged in their perverted attacks and violations of innocent citizens. Muggings and robberies have become a daily feature of city life. So when the chief of police turns a blind eye you decide to take over where the law left off.

Screen shots from Commodore version.



Strap on your famous 475 WILDEY MAGNUM, turn yourself into a one man fighting force armed with pump action shotgun, machine gun and rocket launcher. Now turn the tables on the punks and creeps who certainly know how to dish out the violence but may not be so good at being on the receiving end.

SPECTRUM 48/128K

Cassette £7.99

MSX Cassette £7.99

CBM 64/128 & AMSTRAD

Cassette £9.99 Disk £14.99

DEATH WISH 3

Screen shots from Spectrum version.



It's Down To You To Stop Them... You Are Bronson

Gremlin Graphics Software Limited, Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423

GREMLIN

© 1986 Cannon Productions NV

ADVENTURE reviews

- ▶ **SUPPLIER:** RAINBIRD/LEVEL 9
- ▶ **MACHINES:** COMMODORE 64, ATARI 800, AMSTRAD CPC, AMSTRAD PCW/CPC, ATARI ST and AMIGA
- ▶ **PRICE:** £14.95 (cass + disc) ST AND AMIGA/£19.99
- ▶ **REVIEWER:** KEITH

A band of orcs, cornered in the cellar of the Orcs Head Tavern, has challenged Sir Cecil to a Fight of Champions. Under the rules of the contest, provided their own Champion remains behind to fight, the rest may leave. And flee they do, leaving you, Grindleguts, the most drunken of the bunch, to the tender mercies of the joust. Just to make sure you enter the spirit of the thing, and don't escape or fall off your steed, they have tied you to it!

Meanwhile, with the Orcs Head Tavern Ladies' Bowling Team in hot pursuit, the band of orcs demolish the bridge spanning the chasm leading to Orcs Head Tower. Your job in Part One is to make a rope long enough to get across the chasm — and that's a lot of rope, believe me!

Knight Orc is a single game in three parts, and the first part is really provided to help the player explore the way the new adventure system works. Parts Two and Three are the real guts of the adventure, in which you learn to use magical spells, recruit followers, and escape.

To be successful, you must act like an orc. So what are orcs really like? According to the manual, they are pungent people of elvish stature, with the charisma of blow flies and the appetite of gannets. They are particularly cowardly, too. In the game it usually pays to run like hell.

The orc philosophy, in a nutshell, 'disgusting is beautiful', runs throughout the game, and provides much of the humour. EXAMINE URUK, for example, produces information that he is a trollish creature of great pungency,

and those familiar with the habits of the Uruk-hai, pronounce the word by gathering a mass of phlegm and gobbing it as far as possible!

But back to the plot. The joust over, and given up for dead, you crawl out of a comfortable pile of garbage, to go in search of anything that will join together to make an extended rope. Like the halyard on the flagpost, the hawser in the well — even the very robe the hermit is wearing and a bit of cord supporting the lid of a chest.

The countryside is scattered with an amazing amount of gold treasures — not the objects of your attention in this game, except insofar as they may help to distract the local population who are thirsting for a drop of orc's blood. There are plenty of them, too, like Boadicea, Odin, Musclemann, The Liquidiser, Kris and Denzyl.

Movement is through normal direction commands, but, unless you prefer to, there is no need to painstakingly make a map, or to issue a

series of directional commands to get to a particular destination. If you type GO TO CASTLE then all the replies you would have received in each move separately, are displayed, until either you reach the castle, or can go no further due to some obstruction. Alternatively, you can RUN TO CASTLE, and merely arrive there, or even ask someone else to go and carry out whatever chore you have in mind, whilst you get on with something else. Mind you, that's not to say they will

co-operate, for some of them have a decidedly stubborn streak! In fact, Denzyl is the only controllable character in the first part.

Not all versions have graphics but the bigger machines do.

In Part 2, things become very strange, for two parallel worlds exist — the ancient and the modern — both extremely similar yet intriguingly different.

With the game comes a 36-page manual containing full instructions, and a novella. I can usually take or

KNIGHT ORC



leave a novella. So often they consist of so much contrived drive! to lend a degree of credibility to the game plot. But *The Sign of the Orc* is really amusing, and is a good read in its own right. It really IS useful, too, for the game starts where the story ends, and so you feel you know many of the characters when you start playing.

Here is an adventure that is like nothing you've ever played before.

- ▶ **VOCABULARY** 9
- ▶ **ATMOSPHERE** 8
- ▶ **PERSONAL** 9
- ▶ **VALUE** 10



- ▶ SUPPLIER: ACTIVISION/ INFOCOM
- ▶ MACHINES: COMMODORE 64/128, ATARI XL/XE, AMSTRAD PCW + CPC, ATARI ST and AMIGA.
- ▶ PRICE: CBM, ATARI, AMSTRAD/£24.99; ST, AMIGA/£29.99
- ▶ REVIEWER: KEITH

On a cold winter's night, with a blizzard raging outside, you find yourself trapped in the computer building of the George Underwood Edwards Institute of Technology. Never mind, you have an assignment to get finished by tomorrow, there is only one other student using the computer terminals, so now is the time to get on with it.

You log into the system, edit the paper on which you are working, but instead, some very strange text fills the screen. Mesmerised by its nightmarish quality, you faint. When you come round, you find yourself clutching a cool, smooth stone with some weird markings on it.

Your colleague, a hacker if ever there was one, comes over to see if you are all right. He diagnoses that your life server has been corrupted and somehow entangled with that of the Alchemy department.

So you head for Alchemy but, with most of the college buildings locked up for the night, your route takes you down into the basements and tunnels that link the various buildings of the campus. Students have been warned not to venture into these parts, for they are old and decrepit, being part of the original buildings that once stood on the site, and held to be dangerous. It soon becomes apparent that something very nasty is going on down there ...

The first hint that anything is amiss comes when you reach the Aero building, and start to traverse the so-called 'infinite corridor' to Alchemy. A maintenance man is riding a floor waxer, and is

LURKING HORROR

determined not to let you pass. But is he really a maintenance man? Come to that, is he really a man? A cold shiver runs down your spine as he disintegrates, and turns into dozens of squealing little creatures who disappear at great speed down the corridor.

Before long you have forgotten about your assignment, and become

hell-bent on putting a stop to what seems to be a takeover of the college by an evil life-force.

Very much in the style of a modern horror movie, this is an Infocom shocker from Dave Lebling, whose graphic text makes graphics redundant. It will leave you, more than once, feeling slightly queasy and decidedly uneasy.

I put *The Lurking Horror* on the same level as *Stationfall*, although, preferring science-fiction to horror, purely as a matter of personal taste, I found this slightly less enthralling. If you are into horror, and into adventures, get into *The Lurking Horror!*

- ▶ VOCABULARY 9
- ▶ ATMOSPHERE 10
- ▶ PERSONAL 9
- ▶ VALUE 9



9
10
9
9



TRANTOR

THE LAST STORM TROOPER

The order of the solar system as kept for thousands of years by the people of Zybor was coming apart. Growing dissatisfaction in outlying planet bodies increased as their technological achievements reached greater heights.

Zybor reacted in the only way left to it whilst the technological advantage remained in its hands. And so Trantor was brought from out of the ranks of the warriors forces where a brutal streak and rebellious nature made sure his talents never realised their full potential. His credentials were perfect his mission was simple, to lead a band of outlaw mercenaries and smash the growing power of the New World NEBULITHONE before its atomic threat turned into an awesome cataclysm of conflict. But the Nebithons were not unprepared and when on return from a reconnaissance scouting, Trantor found the remains of his undercover force scattered amongst the alien landscape along with the last fragments of his battle cruiser, he felt the hate and rage surge through his body and within the ice cold compartment of his mind, he recognised the burden that now lay with him, that all now depended on he
 — Trantor, the Last Stormtrooper.

SPECTRUM +3 £12.99
 SPECTRUM 48/128K £8.99
 AMSTRAD TAPE £9.99 DISK £14.99
 CBM 64/128 TAPE £9.99 DISK £11.99
 Coming soon on Atari ST £19.99



Screen shot from Amstrad version.



Screen shot from Spectrum version.



TOMORROW'S SOFTWARE TODAY

Units 2/3, Holford Way, Holford, Birmingham B6 7AX Tel: 021 356 3388



ADVENTURE

The Fiend....

"Did you read the mailbag pages (July) and Frank Gilbert's wonderful little letter?" asks Mike Thomas. "Deary me, he must be rather short sighted if he can't see that yours is THE adventure column! A curse on him for his nasty scribbles!"

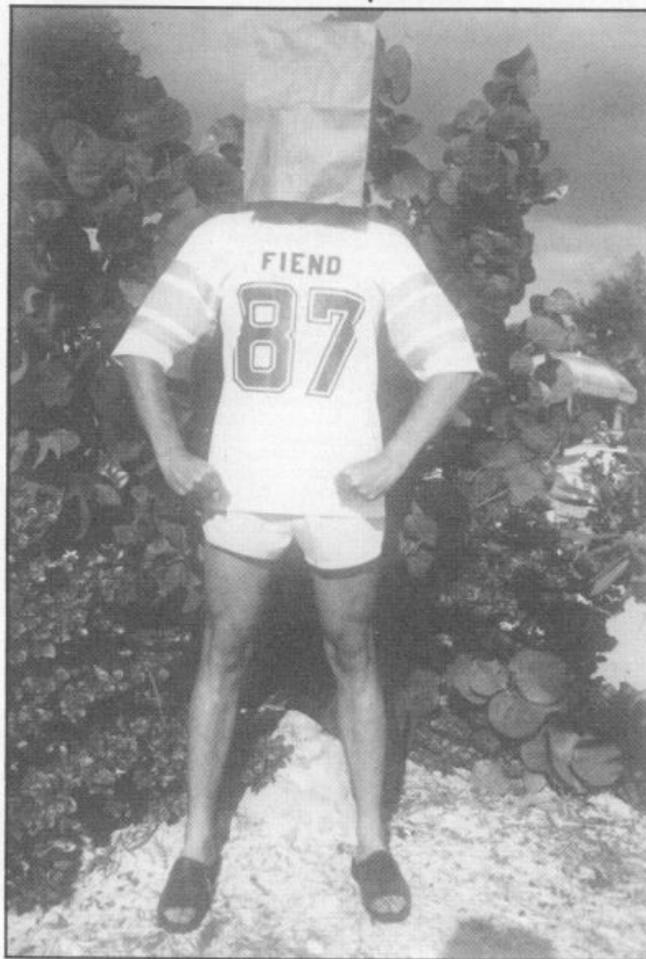
Yes, Mike, I noticed alright. But I didn't worry too much. The editor digs out letters like this every now and again as a pre-emptive move when he gets an instinctive feeling that I am about to ask for a raise!

The Adventure pages in C+VG are a forum for adventurers' views, and over the years a number of the more longwinded readers have become household names to regular readers of the column. One such, renowned for his loony letters, is John Yeates, a native of Jersey, and an avid follower of *Pimania* in its time.

John still writes, in fact he wrote a review a couple of months back. "But where did it go?" many readers have asked. Having seen it mentioned in the Helpline, no one could find the actual review, and were keen to see what John would come up with when put to the test. Unfortunately, it didn't make it into the available space. Because the game concerned was of a more minor appeal than the others that month, it was consigned to that great pile labelled 'overmatter'. But don't worry — John will be back!

Another who has graced these pages is the ultra anonymous *Faringdon Fiend*. No — we REALLY don't know who he is! But his cutting comments are now being cunningly and constructively diverted away from yours truly.

Ray Fearmley of Heydon, recently wrote taking young Matthew to task over his review of *Savage Island Part I*, Ray felt that Matthew, finding it too difficult to get very far, gave up too soon and thus



▲ THE FIEND IS REVEALED!!

gave an excellent game a bad rating. So I passed Ray's comments, along with a copy of the game, to the *Fiend*, and waited for the vitriol to pour out.

One thing can be gathered from the *Fiend's* analysis. The game has lost a lot in conversion from the TRS-80 to the Spectrum.

It also seems to have gained something — bugs! Bugs of the sort that seem to have been created by someone converting the original work, without a sufficiently intimate knowledge of the subtleties of the plot.

So someone has written a letter of complaint. Ha! *The Fiend LIKES* letters of complaint. I should, as I write enough of them myself. So it was with professional interest that I read what Ray had to say about Matt's review of *Savage Island Part I*. Hmmmm. It appeared that he didn't quite agree with Matt's appraisal.

So loading up old faithful, *The Fiend* set out to discover what all the fuss was about. And I would like to say right at the start that I found the game so simple that it completed it within the first hour!

I would like to say this, but I can't, as it isn't, and I didn't! But us *Fiends* are nothing if not stubborn, and turning the full force of my megabrain in its direction, I eventually overcame, finally completing the game with bandanna waving proudly in the breeze. This breeze was the residue of Hurricane Alexis, so beloved of Matt.

So, faithful *Fiend* fans, who was right, complainer or complaineé? The case for the prosecution has some merit, as the logical sequence of the problem is well thought out, and if Matt really hadn't fixed the beer/hurricane problem, then he wasn't overly far into the game.

However, *The Fiend* has noticed that most of you humans are not blessed with the tenacity of a *Fiend*, nor the brainpower for that matter, and I suspect that many a poor mortal would be reduced to a gibbering frantic heap by this game!

In my humble opinion (not that I am ever humble) Matt got it right! This may have been a biffy game in 1981, but it pales in comparison with ... ah, but that would be telling, wouldn't it?

User friendly game this is not! Time after time I found myself inputting verbs with the first letter missing because the program decreed, for reasons best known to itself, that I should press ENTER before continuing. And as for the GET ALL command, by all that is fiendish why does the stupid thing insist on trying to pick up narrow crevasses and dark openings, particularly when each try moves the hurricane nearer?

Had parts one and two been packaged together at £7.95, then despite all that I have said, I would have no reservations in recommending it as real value for money. But as it stands, this is one for Scott Adams freaks and software historians.

The Ultimate Golf Challenge

World Class

LEADERBOARD

BOARD

- Full scoreboard printout.
- Course Editor allows you to arrange any of the holes from all four courses to form your own personal 18 hole golf course. (Disk)
- More trees (upto 192 per hole), traps and rough.
- Practice putting green and driving range.
- Improved graphics and playability increase difficulty and add realism.

- Aerial view gives you a bird's eye view of the course and your position.
- One to four players can compete in MEDAL, MATCHPLAY and BETTER BALL competitions.
- Realistic choice of club, distance, type of shot (hook, slice or putting).
- Unlimited backups of World Class Leaderboard can be made for your archives. (Disk)

U.S. Gold proudly present the final challenge in the Leaderboard series - World Class Leaderboard - the Ultimate test of your skill and judgement, the unparalleled successor to Leaderboard and Leaderboard Executive. Now you have the opportunity to play the same courses that have challenged golf's greatest legends, three famous and classic 18 hole golf courses in which each hole is authentically reproduced for distance, traps, trees and water hazards.

- St Andrews ● Dorset Country Club ● Cypress Creek

And the fourth, the "Gauntlet Country Club" has been specifically designed for the "World Class Leaderboard" challenge - only those who can master the testing conditions of the best golf courses in the world will come near to mastering "The Gauntlet".

Whether at novice, amateur or professional levels, "World Class Leaderboard" will challenge you with the same demanding strategy, skill and decision making options set by its real life counterpart.



The Gauntlet - designed to create the greatest test of a golfer's true skills and abilities. Few courses combine such a searching trial of accuracy and courage, harrowing and perilous in the extreme.

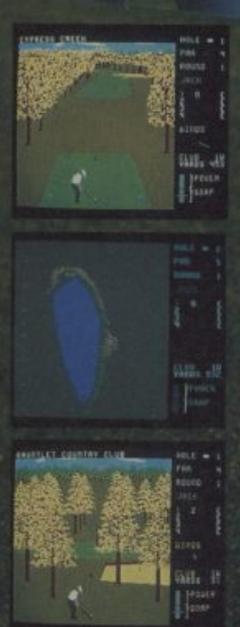
EUROPEAN COMPUTER GOLF CHAMPION 1987

In honour of the outstanding excellence of this, the ultimate golf game, U.S. Gold have organised a competition to find the European Computer Golf Champion of 1987. In every World Class Leaderboard game there is a scoreboard. Practice your skills, test your courage and then play your best possible round on the Ultimate course - The Gauntlet - Record your best score, have it verified by an independent witness and send it to U.S. Gold. Novice, Amateur and Professional - there's a prize for each -
 Professional: a full set of Ping golf clubs - "the ultimate club in the world."
 Amateur: a full set of Gallagher golf clubs - a superb asset in improving your game.
 Novice: 10 free golf lessons with the "teaching professional" of your local golf club.
 When all entries have been received - closing date 31st September 1987 - the top four players at each level will be called to a central venue to play-off for the title European Computer Golf Champion 1987 and receive their trophies and prizes.

ACCESS

CBM 64/128 £9.99 TAPE £14.99 DISK
 AMSTRAD £9.99 TAPE £14.99 DISK
 SPECTRUM 48/128K £8.99 TAPE
 SPECTRUM +3 £12.99 DISK

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



screen shots from CBM 64-128 version





MASTER BLASTER

PHOTON

THE ULTIMATE GAME ON PLANET EARTH™*

Calling all space cadets! Here's YOUR chance to become C+VG's Master Blaster — thanks to L&JN Toys and Nexus. We've got a crateload of the amazing Photon laser games up for grabs — just like the well wicked gear worn by the spaced out C+VG reader on this page!

Laser gun games are all the rage this summer — so if you want to be the most talked about person in your street you won't want to miss out on this chance to win some of the best phaser-gear around.

The Photon system has features not found in other laser gun outfits. The guns are interactive — which means you aren't limited to firing at a simple target if you've got a friend with another Photon gun. That also means that you don't have to buy all the helmets and add-ons to play — especially as we're GIVING away complete sets of gear! All that and the guns actually turn themselves off — saving battery power — if you leave them lying around for a while, just the thing for absent minded zappers.

First prize winner will get the incredible Photon "double warrior" set which includes two special Photon helmets, two Photon guns plus a whole bunch of accessories essential for the complete enjoyment of a Photon session.

Two runners up will get the Photon "solo warrior" set — each comes with a red or green helmet plus the Photon gun and accessories.

What do you have to do to win one of these truly awesome prizes? Simple. Just look at the completely naked Photon helmet on this page and imagine just how YOU'D like it to be decorated. How about a bit of street-cred graffiti? Or why not try the ALIEN battered and bruised look? Whatever you fancy.

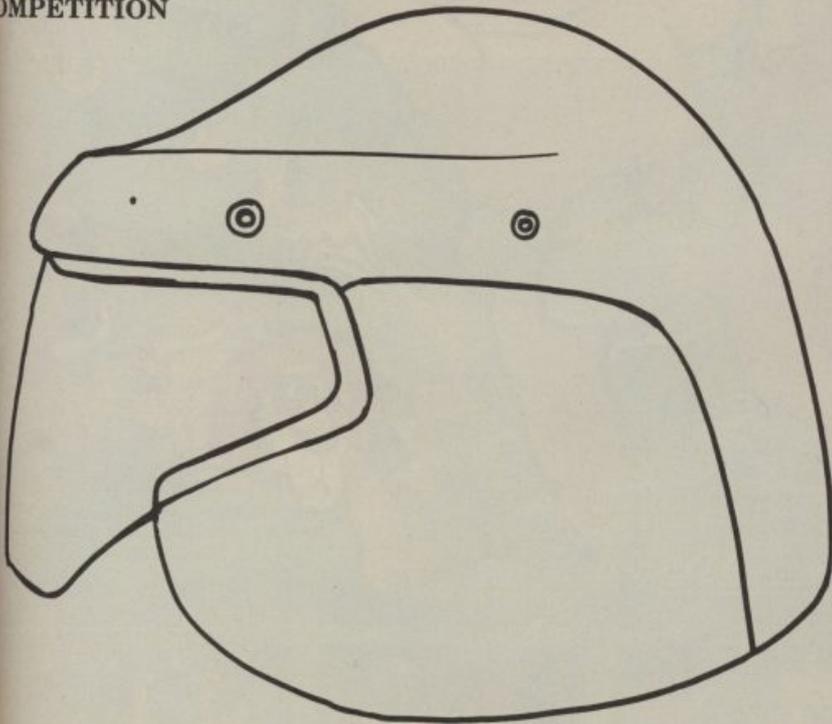
Once you've worked out your design, transfer it to the special blank C+VG Photon helmet and send it, together with the coupon, to *Computer and Video Games*, Master Blaster Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is September 16th.



BLASTER!



C+VG/LJN TOYS/NEXUS PHOTON
COMPETITION



Name _____

Address _____

_____ Age _____

THE ULTIMATE GAME ON PLANET EARTH

PHOTON

®

MORE FUN THAN A BARREL FULL OF MONKEYS

JACK IN COCONUT CAPERS

THE NIPPER... II

Help! Stop! The country has had enough, no more can it take of the devilish pranks and obnoxious behaviour of darling little Jack. Off to a land where many of your kind were banished long before. Off to Australia Jack you must go!!!



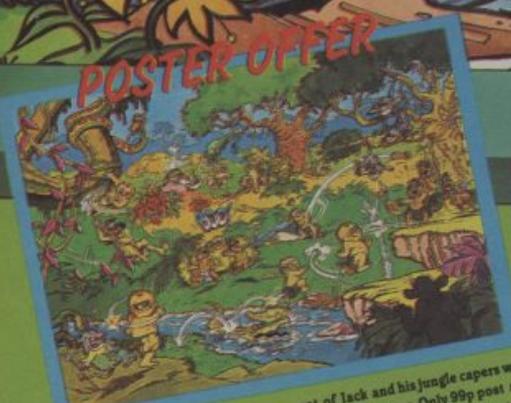
"I don't like your stinking climate anyway you 'cough!' splutter...igs. There's plenty of places just waiting for me. Ha!!" bluffed Jack defiantly.



On the ground, in the air, you can't keep a mischief maker out of trouble and with all those pretty air hostesses around... well what do you expect.



It's no fun being cooped up. Maybe there's something down there that fancies being mugged... bitten... spat at or pinched. As ever poor Mam and Dad dutifully follow their nauseating little offspring.



Capture the full excitement of Jack and his jungle capers with this super full colour wall poster. Only 99p post and packing included. Order form in the game.

GREMLIN

Gremlin Graphics Software Ltd.,
Alpha House, 10 Carver Street, Sheffield S1 4PS
Tel: (0742) 753423



CBM 64/128
Cassette £9.99 Disk £14.99



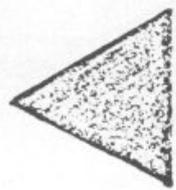
SPECTRUM 48/128K
Cassette £7.99



AMSTRAD
Cassette £9.99 Disk £14.99

Screenshots from Spectrum version

Rock On



To begin with this month I would like to thank all the readers out there who wrote in and supported the page. It just goes to show that a lot of people out there have other interests apart from playing computer games 24 hours a day. In fact one person who wrote in has managed to combine both music and computer games to great effect.

The person in question likes to listen to Drokken at full volume whilst blowing aliens away in games like *Elite* and *Slap Fight*. He reckons that the music increases his performance and puts him more in the mood by keeping him on edge. If you decide to try out the combination of sound and shoot 'em up, write in and let me know the results. I'll send a couple of albums to the people who have the funniest results.

Right, we'll move onto the music quiz in the July issue. It came as no great surprise to me that 99.9% of the people who wrote in and answered the question got it right. In fact there was only one wrong answer and boy was it wrong!! The question I set was "Who is the bassist in Motorhead?" and the answer is of course Lemmy Kilminster. Being a kind hearted soul I would have taken Lemmy as well. However, one poor soul wrote in and said the answer was Wurzle. If Lemmy finds out I don't think he'd be too pleased!!!!

Anyway the lucky winners of the albums are: Catherine Hughes of Gwent, R. Proctor of Brighton, Diane Fisher of Harwich, Harry Black of London and P. Osborne of Bradford.

Well with that out of my system I'd better get on with reviewing this month's selection of albums, which all have at least one thing in common: they are all debut albums.

STATETROOPER/ UNDER ONE FLAG

When Gary Barden resigned his position as vocalist in the Michael Shenker Group, he moved around a bit from band to band and then finally decided to form a band of his own.

Statetrooper is the result.

In **Statetrooper** he has gathered together a group of accomplished musicians who produce a very capable form of Heavy Metal M.D.R. rock. They have taken the all tricks of the

Kerrang! Yeah it's Wayne Bootleg, the thrash wizard, bringing you the latest and greatest metal releases. This issue we look at a great new indie band Fields of Nephilm and an essential new Thrash release. Play it loud!

trade and put them on this album. The album has a freshness, with a clean sound which purposely becomes ragged at the edges. At times the sound reminded me of early *Dio* but then the music would quickly change into a pseudo *Sabbath* type blast. They have a combination of sounds which they use to good effect. This is one of the rare bands which can carry off a ballad as well as a real rocker.

When I read that lead guitarist Martin Bushell had left the ranks, I wondered where they would find someone of his quality to fill the obvious void that he left. However, when I found out that Brian "Robbo" Robertson, ex Thin Lizzy, Motorhead and Wild Horses, had taken his place I was very pleased. If anyone can fill Bushell's shoes Robbo can. It is easy enough to see why he joined as Barden's vocals will complement Robbo's guitar playing style and musically this band is ideally suited for him.

Statetrooper is the band's debut album and it is a nice one

to get started with. Tracks like *'The Shape Of Things To Come'* which kicks off the album and "She's Got the look" sets out the band's stall. However, my favourites are the closing two tracks, which incidentally are both recorded live, "Too Late" and a tremendous version of the Michael Shenker Group's 'Armed And Ready'

DEATH/ SCREAM BLOODY GORE UNDER ONE FLAG

This band has been around the thrash metal scene for quite a while... but in many various forms. In fact they have had more band changes than I have had hot dinners, so I won't go into the different versions of the many line ups they have had in the past! However it will suffice to say that lead guitarist and vocalist, Chuck Schuldiner, was one of the original founder members of the band, has now put together a great trio, which consists of himself plus John Hand on rhythm guitar and Chris Riefert on stix.

This is *Death's* debut album and in my mind it is an instant classic. There are many Thrash bands around at the moment but there are only a few REALLY GOOD Thrash bands. *Death* fall in the latter category. This album is vicious and nasty. It packs a meaner punch than Mike Tyson! The album is classy, classic thrash with shrieking shots of short, bursting guitar plus savage vocals. Producer Randy Burns has obtained the perfect Thrash sound and atmosphere. The tracks seem to mould into one another and it seems like that there are no breaks at all. Listen to *Denial Of Life*, *Sacrificial* and the brilliant *Mutilation* and see what I mean.

I don't know how they are going to beat this with their next recording as they have set a very high standard with this first album. Even the cover is excellent, probably the best I've seen this year.

An essential Thrash buy!

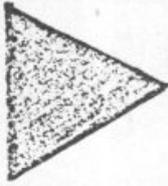
FIELDS OF NEPHILM/ DAWNRAZOR/ SITUATION TWO

I make no apologies for reviewing an 'Indie' band which owes much more to Punk than rock. In fact I have received a lot of mail asking me to review more "alternative" and indie material. This is yet another debut album and like the others band reviewed on this page, the band has played out of their skin.

It is inevitable that critics will compare this band to the now defunct *Sisters Of Mercy*. Whilst it is true that they have the same general sound and lead singers vocal sound slightly like the *Sisters'* old vocalist Andrew Eldritch, the band do have a more western flavour. This together with the use of pieces of tape from "Nightmare On Elm Street" as overdubs gives the band a much more sinister and horrific aspect. Also *Nephilm* have a distinct organ sound in their line up which greatly enhances their musical capacity. The band will be probably be branded as "Goths" for their use of dry ice and black clothes. In fact, I think they owe more to the style of Mad Max than the Goths!!

I really do like the sound that they have come up with. It is given full airing in *Preacher*





Man and in the scary, haunting *Reanimator* where you can imagine a body screaming the lyrics "Reanimate me, REANIMATE ME NOW!!". Really effective stuff.

When the *Sisters* split up I was looking for a band to fill the void they left behind. Wayne Hussey and Craig Adams formed the pop based *Mission*, which are far too commercial for my tastes, whilst Andrew Eldritch formed the unorthodox but excellent *Sisterhood*, that seem to release a record once a decade. Now *The Fields Of Nephilim* are here and the void has now been filled.

**GEISHA/
PHANTASMAGORIA/
HEAVY METAL
WORLDWIDE**

Geisha are a quartet of Danish glam rockers/shockers that try to tread the same as *Wrathchild*. They rely a lot on their looks, their "Mega-mayhem phantasmal" stagershow. They also lean rather heavily on their reputation for being obsessed with tribal warfare and warrior like symbolism. They would like to be seen as urban terrorists dressed in Gary Glitter's clothes!!

After listening to their album, it is easy to see why they play a lot upon the aforementioned points. You see the music is little more than mundane pomp rock. Although they try, and try very hard at that, they soon fall into the old rock and roll rut. One point I did like though was the length of the tracks.

Gangland Sector 21 is a full seven minutes long and it is very rare nowadays that you hear a track as long as that. In fact all the tracks on side one are quite lengthy as it contains only three numbers in all.

The band's lead singer, Yenz Cheyenne, stands out above all, with a natural voice that would be more suited to Heavy Metal than this Glam Rock. However, what is a miss is the band's lack of style and the over produced sound. I think they would need a complete change of musical direction to produce a good album.

**HOLY TERROR
TERROR AND SUBMISSION/
UNDER ONE FLAG 10**

Once again, an album with a terrific cover, but it also has a great inner sleeve.

The band are a five piece American outfit, hailing from Los Angeles, California. When Agent Steel's guitarist, Kurt Kilfelt, left the band he

immediately formed *Holy Terror* as he wanted to progress in a new direction. He enlisted various unknowns into the band as well Mike Avalord, ex *Black Widow* as support lead guitarist.

With this album he has progressed from the norm. He has taken the classic elements of Heavy Metal and superbly blended them with the finer points of Thrash Metal. The result is a unique sound which has all the aggression and speed of Thrash, but the style and technique of Metal. The music is very, very good and the production is superb. The guitar solos actually sound like they are lifted off, up and away from the background music and they are as clear as a bell.

Keith Deen's lead vocals are clear and for once you can understand all the words. This brings me to the one weak point of the L.P. The lyrics are in the same vein as *Bathory* (reviewed last issue) and are all about devil worship and the damned. They don't vary one iota and I for one would like to see a bit more variation, to see if they can produce lyrics in a different vein.

Overall though this is a tremendous debut album, the musical quality of the band speaks louder than the words.

This album is a real pleasure to listen to.

WIN AN EAR BASHING!

Yes, as in previous columns, you can win a copy of one of the albums above by answering a ridiculously easy question. All you have to do is let me know

who is the lead singer of *Anthrax*. If that's too hard, there is an album to the person who gives me the wrong answer, but sends it on the postcard which is in the "Worst possible taste".

See ya in two months and don't forget to keep headbanging!!



Statetrooper



CARTOON'S MOST
ELUSIVE CHARACTER HAS
FINALLY BEEN TRAPPED.

ROAD RUNNER

THE ARCADE SMASH HIT
THAT RECREATES THE SPEED
AND EXCITEMENT OF THESE
CLASSIC ENCOUNTERS.



Young or old, whatever your age everyone enjoys the antics of the cunning Road Runner as he baffles and bemuses poor Wile E Coyote. Or does he?...

This is your chance to really find out as you take on the role of Road Runner in this comic, all action extravaganza that recreates these nail biting chases and the fast moving excitement to perfection. Speed through canyons and along the highways following the trail of birdseed left for you to feed on (is this the first trick???) Dodge your way round the onrushing trucks keeping an eye out for the perilous mines and feather ruffling, leg busting oil slicks. What dastardly plans has the sleazy Wile E Coyote got in store for you as he lurks in hiding, cowardly awaiting his moment to enjoy a succulent roast of "Road Runner and French Fries". We're sure you'll overcome all the dirty tricks he can throw at you with ease, agility and grace and a haughty "Beep Beep". Overcome them that is if you've got nerves of steel, the reflexes of a wildcat and the speed of the fastest bird on two legs, otherwise its sorry, goodnight and "Burp Burp"!!!



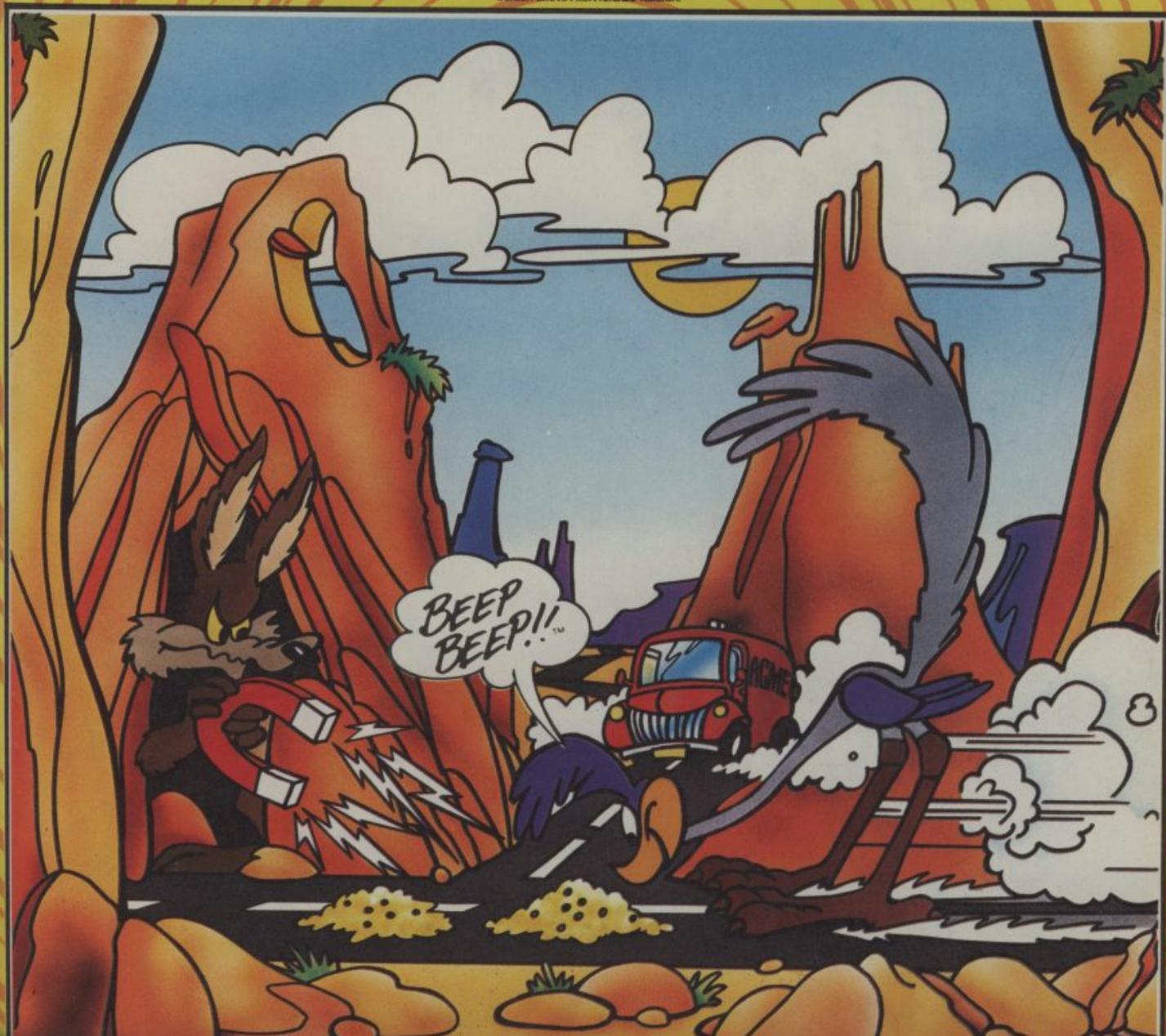
CBM 64/128 TAPE £9.99 DISK £14.99 ATARI ST DISK £24.99
SPECTRUM 48K TAPE £8.99 AMSTRAD TAPE £9.99 DISK £14.99



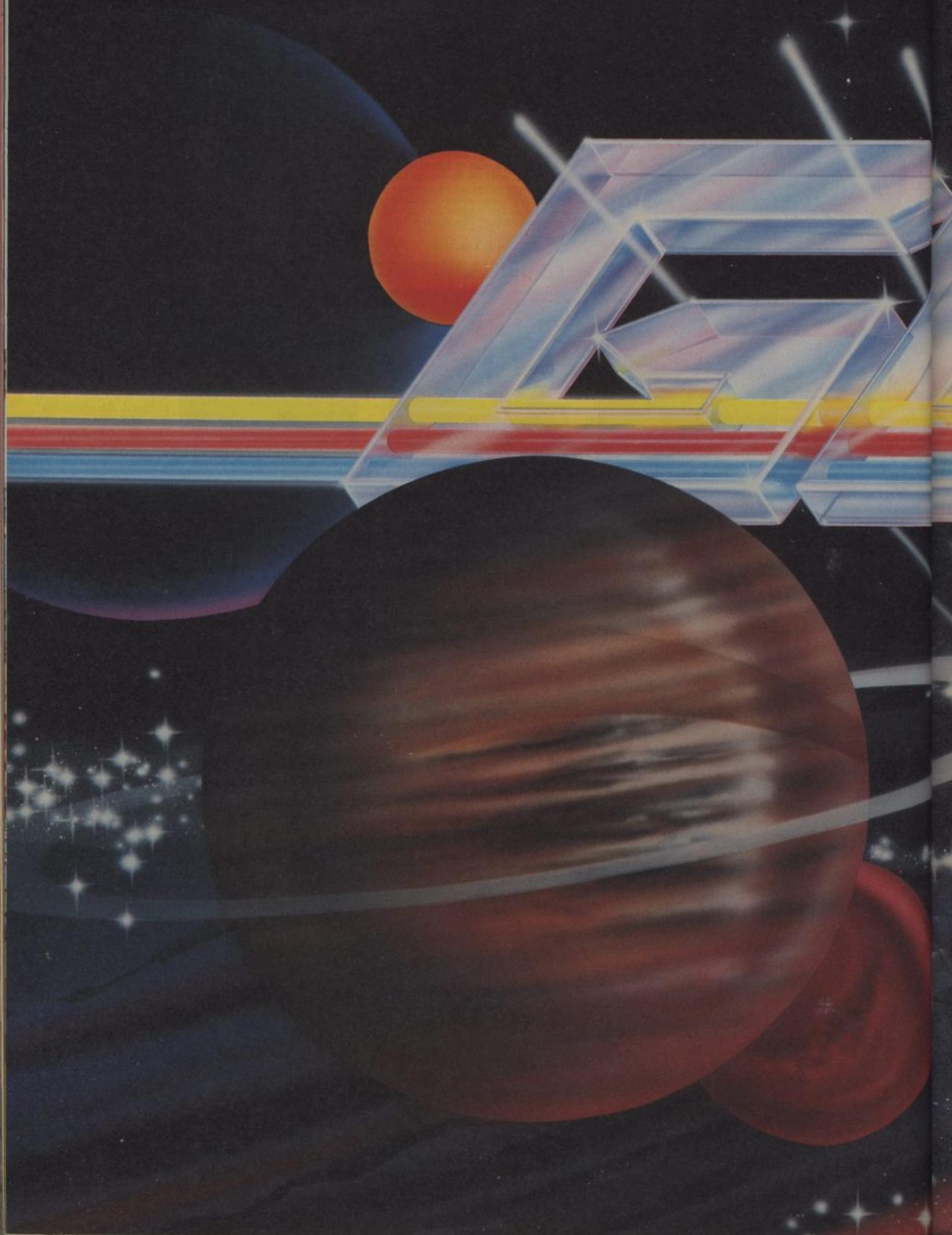
*Trademark of
Warner Bros used by Atari
Games Corporation under license.
© 1985 Warner Bros.
and Atari Games Corporation.
All rights reserved.

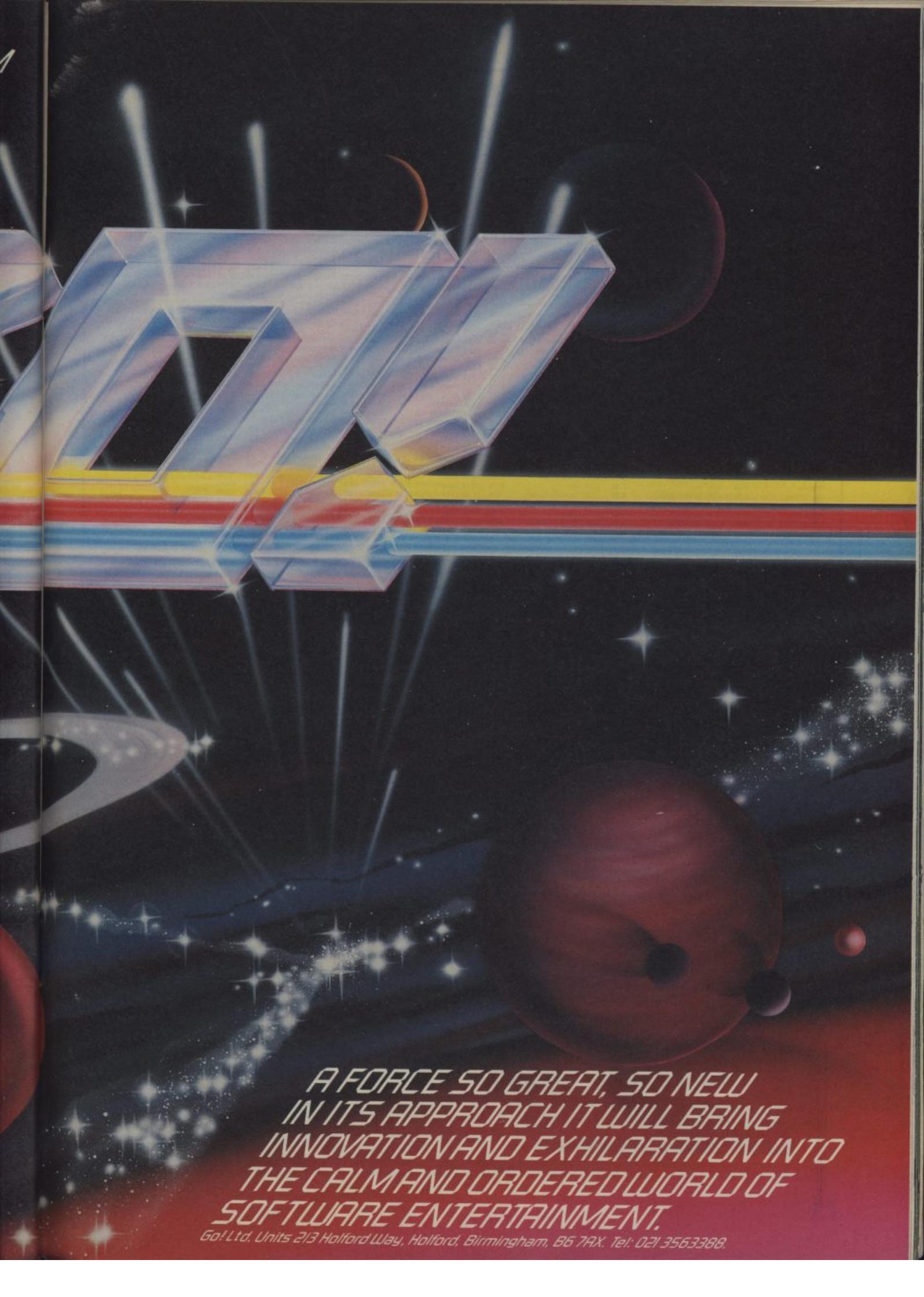
U.S. Gold Ltd.
Units 2/3 Holford Way,
Holford, Birmingham
B6 7AX.
Tel: 021 356 3388.

SCREEN SHOTS FROM ARCADE VERSION.



A POWERFUL FORCE IS GATHERING ITS MOMENTUM





*A FORCE SO GREAT, SO NEW
IN ITS APPROACH IT WILL BRING
INNOVATION AND EXHILARATION INTO
THE CALM AND ORDERED WORLD OF
SOFTWARE ENTERTAINMENT.*

Gal Ltd, Units 213 Holford Way, Holford, Birmingham, B6 7AX. Tel: 021 3563388.

SUPA SOFT DISCOUNT SOFTWARE

Present the Following Special Offers to C&VG Readers

SPECTRUM	RRP	OUR	SPECTRUM	RRP	OUR	COMMODORE 64/128	CASS	DISK	COMMODORE 64/128	CASS	DISK	ATARI ST	RRP	OUR	AMSTRAD PC1512	RRP	OUR
Starglider	14.95	10.95	F-15 Eagle	9.95	7.00	Starglider	10.95	14.95	Deathscape	6.75	10.95	Starglider	24.95	19.99	Winter Games	19.95	16.95
Space Harrier	7.95	5.25	Trap Door	7.95	5.25	Leaderboard	6.50	10.95	Sentinal	6.50	10.95	Guid Thieves	24.95	19.95	Summer G (2)	19.95	16.95
Barbarian	9.95	6.75	Hydrofool	7.95	5.25	Aliens	6.50	10.95	Big 4	6.50	10.95	Leaderboard	24.95	19.99	Phitop (2)	19.95	16.95
Head over Heels	7.95	5.40	Kraskout	7.95	5.25	Xevious	6.50	10.95	Gobots	6.75	10.95	Hades Nebula	19.95	15.95	D. Desert	24.95	22.95
Enduro Racer	9.95	6.75	Sold a million 3	9.95	6.75	Triv Pursuit	10.95	14.95	Sigma 7	6.50	N/A	The Pawn	24.95	19.99	Silent Serv	19.95	16.95
Elite	9.95	7.00	Top Gun	7.25	5.25	Paperboy	6.50	10.95	Living Daylights	7.50	11.00	Auf Monty	24.95	19.95	Silent Ser	24.95	19.95
Paperboy	7.95	5.25	Hardball	8.95	5.99	Star Fox	6.50	10.95	World Leaderboard	8.00	10.95	Gold Runner	24.95	19.95	Destroyer	24.95	19.95
Hades Nebula	7.95	5.25	Fist 2	8.95	6.00	World Leaderboard	7.50	10.95	Great escape	6.00	10.00	Subbattie	24.99	19.99	Leaderboard	24.95	19.95
Kon Coin-op	9.95	6.50	Durell's Big 4	9.95	6.75	Black Magic	6.75	10.95	Samurai Trilogy	6.75	10.95	Deep Space	29.95	24.95	Gold Thieves	24.95	19.95
Great Escape	7.95	5.25	Xevious	7.95	5.25	Delta	6.75	10.95	World games	6.50	10.95	Star Trax	29.95	24.95	Passengers on Wind	24.95	19.95
Nemesis	7.95	5.25	Silent Service	9.95	6.75	Spy v Spy 3	6.50	10.95	Tank	6.25	10.00	Arkanoid	14.95	11.95	Balance Power	24.95	19.95
Arkanoid	7.95	5.25	Aliens	9.99	6.50	Leviathan	9.99	6.50	Epyx Epics	6.75	10.95	Star Raider 2	24.95	19.95	Orbiter	29.95	24.95
Leaderboard	9.95	6.60	Footballer Year	7.95	5.25	Elite	10.95	14.95	Five star	6.50	10.95	Gauntlet	24.95	19.99	F16 Falcon	29.95	24.95
Hits Pack	9.95	6.50	Starfox	8.99	5.50	Re-Bounder	6.75	10.95	Ghost & goblins	6.50	10.95	Champ Wres	24.95	19.99	Gato	29.95	24.95
Triv Pursuit	14.95	10.95	Gun Runner	7.95	5.25	Bolderdash Cons	6.50	10.95	Wizball	6.25	10.00	Silicon Dream	24.99	19.99	Paion Chess	24.95	19.95
Ghost & Goblins	7.95	5.25	Silent Service	9.95	6.75	Coin-op	6.50	10.95	Subbattie	6.75	11.95	Jewels Dark	24.95	19.99			
Trio (Elite)	9.95	6.75	Auf Monty	7.99	5.25	Fist 2	6.50	10.95	WC Leaderboard	6.75	11.95	(FULL INFOCOM RANGE IN STOCK PLEASE RING FOR DETAILS)					
Bomb Jack 2	7.95	5.40	Army Moves	7.95	5.25	Barbarian	6.75	10.95	Silent Service	6.75	10.95	(WE TAKE ACCESS OR VISA FOR ATARI ST. & AMSTRAD 1512-					
Double Take	7.95	5.25	Rana Rama	7.95	5.25	Trio	6.75	10.95	Acro Jet	6.50	10.95	PRODUCT ONLY RING FOR DETAILS (1512 BUSINESS PRODUCT)					
Road Runner	8.99	6.25	Leviathan	7.99	5.25	Gauntlet	6.50	10.95	Head Over Heels	6.25	10.00	ALSO IN STOCK RING FOR FULL LIST & PRICE.)					
Catch 23	7.95	5.25	Stiff Lip & Co	9.99	6.75	Sold a million 3	6.50	10.95	Mario Brothers	6.25	10.00	AMSTRAD 6128/464	CASS	DISK	(SPECIAL OFFERS)		
Indoor Sports	8.95	6.50	Super Soccer	9.95	5.25	Road Runner	6.75	10.95	Tai Pan	6.25	10.00	Mini Office 2	12.00	14.95	DOUBLE PACKS SPECTRUM		
Tank	7.95	5.25	Eagle Nest	9.95	6.75	Space Harrier	6.50	10.95	Game Over	6.25	10.00	Trivial Pursuit	11.95	16.95	Butch Hard Guy +		
Imposaball	8.95	6.25	Falcon	9.95	6.75	Catch 23	6.25	10.95	Sold A Million 3	6.95	10.95	Sold a Million 3	6.95	10.95	Hardball		£11.00
Ikarl Warrior	7.95	5.25	Winter Games	9.95	6.50	Bomb Jack 2	6.50	10.95	Shockway Rider	6.00	10.00	Hit Pak	6.95	10.95	Footbaier of year+		
Stars on 128	9.95	6.50	Mask	7.99	5.25	Ace	6.50	10.95	Dracur	6.50	N/A	Konami Coin op	6.95	10.95	Super Soccer		£10.00
Fairlight 2	9.95	6.50	Super Cycle	7.95	5.25	Quartet	6.75	10.95	Ninja	6.50	10.95	Acro Jet	6.95	10.95	Space Harrier +		
Mario Brothers	7.95	5.25	Living Daylight	9.95	6.75	Pirates	11.95	15.95	Jailbreak	10.95	14.95	Silent Service	6.95	10.95	Head Over Heels		£10.00
Short Circuit	7.95	5.25	Zynaps	7.95	5.25	Freeze Frame 3	(Cart)	33.95	Gunship	10.95	14.95	Starglider	11.95	16.95	Mag Max +		
Boggit	9.95	5.25	Shockway Rider	7.95	5.25	Expert Cartridge	7.95	5.25	Destroyer	N/A	N/A	Trivial Pursuit	(PCW)	16.95	Army Moves		£10.00
Ace	9.95	7.00	Gauntlet	8.99	6.25	Death or Glory	6.25	10.95	Trap Door	5.50	N/A	Head Over Heels	6.50	10.00	(SPECIAL OFFERS)		
Sabateur 2	7.95	5.45	Shadow Mordor	7.95	5.25	Star Raiders 2	6.75	10.95	Short Circuit	6.00	10.00	Army Moves	6.50	10.00	DOUBLE PACKS/COMMODORE		
Tai Pan	7.95	5.25	Slap Fighting	7.95	5.25	Slap Fight	6.25	10.95	Nemises	6.25	10.95	Auf Monty	6.95	10.95	Sky Runner +		
Quartet	9.99	6.75	Game Over	7.95	5.25	The Pawn	N/A	14.95	Elite Hit Pak	6.50	10.95	Starglider (PCW)	N/A	19.95	Last Ninja		£12.00
Final Matrix	7.99	5.25	Bubble	8.99	6.25	Elite 6 Pak	6.75	10.95	Rouge tropper	6.50	N/A	Gauntlet	7.25	11.95	Hit Pak 6 +		
Wizball	7.95	5.25	Last Ninja	9.95	6.50	Arkanoid	6.00	10.00	Zap 2	6.50	N/A	Shadows Mordor	6.50	10.95	Army Moves		£12.00
Dracula	9.95	6.75	Wiz	7.95	5.25	Wiz	6.75	10.95	Graphic Ad Cre	17.95	22.95	Pisan II (PCW)	6.50	10.95	Gauntlet +		
Sky Runner	9.95	6.50	Deathscape	8.99	6.25	Defender Crown	N/A	11.95	Lridium/Paradroid	6.00	N/A	Sabateur 2	6.50	10.95	Bombjack 2		£12.00
High Frontier	9.99	6.50	Sigma 7	7.95	5.25	Army Moves	6.25	10.00	Shao Lins Road	6.50	10.95	Arkanoid	6.50	11.95	All of the above on-		
Elite 6 Pak	9.95	6.75	Sunivor	8.99	6.25	Zynaps	6.25	10.00	Silicon Dreams	10.95	14.95	Livingstone	6.50	11.95	Cassette only)		
Samurai Trio	9.99	6.75	Gobots	8.99	6.25	Shadow Mordor	6.25	10.95	Jewels Darkness	10.95	14.95	Big Four	6.95	10.95			

Post & Packing Inc. Overseas Orders Please Add 75p per tape, Mail Order only. Cheques/postal orders

(Sterling only please) Made Payable to:

DISCOUNT SOFTWARE, Dept 3, 210 Nicholls Tower, Harlow, Essex, CM18 6EF
TELEPHONE (0279 29076) WEEKDAYS ONLY PLEASE

**ATTENTION
ALL
PROGRAMMERS
THE POWER HOUSE
NEEDS YOU!**

DON'T THINK ABOUT IT - DO IT!

**IS YOUR SOFTWARE
GOOD ENOUGH FOR US?
FOR THE BEST DEAL
SEND YOUR GAMES TO:**

**THE POWER HOUSE
204 WORPLE ROAD
LONDON SW20**

**THE
POWER
HOUSE**

PROGRAMMER PROFILES ON EVERY GAME

LIGHTSPEED SOFTWARE
60 HIGH STREET HANHAM BRISTOL BS15 3DR
TEL: (0272) 604130

24 HOUR ANSWER PHONE FOR ALL QUERIES
ATARI ST

ATARI ST	RETAIL PRICE	OUR PRICE	AMIGA	RETAIL PRICE	OUR PRICE
AIRBALL	24.95	19.00	ADV CONSTRUCTION SET	29.95	24.50
ARKANOID	14.95	12.50	ARCHON II	29.95	24.50
BARBARIAN (Psychosis)	24.95	20.00	ARCTIC FOX	29.95	24.50
BORROWED TIME	24.99	19.00	BALANCE OF POWER	45.95	37.50
BOULDERDASH CON SET	24.99	19.00	BARBARIAN	24.95	19.00
BRIAN CLOUGHS FOOTBALL	24.95	19.00	BORROWED TIME	24.99	19.00
BRIDGE PLAYER 2000	19.95	18.75	DEFENDER OF CROWN	24.95	19.00
CHAMPION WRESTLING	24.95	19.00	DEJA VUE	29.95	24.50
CRAFTON	19.95	17.50	DEMOLITION	9.95	8.75
DIGI DRUM	24.95	19.00	FAIRY TALE	49.99	44.00
EDEN BULES	24.95	19.00	FLIGHT SIM II	49.95	39.85
EXTRAVAGANZA	12.95	10.50	GUILD OF THIEVES	24.95	19.00
FLEET ST PUBLISHER	115.00	90.00	HACKER	24.99	19.00
FLIGHT SIM II	49.95	39.95	HITCHHIKERS GUIDE	29.99	24.50
FLIGHT SIM II SCENERY DISK 7	29.99	25.50	HOLLYWOOD HJINX	29.99	24.50
G.F. CHAMP FOOTBALL	24.95	19.00	JEWELS OF DARKNESS	19.95	15.00
GATO	24.95	19.00	KARATE KID II	24.95	20.00
GAUNTLET	24.95	19.00	LEADERBOARD	24.99	19.00
GOLDEN PATH	19.95	17.00	LEADERBOARD TOURNAMENT	9.99	8.75
GOLDRUNNER	24.95	19.00	LEATHER GODDESS	29.99	24.50
GUILD OF THIEVES	24.95	19.00	MARBLE MADNESS	29.99	24.50
HADES NEBULA	19.95	15.50	MEAN 18	29.99	24.00
HARDBALL	24.95	19.00	MINDSHADOW	24.99	19.00
HARDBALL	24.99	19.00	PHALANX	9.95	8.75
HOLLYWOOD HJINX	29.99	24.50	PORTAL	34.99	28.00
JUPITER PROBE	14.95	12.50	S.D.I.	29.95	24.00
KARATE KID II	24.95	19.00	SILENT SERVICE	24.99	19.00
KINGS QUEST II	29.95	24.00	SINBAD	39.99	32.00
LEADERBOARD	24.95	19.00	SKYFOX	29.95	25.50
LEADERBOARD TOURNAMENT	9.95	8.25	STARGLIDER	29.95	24.00
LIBERATOR	12.95	10.00	STATION FALL	29.99	25.50
M.G.T.	24.99	19.00	THE PAWN	24.95	19.00
MACADAM BUMPER	24.95	19.00	ULTIMA III	24.99	19.00
MEAN 18	24.95	19.00	UNWITTED	29.95	24.00
MERCENARY COMPENDIUM	24.95	19.00	WINTER GAMES	24.99	19.00
METROCROSS	24.95	19.00	WORLD GAMES	24.99	19.00
METROPOLIS	14.95	12.50	SPACE BATTLE	9.95	8.75
NINJA	9.95	8.25			
PASSENGER'S IN WIND	24.95	19.00			
PHANTASIE II	24.95	19.00			
PIRATES OF THE BARBARY COAST	24.95	19.00			
PLUTOS	14.95	12.00			
PRO SOUND DESIGNER	57.44	43.50			
PROHIBITION	19.95	15.50			
ROAD RUNNER	24.95	19.00			
SILENT SERVICE	24.95	19.00			
SILICON DREAMS	19.95	15.50			
SKYFOX	24.99	19.00			
ST REPLAY	79.95	62.50			
STARGLIDER	24.95	19.00			
STATIONFALL	29.99	25.00			
STRIKE FORCE HARRIER	24.95	19.00			
SUB BATTLE SIM	24.95	19.00			
SUPER CYCLE	24.95	19.00			
TENTH FRAME	24.95	19.00			
THE PAWN	24.95	19.00			
			ATARI ST NEW RELEASES		
			TRACKER	19.00	
			AUTO DUEL	19.00	
			OUTCAST	8.50	
			LURKING HORROR	25.50	
			TAI PAN	17.50	

All dates correct at time of print, if titles are delayed they will be sent at time of release.

M I C R O S E L L

MICROSELLS — It costs only £1 to advertise in Microsell!

Warning: It is illegal to sell duplicated or pirated software on tape or disc. You will now be liable for prosecution. All suspect advertisements will be forwarded to the Federation against Software Theft for further inspection.

ALL GAC OWNERS Ultimate GAC guide. Reveals powerful undocumented GAC features. SAE for details. £1.75 from The Essential Myth, 54 Church St, Tewkesbury, GL20 5RZ.

CACAPAC — extensive utilities package for Spectrum GAC owners. Compacter, optimizer, etc 'Ultimate GAC Guide'. £5.95 from The Essential Myth, 54 Church St, Tewkesbury GL20 5RZ.

ENGLISH CMB64 hacker has and would like to swap very latest software on disk, preferably in or around Europe. Send list to: Michael Fisher, Schemeringlaan 8, 1900 Overijse, Belgium.

ATARI 800XL 1050 disc drive, 1010 recorder + joysticks, books, magazines and a large amount of software. All in excellent condition, £190 onon. Tel Horwich 692710.

COMPUTER GAMES INDEX is an index of over 1000 games reviewed in C+VG. Details issue + page. Send £1.95 to S. coombs, 53 Rake Hill, Burntwood, WS7 9DF.

SPECTRUM POKES. To get those high scores, get our best-selling booklet of infinite lives pokes. 70 chart-topping games covered, including Gauntlet, Feud, and Head Over Heels, for an unbeatable £1.50! Post now, cheques/wrapped coins to Robert Burgess (SP), 1 Middlefield Road, Rotherham, S60 3JH. Written enquiries welcome.

ENCOUNTER. Fighter Pilot, Zaxxon, Worm in Paradise, Airstrike 2, Spellbound, Ninja, Kikstart, L.A. Swat, Thrust, One man & his droid, Submarine Commander, BMX Simulator, Cloak of Death. £25 the lot. Write to: A. Hughes, 67 St. Johns Walk, St. Ives, Cornwall TR26 2JJ.

CBM 64 disk drive + cassette recorder + 2 joysticks + 10 blank discs + 20 original games. Buyer collects. £175. Phone 01-530 2385 after 6.30pm.

CBM 64 OWNER wishes to swap many new games e.g. Delta, Auf-Monty. Wants anything reasonable, contact: Daniel Lecount, 28 Sycamore Grove, Braintree, Essex CM7 7LT. Telephone 0376-21499.

FOR SALE. CBM 64, C2N cassette unit, manuals, leads and reference guide plus 100 + of latest original software worth over £500 for £200 and/or 48K ZX Spectrum with joystick and interface over 100 games, all for £120 onon. Ring 01-940 0338 between 5 and 9pm and ask for Flo.

BBC B. Acorn DFS, Teletext Adaptor, Cumana look disc drive, tape recorder. Lots of games, magazines. Book will sell for £520. Ring 01-854 6283. Jimmy after 5pm.

CBM 64, C2N Tape Deck, Quickshot Turbo + Boss Joysticks, 87 Games inc. World Games, Leaderboard, Gauntlet, 26 ZZAP + C+VG Mags, worth £1,000. Sell £250 onon, (01) 892 0455.

CBM 64. Games to swap, old and new titles. Disk and Tape. All letters answered. Peter, 10 Pine Close, Canvey Island, Essex SS8 9JL.

CBM 64K. For Sale, with the 1701 Colour Monitor and over 3 original games including: Championship Wrestling, Gauntlet, Dragon's Lair II and many more great titles. This also includes the tape deck (new). Worth about £700 will sell for £250 onon for quick sale.

BARGAIN! Spectrum Plus with Joystick, cassette player, great games plus! Trojan Lightpen. All boxed — nearly perfect condition. £90 onon. Tel: Leicester (0533) 841795 after 5pm.

FOR SALE! CBM 64, data recorder, every accessory needed. Included 2 top quality joysticks. Over 100 games inc. very latest releases. Also copying devices. Bargain! £210. Tel: 483887 offer is only temporary.

NEW GAMES C-64 send list with your latest games to: Martin Limkilde, Høyrups Alle 1 2900 Hellerup, Denmark Hi: Triad New Bencor FP Alliance TTI.

BBC GAMES For Sale: Contraption, Firetrack, W.A.R., Commando, Gyroscope, Citadel, Yie-Ar, Kung-Fu 2, Nightshade, Strykers, Run, Knight Lore, Castle Quest, . . . Phone Ruislip (0895) 637709 Now!

SPECTRUM + Data Recorder + Interface + Joystick + 53 Software titles including Cass50 including Back to Skool + Skooldaze all worth £220 sell £130 onon. or swap for CBM64 and Data Recorder. Tel (Liverpool) 722 5457.

NEW CBM 64C for sale, joystick, games. If interested send S.A.E. only to Mr S. Muttu, 29 Perth Road, Plaistow, London E13 9DS.

AMSTRAD CDC464 Green screen monitor. Two joysticks tv modulation £500 or software all originals. Immaculate condition, sell for £380 onon. Tel: (0243) 527374.

FREE FALL LANDER multi-level space game of skill, quick-reacting nerves. Op Steel CBM64 cassette £1.75, to J. Gilbert, 14 Pingley Meadow, Brigg, S. Humberside.

CBM 64. Software to swap, with anyone in the world. Send your list to A. Kerrigan, Killen, Castledegr, Co. Tyrone, N. Ireland, BT81 7SH. All letters replied to — just send now!! (disc or tape).

MPS 803 printer for CBM64 WANTED must be in good working order. Apply Dorchester (0305) 62449.

CBM + 1541 + Dolphin DOS, c2N + HB801, Fin. Cart, Exp Cart, + ESM V210 software disk/tape. Prism mod'm 2000 + Mustang, artist 64 + mouse, all manuals. Worth £1000 bargain £550! Kev (0283) 48977 (Burton) buyer collect. COMPLETE COLLECTION of C+VG magazines from issue 1. Offers.

Atari disk and cassette games, Arkanoid, Strikenstein, many more, offers. Atari 800, 1010 recorder + £60 onon. Ring Paul 0942 675255 after 6pm.

MSX GAMES for sale, Way of the Tiger, Decathlon, Hunchback, Feud, Ninja, Jet Set Willy, Space Walk, Superbowl, Dogfighter, Jack the Nipper, Flightdeck, all very good condition. Wanted: Gauntlet and Football Manager, Please ask for Darren or Raymond. 076 881 602.

ATARI cassettes, swap or sell, Leaper, Gunlaw, Kikstart, Action Biker, laste V8, Spiky Harold, £1.00 each. Mr Robot, Polap-Piere, Blue Max, Airwolf £4.00. Roge (0684) 295180 evenings.

FOR SALE CBM 64 computer cassette deck, programmers guide, 2 joysticks, over 200 games worth £1,400, sell for £275. Tel: Chelmsford 323221.

BBC + B MODE Cub type for sale. £300 plus cassette data. Recorder + games + joysticks. 15 games. Blaggorette, Repton 3 £35. Tel: 422168.

ATARI 130XE and 1010 data recorder £76 post free. Happy backup board for Atari 1050 drive with rev7 software £85 onon. Phone 0703 474777.

ATARI DISK. original adventures. Sands of Egypt, Dark Crystal, Wizard and Princess, Ulysses, Blade of Blackpoole £5 each. Phone Nick, Southampton (0703) 474777.

CBM64 ORIGINALS. Alternate reality, Phantasie £6.50 each. Mindshadow, Ultima III, Dallas Quest, £3 each. Cassettes. Kayleth £4, Mordons Quest, Rats, Hobbit £2.50 each. Southampton 474777.

ATARI OWNERS. You can't afford to miss these bargains!!! Atari 11029 printer + dust cover + Atariwriter & Utilities software + paper. £85. Atari 850 interface + dust cover + Comms software. £65. Disks: shooting Arcade, Clowns & Balloons, Deluxe Invaders, Softporn adventure £5 each. Computer Chess ROM £7. Buyer collects or pays postage.

Telephone Crewe (0270) 766462 and ask for Gary or write to G. Tinsley, 11 Cooksmere Lane, Sandbach, Cheshire CW11 9BQ.

CBM 64 User would like to swap programs on disk new and old all around the world. Over 1700 titles send your list for mine all letters answered. Steve Davis, 28 Chipping Dr. Alexandra Hills 4161, Queensland, Australia.

COMMODORE 64, as new (boxed), cassette player & 1541 disc drive, 2 joysticks, Starter & Graphics Packs (boxed), 22 top games (9 on disc), over 35 magazines, value £650. Telephone: Buckingham (0280) 812994.

3,000 SOFTWARE TITLES IN STOCK

MANY C64/PLUS 4 & AMSTRAD DISC BARGAINS PLUS OTHER PERIPHERALS, JOYSTICKS, CABLES, & DUST COVERS
ROTRONICS 64K WAFERS £3.99 NEW STOCK WAFADRIE REPAIR & SERVICE £17.00 INC. WAFADRIE INFORMATION SHEETS.

SOFTWARE AVAILABLE FOR ALMOST ANY MACHINE EVER MADE INCLUDING: AMIGA, AMSTRAD, ATARI, BBC, CBM 64/128, C16/+4, DRAGON, ELECTRON, LYNX, MSX, PC COMPATIBLES, PCW, SPECTRUM, VIC 20, ZX81, PLUS GAMES CONSULS — ATARI 2600, PHILLIPS, PRINZTRONIC, SPECTRAVIDEO, & NEW 'SEGA'.

BACK CATALOGUE BARGAIN SPECIALIST

FULL LIST AVAILABLE. SEND LARGE S.A.E. PLEASE STATE MACHINE TYPE & DETAILS OF ANY SPECIAL TITLE OR ITEM REQUIRED. QUOTE CGV1.

YOU WILL BE SURPRISED AT OUR RANGE & PRICES. TRY US & SEE.

CAPRI MARKETING LTD

24A, WHITE PIT LANE, FLACKWELL HEATH, HIGH WYCOMBE, BUCKS. HP10 9HR
 CHEQUE, P.O. or ACCESS TEL: 06285-31244 + (24HR ANSWERING SERVICE)

BRIGHTSOFT COMPUTERS

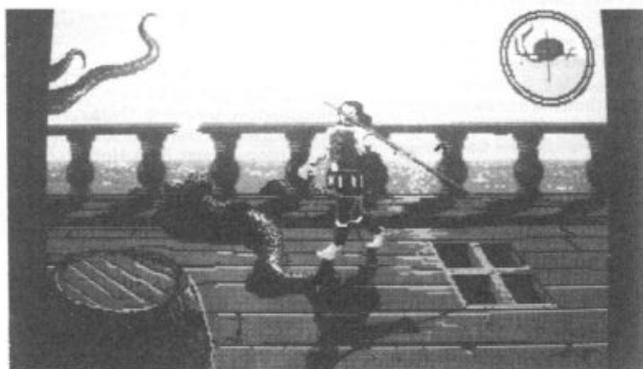
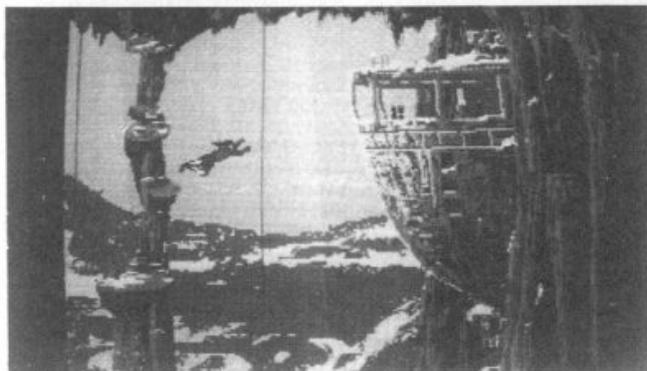
FELTON PARK, FELTON, MORPETH, NORTHUMBERLAND, NE65 9HN. TEL: (067087) 319 Hotline

SPECTRUM	RRP	OUR	COMMODORE 64	TAPE	DISK	AMSTRAD	TAPE	DISK
ARMAGEDDON MAN	12.95	9.95	ARMY MOVES	6.50	N/A	ARKANOID	6.50	11.95
ALF MONTY	7.95	5.50	ALP WIDER MONTY	7.20	11.95	ARMAGEDDON MAN	9.95	16.95
BARBARIAN	9.99	7.20	AUTO DUEL	7.20	11.95	ASPHALT	7.20	11.95
CATCH 23	7.95	5.50	BARBARIAN WARRIOR	7.20	11.95	BARBARIAN	7.20	9.95
CHALL. GOBOTS	9.99	6.50	BRIDE FRANKENSTEIN	7.20	9.95	CHAL. OF GOBOTS	6.50	11.95
EXILION	7.95	5.50	DECEPTOR	7.20	N/A	ENDURO RACER	7.20	11.95
F-15 STRIKE EAGLE	9.95	7.20	DEFENDER OF CROWN	8.95	N/A	GFL FOOTBALL	7.20	11.95
GAME OVER	7.95	5.50	GUNSHIP	11.95	16.95	GAUNTLET	6.50	11.95
GFL FOOTBALL	7.99	5.50	LAST NINJA	7.20	11.95	KINETIC	5.50	9.95
GUNRUNNER	7.95	5.50	LAUREL & HARDY	7.20	11.95	LIVING DAYLIGHTS	7.20	11.95
LAST MISSION	8.99	6.50	LIVING DAYLIGHTS	7.20	11.95	MASK	7.20	11.95
LIVING DAYLIGHTS	9.99	7.20	MAG MAX	6.50	N/A	PAPERBOY	7.20	11.95
MASK	7.95	5.50	MAX TORQUE	7.20	11.95	PROHIBITION	6.50	11.95
MICRONAUT ONE	9.99	7.20	REBOUNDER	6.50	N/A	QUARTET	7.20	11.95
NEMESIS WARLOCK	7.95	5.50	RENEGADE	7.20	11.95	RENEGADE	6.50	N/A
PROHIBITION	9.95	7.20	ROAD RUNNER	7.20	11.95	ROAD RUNNER	7.20	11.95
ROAD RUNNER	8.99	6.50	SAMURAI TRILOGY	7.20	11.95	SLAP FIGHT	6.50	N/A
SAMURAI TRILOGY	7.99	6.50	SHADOW SKIMMER	6.50	N/A	SURVIVOR	6.50	11.95
SLAP FIGHT	7.95	5.50	STARFOX	6.50	N/A	TAI PAN	6.50	N/A
STARFOX	8.99	6.50	STIFFLIP & CO	7.20	11.95	TAI PAN	6.50	N/A
SURVIVOR	8.99	6.50	TAI PAN	6.50	N/A	THE FINAL MATRIX	7.20	11.95
TAI PAN	7.95	5.50	TRIO HIT PACK	7.20	11.95	THING BOUNCES BACK	7.20	11.95
TANK	7.95	5.50	W.C. LEADERBOARD	6.50	9.95	TRIO HIT PACK	7.20	11.95
THE FINAL MATRIX	8.99	6.50	WZBALL	6.50	9.95	W.C. LEADERBOARD	7.20	11.95
TRIO HIT PACK	9.95	7.20	ZYNAPS	8.95	9.95	WONDERBOY	7.20	11.95
TRIO HIT PACK	9.95	7.20				WORLD GAMES	7.20	11.95
TRIO HIT PACK	9.95	7.20				ZYNAPS	6.50	11.95
W. CLASS LEADERBOARD	8.99	6.50						
ZYNAPS	8.95	5.50						

If you don't see any program here please ring our hot line between 9am-7pm.

MAIL ORDER ONLY. FREE POSTAGE.
 Cheques/P.O. made payable to Brightsoft Computers. For regular update lists please send SAE stating which computer.
 PLEASE NOTE ANY GAME NOT RELEASED WHEN ORDERED WILL BE SENT ON RELEASE DATE.

NEWS



▲ This is the first look at what could be the most grand and impressive games to be released on the Atari ST so far. It's called **Ancient Mariner** and it's from a relatively new name on the games scene, Systems Architect.

Systems Architect are probably best known for producing the *Three Little Pigs* demo using Mirrorsoft's Film Director.

Mariner will be a trilogy. The first part will probably be released towards the end of the year. You play the part of an impoverished 16th century seadog whose lands have been lost through gambling and bad business deals. To regain his former status in life he must trade — both legally and illegally — all over the world.

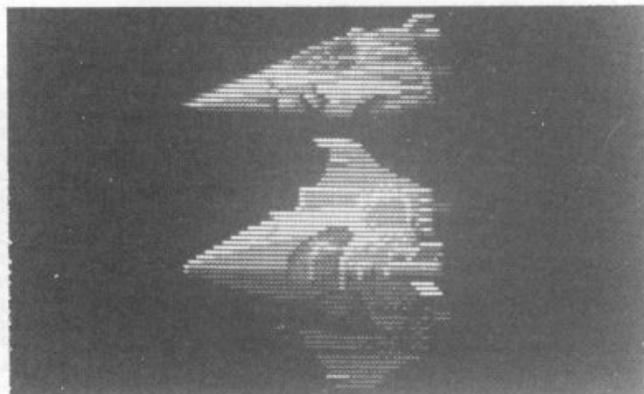
The game will combine fast arcade-action with icon-controlled elements. The screen shots include shows an excerpt from the life or death sequence depicting an Elizabethan harpoonist attacking the Kraken one of a host of giant sea-creatures that imperil your voyage.

Other arcade sequences include battles in the Spanish main, skirmishes against cannibals, raiding and boarding parties, hand to hand combat (you v computer).

Ancient Mariner is being programmed by ex-Ultimate ace Manuel Caballero, who claims **AM** is the first Atari game to be written in machine code, and the graphics are in the hands of artists Mike Jary and Emma Hughes.

Ancient Mariner, which will also be out on the Amiga, will probably be released by Mirrorsoft.

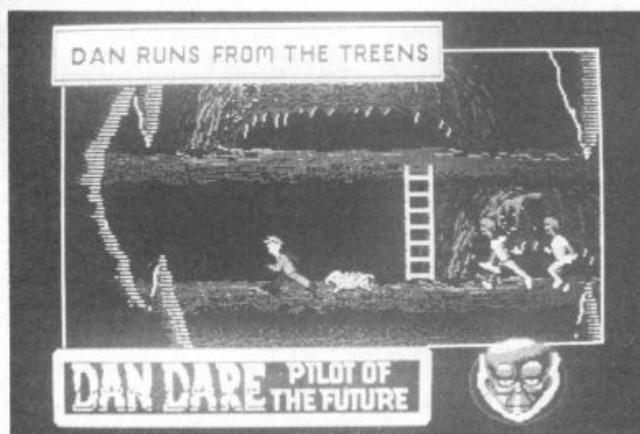
Meanwhile, Systems Architect also has another Atari game in the offing, **Dimension 45**, set on a light-less, disease-ridden earth where a mercenary must explore London to find something known as the "Eden device" will can be used to return the planet to civilisation. It should be released early next year.



Academy CRL's smash space game, had made the transformation to the Atari ST, price £19.95

In it you play a trainee skimmer pilot enrolled in the top training school of the Galcorp Academy for Skimmer Pilots. You will learn to design your own space ship and participate in many classes — all so secret that they can only be revealed to qualified skimmer pilots.

On graduation from the Academy you will take the space ship you have designed on 20 missions, encountering aliens and practising the top secret theory learnt at the Academy.



▲ Chins in, chests out, chaps. Stiffen your upper lips and get set to play **Dan Dare: Pilot of the Future** from Virgin. Watch out for Mekons landing near you soon.

PIRATES OF THE BARBARY COAST

Action, adventure and derring-do on the high seas

Back in time we take you. Back to the days of swashbuckling action on the high seas where you become the Captain of a 15 gun trading frigate. Whilst docked in Casablanca, your ship is attacked and plundered by "Bloodthroat the Pirate" a blood-thirsty rogue who terrorizes the seven seas. He has taken your daughter Katherine and demands 50,000 gold pieces for her safe return.

In Pirates Of The Barbary Coast experience the thrill of battle under sail, the atmosphere of exotic locations. Use all of your cunning, bravery and guile to fight and trade for the release of your daughter.

Combining skill, strategy and action, Pirates Of The Barbary Coast is the Pirate simulation game.

Pirates Of The Barbary Coast
Another great entertainment package from



Commodore 64/128 Disk £9.95
Atari 800 Disk £9.95
Atari ST Disk £12.95

Cascade Games Ltd, 1-3 Haywra Crescent, Harrogate, North Yorkshire HG1 5BG, England. Tel. (0423) 525325



ABOUT HOW I WAS THE KING'S CHOSEN ONE! OH, YES, THAT'S TRUE... I WAS SELECTED AS A CHILD, BECAUSE MY LOOKS PLEASED HIM...

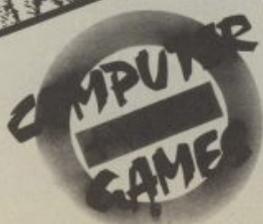


out on the 15th September



- Get wrapped with the spikey-topped barbarian Slaine in the totally berserk October issue of C+VG! We've got an exclusive review of the latest game to feature a cult 2000AD comic character. Coming from the same team who brought you Nemesis, Slaine is a totally original and exciting game. We'll have a pulse pounding competition plus a full colour map of Slaine's world. The October issue will simply slay you — don't you dare miss it!
- Meet the A-team in our 24 page full colour, totally FREE special 16-bit supplement — featuring all the hottest new games for the awesome Atari ST and Amiga. Packed with news, reviews and previews this is going to be the essential guide to games for the Amiga and ST. And it's FREE with C+VG, THE magazine for 16-bit games players.
- Games guides galore come you way next issue in the shape of our special Centurions map and tips from the man himself, Tony Crowther. PLUS a players guide to the sure fire hit Druid II. If it's tips you want then you know where to find them first!
- It's show time again. And we'll be bringing you a rundown on what's going to be on show at the Personal Computer World Show — a game by game guide which will help make the most of your visit to the UK's top software show.

Next Month



PIRATES! CHASE FAME & FORTUNE ON THE HIGH SEAS

The Action Adventure Simulation

Pirates! The world's first swashbuckling simulation.

Non-stop action and historical drama take place on the Spanish Main during the 17th century and you play the leading role - Privateer Captain, a pirate in all but name.

Leap into this era of turbulence and change - a time when daring adventurers can gain power and wealth.

Raid treasure-laden galleons and plunder rich ports. Learn to navigate, to fence and to avoid mutiny.

Uniquely, Pirates! combines the excitement of an adventure story with the challenge of simulation decision-making. You must choose the most lucrative expeditions, forge the most fruitful alliances and

negotiate the greatest profits.

Success will determine your status in later life. How will you end your days? A prosperous noble or common scoundrel?

Pirates! will be landing in all good software stores soon.

MICRO PROSE

Commodore 64/128. Disk £19.95.
Cassette £14.95.

MicroProse Software Ltd. 2 Market Place, Tetbury, Gloucestershire GL8 8DA. Tel: (0666) 54326. Tlx: 434222 MPS/UKG



Castle Computers

NOW TAKEN 47 BRIDGE STREET NEWCASTLE STAFFS ST5 2RY Tel: 0782 619159 Ext 25

Spectrum Special Offers:

RRP	OUR
Zynaps	7.95 5.50
Gunships	9.95 6.95
World Class L'Board	8.99 6.50
City Slicker	7.95 2.99
Pyracus	7.95 2.99
Thranatos	9.99 2.99
Fat Worm Blows A Sparky	9.99 2.99
Sigma 7	9.99 2.99
Deep Strike	9.99 2.99
Now Games 3	9.95 3.95
FA Cup Football	7.95 2.99
Virgin Challenger	7.95 2.99
Surgery	7.95 2.99
Strangeoop	7.95 2.99
Falcon Patrol II	7.95 2.99
Icele Works	— 2.50
Krackout	7.95 3.95
Snooker	9.95 1.99
Sorderon's Shadow	9.95 2.99
Danger Mouse In D Trouble	— 1.99
Evil Crown	9.95 3.95
War On Want	9.95 2.99
Enduro	9.95 2.99
Sky Runner	9.95 2.99
Orbit Terrorball	9.95 2.99
Aero Jet	9.95 3.95
Prodigy	9.95 2.99
Nexor	9.95 2.99
Cyberun	9.95 1.99
Avenger	9.95 4.95
Gauntlet	9.95 4.95
Back Rogies	9.95 2.99
Dan Dare	9.95 2.99
Zorro	7.95 2.99
The Boggit	7.95 2.99
Five Star Games	9.95 5.95
The Young Ones	9.95 2.99
Boulder	7.95 2.99
Trail Blazer	9.95 1.99
Matronix	9.95 3.95
Army Moves	7.95 1.99
Tai Pan	7.95 5.50
Short Circuit	7.95 5.50
Shag Fight	7.95 5.50
GFL Football	7.95 5.50
Game Over	7.95 5.50
Convoy Raider	7.95 5.50

Spectrum Special Offers:

RRP	OUR
Living Daylights	9.95 6.95
Quartet	9.95 6.95
Catch 22	8.95 6.50
Hi Pack II	9.95 6.95
Hi Pack Trio	9.95 6.95
Bismark	9.95 6.95
Vulcan	9.95 6.95
Rode Runner	8.95 6.50
Last Ninja	9.95 6.50
Barbarian	9.95 6.50
Silent Service	9.95 6.50
10 Mega Hits	9.95 4.95
Sweetest World	7.95 2.99
Wonderboy	9.95 6.95

Spectrum Special Offers:

RRP	OUR
Sentinel	9.95 6.95
Strike Force SAS	9.95 3.95
Livingstone	8.95 6.50
Hydrofoil	7.95 5.50
Into Eagles Nest	8.95 6.50
Little Computer	—
People (128)	9.95 6.95
Now Games 4	9.95 6.95
Star Games II	9.95 6.95
Scalextric	9.95 6.95
World Games	8.95 6.50
Zulu War	9.95 6.95
Paperboy	7.95 5.50

C64 Special Offers:

RRP	OUR
World Class Leaderboard	9.95 6.95
Slap Fight	8.95 6.50
Last Ninja	9.95 6.95
Barbarian	9.95 6.95
Quartet	9.95 6.95
Gunship	14.95 10.50
Army Moves	8.95 6.50
Living Daylights	9.95 6.95
Game Over	8.95 6.50
Convoy Raider	9.95 6.95
Movie Monster/World Games	9.95 6.95
Wonderboy	9.95 6.95
Rode Runner	9.95 6.95
Bubble	9.95 3.95
Hi Pack II	— 3.95
Hi Pack Trio	7.95 3.95
Silent Service	9.95 6.95
Egypt Epics	9.95 6.95

OUR PRICE

Revs+	5.95
Tiger Mission	3.99
Indis Alpha	2.99
Mission Ad	3.95
Parrax	3.95
Mission Elevator	3.95
Hot Wheels	2.99
Super Cycle	4.95
Shadows Roads	3.95
Ye Ar Kung Fu II	3.95
Breakthrough	3.95
Howard The Duck	3.95
Saxxon Thalamus	3.95
Paradox/Uridium	3.95
Sentinel	3.95
Aliens	3.95
Legion Of Kage	3.95
Super Huey II	4.95
Escape Sinpes Castle	4.95
Levathan	3.95
Firetrack	3.95
Tap Team Wrestling	3.95
The Vikings+	3.95
Thing Bounces Back	3.95
Rana Rama	4.95
Archie II	2.99
Ball Busters	1.99
Lords Of Midnight	2.99
Doomdark Revenge	4.95
Lucas	2.99
Krackout	3.95
Engine Force	1.99
Nodes Of Yesod	2.99
W Series Baseball	2.99
Glider Rider	3.95
Law Of The West	2.75
PSI 5 Trading Co	2.99
Goldie	3.95
Now Games III	3.95
Transformers (Activ)	3.95
Warrior II	2.99
Bored Of The Rings	2.99

Amstrad Special Offer:

RRP	OUR
Asphalt	9.95 6.95
Living Day Lights	9.95 6.95
Paperboy	9.95 6.95
Rode Runner	9.95 6.95
Wonderboy	9.95 6.95
Barbarian	9.95 6.95
City Slicker	9.95 2.99
Imposaball	9.95 6.95
Now Games 3	9.95 6.95
Virgin Challenger	9.95 2.99
Galvan	8.95 3.95
Heart Warriors	8.95 3.95
Firelord	8.95 3.95
Breakthrough	8.95 3.95
Super Cycle	9.95 4.95
Dandy	9.95 2.99
Aliens	8.95 3.95
Tarzan	9.95 3.95
Highlander	9.95 3.95
Iedon	9.95 4.95
Kevious	8.95 4.95
Dragons Lair	8.95 3.95
10th Frame	9.95 2.99
S Computer Hits	— 3.95
Nemesis Warlock	9.95 2.99
Thing Bounces Back	9.95 3.95
Shadows Road	8.95 3.95
Grange Hill	8.95 2.99
Top Gun	8.95 4.95
Shockway Rider	8.95 4.95
Thanatos	9.95 2.99
Deep Strike	9.95 2.99
Sigma 7	7.95 2.99
Battle Of	—
The Planers	7.95 1.99
Academy	9.95 2.99
Football Manager	9.95 2.99
Gyroscope	9.95 2.99
Fighting Warrior	9.95 2.99
Winter Games	9.95 5.95
Nomad	8.95 2.99

We are moving to larger premises shortly and must clear the following stock quickly, hence the silly prices! Please state an alternative if not phoning first!

C64 Discs:

RRP	OUR
World Class Leaderboard	14.99 10.50
Last Ninja	14.99 10.50
Colonial Conquest	19.95 14.95
Wizards Crown	14.95 10.50
Auto Dust	17.95 14.95
Gunship	19.95 14.95
Battle L-user	24.95 19.95
War In South Pacific	24.95 19.95
Planes	19.95 14.95
Guild Of Thieves	— Please Phone

THE ABOVE MUST BE SOLD OFF BEFORE WE MOVE TO BIGGER PREMISES! BE QUICK FOR THESE

PHONE OUR HOTLINE NOW 0782 619159

NATIONAL COMPUTER LIBRARY

Hire Software Before You Buy It

- ◆ NOW UNDER new management
- ◆ OVER 8,000 different titles available for hire for the COMMODORE, SPECTRUM, ELECTRON, BBC, AMSTRAD all models, ATARI, and MSX computers and now ATARI ST.
- ◆ ARCADE, ADVENTURE, EDUCATIONAL and BUSINESS software too.
- ◆ HIRE PRICES from only £1.00 INC. P&P.
- ◆ 20% DISCOUNT off all purchase software.
- ◆ LIFE MEMBERSHIP £6.00. Hire your first title FOC.
- ◆ FREE CATALOGUE.
- ◆ FAST RETURN OF POST SERVICE (if reserves are given).
- ◆ ALL GAMES manufactured ORIGINALS with full documentation.
- ◆ EUROPEAN members welcome.
- ◆ UP TO 65% OFF software, regular sales lists sent to all members.
- ◆ Full computerised system keeps track of your order. We pride ourselves in being the most professional Hire Library in the United Kingdom, with experienced staff who know what the word service means. Backed by our own software company and programmers.

Send large S.A.E. now for free catalogue. NATIONAL COMPUTER LIBRARY 1 Walkers Road, North Moors Moat, Redditch 1398 9HE 0527 591450.

NAME _____ CVG _____ ADDRESS _____

COMPUTER MODEL _____

MAIL-SOFT

* COMMODORE 64 *	** SPECTRUM **	****AMSTRAD****	
BARBARIAN — D2	7.25	MASK — D2	7.25
NEMISES — D2	6.95	ELITE — D4	9.95
W.C. LEADERBOARD — D2	6.99	EXOLON — D2	6.80
ELITE — D3	9.95	MYSTERY OF NILE — D2	5.50
ZYNAPS — D2	6.60	ELITE HIT PACK II — D2	7.25
EPYX EPICS — D2	6.99	ELITE TRIO PACK — D2	6.99
A.I.S.K. — D2	6.70	W.C. LEADERBOARD — D2	6.99
EDGE CLASSICS — D1	6.70	TANK — D2	6.50
TRIVIAL PURSUIT — D4	9.99	BATTLE SHIPS — D2	6.50
EXOLON — D2	6.50	GUILD OF THIEVES — D4	11.95
ATHENA — D2	6.50	ROAD RUNNER — D2	6.99
GUILD OF THIEVES — D4	6.50		
SLAP FIGHT	7.25		
ELITE 6 PACK II — D2	7.25		
JAIL BREAK — D2	4.99		
REVS PLUS — D2	6.99		
LAST MISSION — D2	6.99		
ROAD RUNNER — D2	7.25		
RE-BOUNDER — D2	6.99		
WONDER BOY — D2	7.25		
WATER POLO — D2	6.99		
ENDURO RACER — D2	6.99		
EAGLES — D2	6.70		
TANK — D2	6.70		
ARMAGEDDON MAN — D2	9.95		
ELITE SIX PACK — D2	6.99		
KILLED UNTIL DEAD — D2	6.99		
REBEL — D2	6.99		
WIZ — D2	6.50		
ELITE TRIO PACK — D2	6.99		
TAI — PAN — D2	6.70		
CALIFORNIA GAMES — D2	7.25		
LAST NINJA — D2	6.99		
ARKANOID — D2	6.50		
SURVIVOR — D2	6.99		
GUNSHIP — D4	10.95		
GAME OVER — D2	6.50		
METROCROSS — D2	6.99		
MYSTERY OF NILE — D2	5.50		
DEFER OF CROWN — DISK	11.95		
FREEZE MACHINE	26.99		
MASK — D2	6.99		
FREEZE FRAME LAZER	37.95		
FREEZE FRAME MK.IV	26.95		
EXPERT + ESM	27.95		
ACTION REPLAY MK 3	27.95		
FINAL CARTRIDGE	36.95		
BARBARIAN	7.25		
W.C. LEADERBOARD	6.50		
MYSTERY OF NILE	5.75		
ELITE 6 PACK II — D2	7.25		
EXP FIST II	5.99		
BATTLESHIPS — D2	5.50		
THE LAST NINJA	6.99		
ATHENA	5.50		
SURVIVOR	6.50		
TANK	6.50		
HIGH FRONTIER	6.99		
SLAP FLIGHT	5.75		
THE PAWN — 128K	9.95		
EXOLON	5.60		
MICRONAUT I	6.99		
NEMESIS THE WARLOCK	6.50		
WONDER BOY	6.99		
ARMAGEDDON MAN	6.99		
QUARTET	6.99		
REBEL	6.99		
LAST MISSION	6.50		
LEADER BOARD	6.99		
CONVAY RAIDER	5.50		
BATTLEFIELD GERMANY	3.99		
ELITE TRIO PACK	6.99		
THING BOUNCES BACK	5.75		
SILENT SERVICE	6.99		
CONFLICTS 11	5.50		
ELITE 6 PACK	6.99		
ZYNAPS	5.95		
GUNSHIP	7.25		
METROCROSS	6.50		
WIZBALL	5.75		
F15 — STRIKE EAGLE	7.25		
TAI-PAN	5.50		
YANKEE	7.25		
SILICON DREAMS	9.95		
ENDURO RACER	6.99		
TRIVIAL PURSUIT	10.95		
WIZ	5.50		
MASK	5.90		
CONFLICT 1	9.99		
GUN RUNNER	5.75		
KEAMPSTON INTERFACE	6.95		
RAM TURBO INTERFACE	12.95		
MULTIFACE 128	44.95		
MASK — D2	7.25		
ELITE HIT PACK II — D2	7.25		
ELITE TRIO PACK — D2	6.99		
W.C. LEADERBOARD — D2	6.99		
TANK — D2	6.50		
BATTLE SHIPS — D2	6.50		
GUILD OF THIEVES — D4	11.95		
ROAD RUNNER — D2	6.99		
GUILD OF THIEVES	18.75		
THE PAWN	18.75		
STARGLIDER	18.75		
WORLD GAMES	18.75		
WINTER GAMES	18.75		
DEFENDER OF CROWN	22.95		
BALANCE OF POWER	29.95		
10 x 3" DISKS	24.95		
10 x 5 25" SS48TP1	7.50		
25 x 5 25" SS48TP1	13.95		
10 x 5 25" DS48TP1	8.95		
25 x 5 25" DS48TP1	14.95		
10 x 3 3"	14.90		
GAUNTLET	18.75		
ROADRUNNER	18.75		
FLIGHT SIMULATOR 11	35.95		
GUILD OF THIEVES	18.75		
FLEET ST PUBLISHER	99.99		
STAR TREK	13.95		
ART DIRECTOR (520K)	39.95		
FILM DIRECTOR	49.95		
SUB BATTLE SIMULATOR	18.75		
BARBARIAN	19.95		
KONIX JOYSTICK	10.99		
CHEETAH MACH 1	12.99		
CHEETAH 125+	7.95		
QUICKSHOT II	7.50		
COMP PRO 9000	13.95		
QUICK SHOT II TURBO	12.95		
EUROMAX PROFESSIONAL	17.95		
COMP PRO 5000	13.95		

Disk version available: D1 £9.95, D2 £10.95, D3 £12.95, D4 £14.95. Post & Packing included in UK. Europe add £1 per tape. Elsewhere £1.50 per item. Cheq/PO loy. Mail-Soft, PO Box 589, London N15 6JJ. Access and Visa orders welcomed. If you do not see the game you want, simply deduct 30% of the RRP and we will send to you. (Except Budget Titles) * Denotes new releases, will be sent to you as soon as the game is released from the software house. Please specify computer type in your order.

C64/128		Cass	Disk	AMIGA		ATARI ST		
Adv. Art studio	19.95	19.95	Barbarian	18.95	Airball	18.95	Barbarian	18.95
Air Reality II	14.95	14.95	Bureaucracy	26.95	Alt Reality Dungeon	18.95	Barbarian	18.95
Arkham Manor	6.55	6.55	Chmpshp Baseball	18.95	B Clough Football	18.95	Barbarian	18.95
Armageddon Man	9.75	11.20	Defender of the Crwn	18.95	Flight Sim II	37.95	B Clough Football	18.95
Athena	6.55	6.55	Fairy Tale	37.95	Gauntlet	18.95	Flight Sim II	37.95
Autoduel	14.95	14.95	Guild of Thieves	18.95	Gauntlet Deeper Dngn	9.95	Gauntlet	18.95
Battle Cruiser	14.95	14.95	Hitchhiker's Guide	22.95	Guild of Thieves	18.95	Gauntlet Deeper Dngn	9.95
Bismark	7.25	11.20	Hollywood Hi Jinx	22.95	Indiana Jones	18.95	Guild of Thieves	18.95
Blitzkrieg	6.55	9.75	Karate Kid II	18.95	Indiana Jones	18.95	Indiana Jones	18.95
Bride Frnkstein	7.25	9.75	Leaderboard Golf	18.95	Leaderboard Golf	18.95	Indiana Jones	18.95
Broadsides	19.95	19.95	Leather Goddess	22.95	Leaderboard Golf	18.95	Leaderboard Golf	18.95
Bureaucracy (128)	28.95	28.95	Portal	26.95	Prohibition	14.95	Leaderboard Golf	18.95
BC4	7.25	11.20	SDI	22.95	Road Runner	18.95	Prohibition	14.95
Carrier Force	14.95	14.95	Silent Service	18.95	Roadwar 2000	18.95	Road Runner	18.95
Carriers at War	14.95	14.95	Starboard	22.95	Silent Service	18.95	Roadwar 2000	18.95
Catch23	6.55	9.75	Starboard	22.95	Silent Service	18.95	Silent Service	18.95
Colonial Cnqwst	19.95	19.95	Stationfall	18.95	Starrek	14.95	Silent Service	18.95
Convoy Raider	7.25	11.20	Uninvited	22.95	Starrek Simulator	18.95	Starrek	14.95
Destroyer	11.20	11.20	Winter Games	18.95	Tai Pan	14.95	Starrek Simulator	18.95
Dfnder of Crown	11.20	11.20	World Games	18.95	Top Gun	14.95	Tai Pan	14.95
					Xevious	18.95	Top Gun	14.95
							Xevious	18.95

Mail Order Software service for Britain

WORLDWIDE SOFTWARE

Europe, Middle East USA, Africa Australia and many other countries

C64/128	cass	Disk	C64/128	Cass	Disk	C64/128	Cass	Disk
Elite	11.20	14.95	Laurel/Hardy	7.25	11.20	Shadows Mordor	6.55	11.20
Epyx Epics	7.25	11.20	Leather Goddess	—	19.95	Silent Service	7.25	11.20
Exolon	6.55	—	Living Daylight	7.25	—	Staplight	6.55	9.75
Falcon	7.25	11.20	Mask	7.25	11.20	Stationfall	—	19.95
Final Matrix	7.25	11.20	Mega Apocalypse	6.55	9.75	Stiltip & co	7.25	9.75
High Frontier	19.95	19.95	Mini Office II	12.75	14.95	Srt Baseball	7.25	11.20
High Sim II	33.95	—	Mdr on Afric	11.20	14.95	Srt Basketball	7.25	11.20
F15 Strk Eagle	7.25	11.20	Panzer Grenad	—	14.95	Subbattl Sim	7.25	11.20
Game Over	6.55	—	Phantasia II	—	14.95	Tai Pan	6.55	—
Gettysburg	24.95	24.95	Pirates	11.20	14.95	Tank	—	14.95
Gld of Thieves	14.95	14.95	Plasmatron	7.25	—	The Pawn	—	14.95
Gunship	11.20	14.95	Portal	—	19.95	Triaxos	7.25	9.75
Hikkers Guide	7.25	11.20	Prohibition/Realms of	7.25	11.20	Ultima IV/IV	—	14.95
High Frontier	19.95	19.95	Darkness	—	14.95	Up Periscope	—	28.95
Hollywood Hi Jinx	11.20	11.20	Reb Chickamauga	—	19.95	USAAF	—	23.95
IQ	6.55	11.20	Rebounder	7.25	11.20	War in S Pacific/Wargame	19.95	—
Indiana Jones	7.25	11.20	Renegade	6.55	—	Cat Set	7.25	11.20
Inheritance II	7.25	11.20	Revs +	7.25	9.75	Wargame Greats	11.20	14.95
Kid until Dead	7.25	11.20	Road Runner	7.25	11.20	World Cls Ldbd	7.25	11.20
Last Mission	7.25	11.20	Sector 90	6.55	—	10 5 1/4" Blank Disk	7.99	—
Last Ninja	7.25	11.20						

All price include postage and packing in UK, Overseas orders please add £1.00 per cass/disk for AIR MAIL delivery, Send SAE for catalogue and new releases (please state machine type i.e. Spectrum, MSX, BBC etc.)

Access orders welcome by phone or letter.

Cheques and postal orders payable to

WORLDWIDE SOFTWARE
1 Bridge Street Galashiels TD1 1SW
Tel: 0896 57004

COLNE VALLEY COMPUTERS

Atari 520 STM	£239.95	Atari 1040 STF System	£659.95
Atari 520 STFM	£359.95	Amiga 500	£499.95
Atari 520 STM System	£429.95		
Atari 520 STFM System	£459.95		
Atari 1040 STF	£559.95		

PRICE CUT DUE ON ATARI ST SEPT. 1st. RING FOR DETAILS

ST Software	Price	Amiga Software	Price
Accountant	£129.95	Silent Service	£19.99
Accountant Plus	£174.95	Hacker	£19.99
Superbase Personal	£79.95	Shang Hai	£19.99
D Base II	£99.95	Adventure Con. Set	£24.99
K Data	£39.95	Artic Fox	£24.99
Personal Money	£24.95	Sky Fox	£24.99
Manager	£24.95	Pawn	£19.99
Fleet St. Ed.	£129.99	Leather G. of Phobos	£24.99
Fleet St. Pub.	£99.99	Ballyhoo	£24.99
Film Director	£54.99	Cut Throats	£24.99
Winter Games	£19.99	Mindshadow	£19.99
Strike Force Harrier	£24.99	Portal	£19.99
Star Glider	£19.99	Shang Hai	£16.99
Silent Service	£19.99	Sorcerer	£24.99
Shang Hai	£20.99	Spellbreaker	£24.99
Rogue	£19.99	Wishbringer	£24.99
Pawn	£19.99	Bridgemaster	£16.99
Moonmist	£24.99	Chessmaster 2000	£24.99
Mindshadow	£19.99	Pitstop II	£16.99
Mercenary Comp.	£19.99	Winter Games	£16.99
Little Comp. People	£29.99	Summer Games 2	£16.99
Leaderboard	£19.99	Trivial Pursuit	£19.99
3-D Chess	£19.99	Ballyhoo	£24.99
Hacker 2	£19.99	Leather G. of Phobos	£24.99
Sky Fox	£19.99	Passengers on Wind	£19.99
Trailblazer	£19.99	World Games	£19.99
Ballyhoo	£24.99	Sub Battle	£19.99
Cut Throats	£24.99	Destroyer	£19.99
Leather G. of Phobos	£24.99	Infiltrator	£19.99
Spellbreaker	£24.99	Roadwar 2000	£19.99
Passengers on Wind	£19.99	Silent Service	£19.99
Black Cauldron	£34.99	Conflict in Vietnam	£19.99
World Games	£19.99	F-15 Strike Eagle	£17.99
Xevious	£19.99		
Arena	£24.99		
Gauntlet	£19.99		

All prices include VAT and postage in UK.
Please make cheques payable to: Colne Valley Computers
4 Rose Green, Colchester Road, Chappel, Colchester, Essex CO6 2AB. Tel: 0206 240485/560638
ACCESS/VISA WELCOME

FOOTBALL MANAGEMENT

3 Classic Football Management Strategy Games. Each of these Quality games is packed with **GENUINE FEATURES** to make them the most **REALISTIC** available.

PREMIER II - A COMPREHENSIVE LEAGUE GAME - Play all teams home and away. Full squad details all teams. Injuries, Team styles, In-match substitutes. Named & recorded goal scorers. Comprehensive transfer market. 5 Skill levels. Financial problems, Job Offers, Morale, Save game and MORE!
Price - 48/128K Spectrum £6.95.

Also available on the 64/128K Commodore - **PREMIER LEAGUE** - Includes many of the features of Premier II - Price £6.50.

WORLD CHAMPIONS - A COMPLETE WORLD CUP SIMULATION - From the first friendlies, qualifying stages, four matches and onto the FINALS - Select from squad of 25 players, 2 In-Match substitutes allowed. Discipline table, 7 Skill levels and MUCH MUCH MORE! Includes a full text match simulation with Injuries, Bookings, Sending off, Corners, Free kicks, Match timer, Injury time, Extra time, Goal times and MORE!
Price - 48/128K Spectrum £6.95. 64/128K Commodore £7.95.

EUROPEAN II - CAPTURES THE FULL ATMOSPHERE OF EUROPEAN COMPETITION - Home & away legs. Away goals count double (if drawn). Full penalty shoot out (with SUDDEN DEATH), 7 Skill levels, 2 subs allowed, Pre match team news, Discipline table, Full team & substitute selection, Disallowed Goals and MUCH MUCH MORE! Plus FULL TEXT MATCH SIMULATION.
Price - 48/128K Spectrum £6.95. 64/128K Commodore £7.95.

FANTASTIC VALUE Buy any 2 games Deduct £2.00 from total
Buy all 3 games Deduct £3.00 from total

All games are available for IMMEDIATE DESPATCH by 1st Class Post and include FULL Instructions. (add £1.00 outside UK)

From: E & J Software Room 5, 37 Westmoor Road, ENFIELD, Middlesex EN3 7LE



TELE-GAMES

Europe's Largest Stock Of Video Games & Cartridges For -

ATARI 2600
INTELLIVISION
IN STOCK NOW

Nintendo SEGA

WICO JOYSTICKS FOR NINTENDO IN STOCK NOW
The leading Video game specialists. Send for lists (state make of game)
TELEGAMES, WIGSTON, LEICESTER, LE8 1TE (0533-880445)

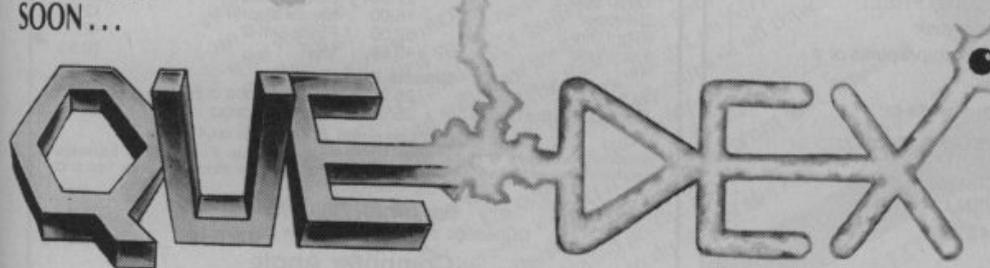
ROLLING UP SOON...

QUEST

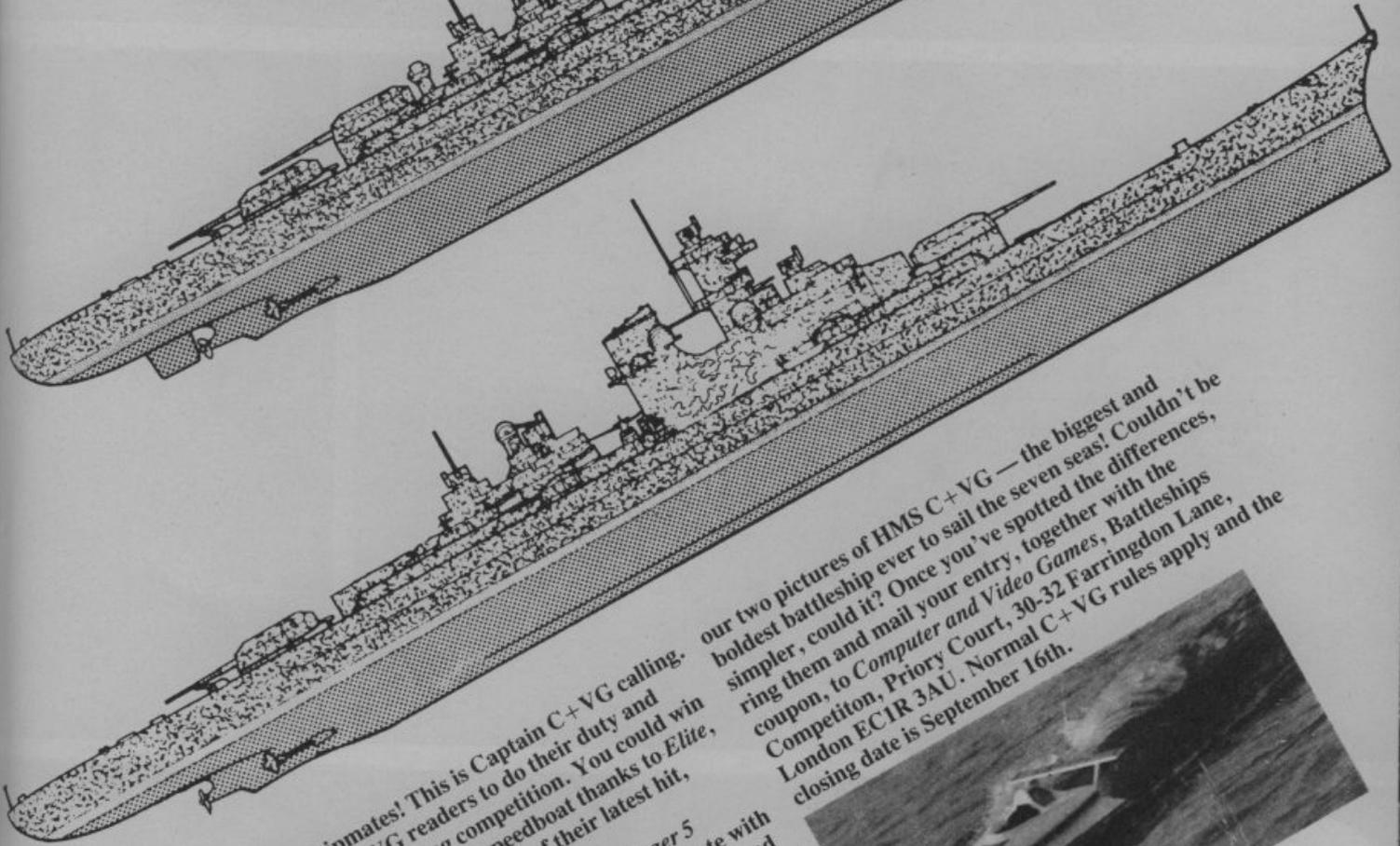
BY STAVROS FASOULAS CBM 64/128

THE QUEST FOR ULTIMATE DEXTERITY

THALAMUS




BATTLESHIPS COMPETITION



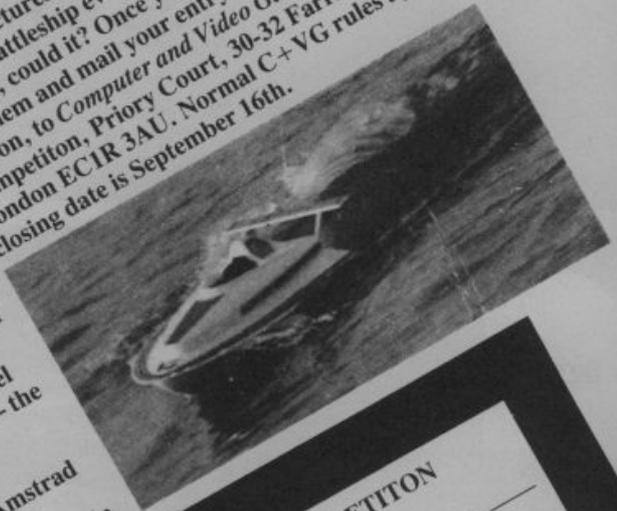
● Ahoy there shipmates! This is Captain C+VG calling. And I expect all C+VG readers to do their duty and enter this special sea-faring competition. You could win an awesome radio-controlled speedboat thanks to *Elite Battleships*!

● First prize-winner will get a *Niko Challenger 5* radio-controlled speed-boat which comes complete with hand-held transmitter. Challenger 5 is super-sleek and super fast and will blow away anything else at your local pond! PLUS a copy of the *Battleships* game.

● Three second prize-winners will get an Airfix model of one of the most infamous battleships of all time — the *Bismark*. PLUS *runners-up* will get a copy of *Battleships* — currently available for the C64/Spectrum and Amstrad and soon to be released on the ST.

To win all you have to do is spot the five differences in

our two pictures of HMS C+VG — the biggest and boldest battleship ever to sail the seven seas! Couldn't be simpler, could it? Once you've spotted the differences, ring them and mail your entry, together with the coupon, to *Computer and Video Games*, Battleships Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Normal C+VG rules apply and the closing date is September 16th.



C+VG/ELITE BATTLESHIPS COMPETITION

Name _____

Address _____

Computer owned (tick box) Spectrum C64
 Amstrad ST

Frame Up!

Thunderbirds are Go on the ST thanks to Atari artist *Shaun Davies* of Barnsley! He created these neat pics from his favourite TV show using Mirrorsoft's *Art Director*. Meanwhile, a Compunet freak, *Boz* has set us a couple of his pics — The Wizard and good old Clint. Mr Eastwood also featured on an Amstrad tape from *Wayne Grover* who drew his fave movie star in a scene from *Heartbreak Ridge*. Hugh Binns from Wolverhampton flies high with his *Airwolf* art. *Karl Hornell*, programmer of the budget blast *Fungus*, sent us this cute picture of the lovely *Melissa Ravenflame* and says a big hello to C+VG readers in his home country of Sweden. Remember — keep those screen gems coming. Send your discs — complete with comprehensive loading instructions and a totally indestructible sticker or something with your name, age and address on it — to *Computer and Video Games, Frame-Up, Priory Court, 30-32 Farrington Lane, London EC1R 3AU*.



vin



vivi

COMPUTER GAMES

I BUY C+VG EVERY MONTH. IT COVERS ALL COMPUTERS. THERE'S MORE GAMES REVIEWS, BETTER COMPETITIONS, FREE POSTERS. GREAT HINTS & TIPS AND THE BEST ADVENTURE COLUMN IN THE WORLD... OH AND IT'S GOT MY PICTURE IN IT!

BIG RED CAN'T BE WRONG. COMPUTER & VIDEO GAMES. THE BIGGEST SELLING GAMES MAG IN THE WORLD. ON SALE 15th OF EVERY MONTH.



Big Red has either stamped on my local newsagent or Mellissa has run off with him. Either way I'm having trouble getting hold of my monthly copy of C+VG.
Please help.
Signed *Desperate*

Editor's Reply,
I'm afraid Big Red can get a bit out of hand, and as for Mellissa well there's no accounting for taste. To ensure you don't miss a single copy of C+VG, why not take out a subscription. We guarantee that you'll receive 12 months' issues, posted direct to your door on the 15th of every month.

Please start me a subscription to Computer & Video Games.

Tick Box

U.K. £15

Europe £28

(Surface Mail) - Rest of World £35

(Airmail) - Rest of World £60

I enclose a cheque/P.O. for £ _____

Please debit my Access/Visa A/c:

Amount £ _____ Number _____

Expiry Date _____ Signed _____

Name _____

Address _____

Postcode _____

Please make cheques payable to Computer & Video Games.

Return to: Carl Dunne, C+VG, Magazine Services, EMAP, 30-32 Farringdon Lane, London EC1R 3AU. Telephone: 01-251 6222.





Wayne's Play by Mail

The first thing I would like to do this month is thank all the people who wrote in applying for the reviewing positions that I offered in the July edition. There were hundreds of letters which ranged from the sublime to the ridiculous. Someone even tried to bribe me!! I can assure you that I read every letter and the people who were selected will be notified shortly.

I just regret that there are not enough games for everyone to playtest at the moment, but new games are being created daily so eventually everyone will get to test one. It just takes time.

Talking of time, the time, date and place of the next K. J. C. London pub meet has been announced. It will start at 11am on 3rd October at "The Horn Of Plenty" public house, which is 25 yards on the right of Mile End tube station (Central Line).

Once again a couple of hundred P.B. Mers will spend the day chatting about K. J. C.'s four games, *It's A Crime*, *Earthwood*, *Crasimoff's World* and *Capital*. Kevin Cropper, K. J. C.'s managing director,

will be attending and he will be bringing with him a couple of his GMs to answer all your queries/problems.

For those of you who have never been to a K. J. C. pub meet, I'll give you a brief idea of what you've been missing. It is the chance for you to actually meet the other players in your game and discuss tactics whilst you have a drink. You get to meet loads of new people, pick up hints about the game, make alliances, sort out your problems and generally have a great time.

This time the meet has been arranged so that we will not have to move (or in some people's case, stagger) out of the pub. The publican has very kindly agreed to apply for an extension and he will open throughout the afternoon. Hot and cold meals will be available all day.

All C+VG readers of the age of 16 and above are welcome. If you have never played a P.B.M. before, please feel free to attend as this is a golden opportunity for you to get involved with a great hobby. Even if you do play P.B.M. but don't play any

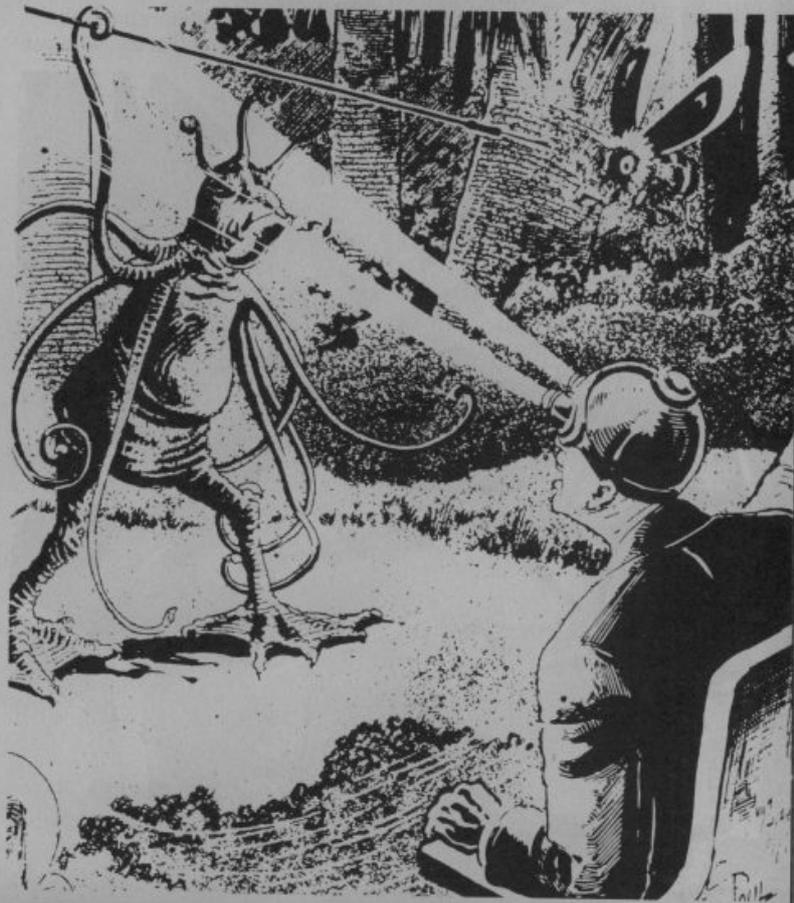
of K.J.C.'s games, you will learn a lot about P.B.M. in general if you turn up. Also, you do not have to live in London to attend. There will be people from the length and breadth of the country.

This is a chance for the readers playing in the special C+VG version of *It's A Crime* to come along and pick up a few game winning hints. A few people from C+VG, including myself, will be attending, so please come over and have a chat. See you there!!

Moving on now to the long awaited Sloth Enterprises, "Gameplan" competition results, it is apparent that the question I set in June edition confused a few people as it was slightly ambiguous. I asked "Who won the 1984 Superbowl" and the answer to this could have been either the L.A. Raiders, the team who actually won the Superbowl in the year 1984 or the San Francisco 49'ers who won Superbowl XIX at the climax of the 1984 season. To compensate for this I decided to accept either answer and

below are the details of the ten winners: Mark Walton of Sidcup, Kevin Pack of Higham Ferrers, Simon Cotterill of Stock-on-Trent, Stephen Dulson of Kinver, Wai Cheong Kwok of Braintree, David Haffner of Redditch, Kenneth Banks of Glasgow, Robert Gotobed of Harlow, Martin Owen of Caernarvon and Nicholas Caie of Oxford. They should be receiving their prizes shortly.

By the way, the people at Sloth wish to apologise through the pages of this magazine to their players for the dramatic increase in the length of the turn round time with regards to their other games. They have informed me that the increase is due to the fact that they have just lost two GMs, moved into new office accommodation and had a lot of their staff take their summer holidays. However, they assure me that they have broken the back of the backlog and hope to resume their usual regular service as soon as possible.





Sloth enterprises has informed me that they are having another 1,000 copies of the Gameplan rules reprinted. They have extended a unique, one-off limited period offer to all C+VG readers as follows: If you write into me, enclosing the logo at the top of the page asking for a copy of the "Gameplan" rulebook, you will be sent on **ABSOLUTELY FREE!!!**

SPELLBINDER OFFER

How do you fancy getting a set up, a rule book and three turns

in respect of a long established P.B.M. game, all for the price of an S.A.E.? This is the offer *Spellbinder Games* has kindly made all C+VG readers. Yes, if you write into me enclosing a S.A.E. I will pass it on to *Spellbinder* and they will send you all the above for their game *Spiral Arm*. I intend reviewing this game shortly, but to give you some idea of what it is all about I can tell you that it is a computer moderated, fixed deadline game based around sci-fi and space travel. It is a game of economics, diplomacy, strategy and warfare, where you try to become ultimate ruler of the Galaxy!! The game is limited to 50 players per game and features a map with over 640 stars, seven spaceship classes, eight racial types, four modes of space movement, space and planetary combat plus colonization and technological development. Interested? Then send me a S.A.E. now.

GIZZA A JOB

Last month, Mitre Games were looking for new GMs, however this month it is the turn of Anvil Games, who run

the rapidly expanding P.B.M. called *Pangea*. They are looking for a new GM now because they realise that in a couple of months' time their game will be so big that they will not be able to cope on their own. They have asked me to announce that if anyone out there has a wide experience of fantasy role playing, a wild imagination, good handwriting (that's me out!) and a good sense of humour, then there is a job going for you. You should be 18 or over, have a couple of O Levels (including English) and be prepared for a move to Surrey. The wages are not a king's ransom, but the job is fun and at the same time interesting. A liking for Rockabilly music (yeuch!) will also be an advantage. If anybody out there thinks that they suit the bill, drop me a line and I will pass it on.

● REVIEW HEROPRESS

I have made it my policy not to immediately review games that get sent to me from companies that I or my colleagues in the P.B.M. world have never heard of just in case they fold, leaving the C+VG readers, who have paid good money, high and dry.

However once in a while a P.B.M. rulebook turns up that gives off good vibes about the game and the company that runs it. *HeroPress* is one of these games.

For a start, it is very unusual. It is the only game of its kind that I know which is based around comic strip superheroes. You play the part of a superperson that you create and you have to live your life either defending the weak human population from the superbaddies or trying to make the population your slaves.

You can also forget about all the comics you may have read, to some extent, because in this world if a member of the public say you flying overhead, they are not going to say "Look there is a super person flying up there; Aren't we safe" they are more likely to shout, "Hell's teeth!! There

is someone up there flying!!"

The world of *HeroPress* is very, very unusual and that makes it extremely interesting. It is not like any comic book world that I have read about and I have read over 10,000 comics. The trick to playing this P.B.M. is to play yourself. The game is based around YOU being the supereperson.

CREATING YOUR CHARACTER

The first thing you must do is create the NEW you. You should take an honest look at yourself and grade yourself between 0 and 100, in the following characteristics:

Health: This determines how much damage you can take, how fit you are and what kind of trials you can survive i.e. how long you can hold your breath etc.

Agility: This shows how well co-ordinated you are, how well you hit and dodge in combat.

Might: This is a measure of your actual strength showing how much you can lift and how much damage you do in unarmed combat.

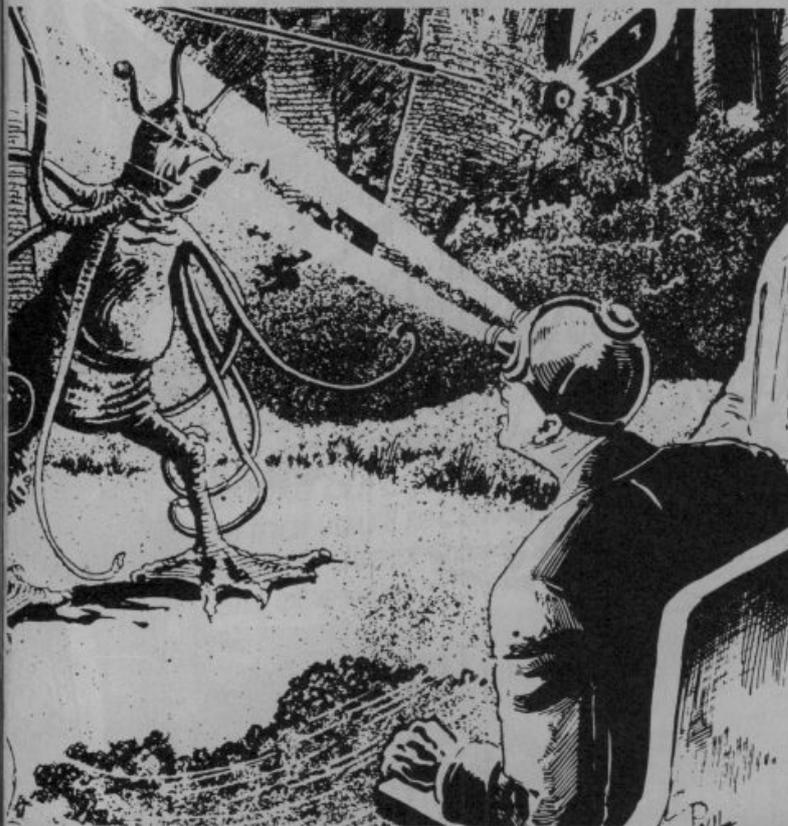
Popularity: This measures the amount of respect and recognition you get as a superhero from the members of the public. It can range from the public thinking you're a nice person to trust to them believing you are a thug in a silly suit.

Movement: The measure of your ability to get from A to B in the shortest possible time.

Of course the above system is open to abuse as you could put 100 in every statistic, but you would be cheating no one but yourself. This game has no winners and is only played for fun. Also I know that the G.M. has a very good and effective way of dealing with superpeople who are perfect in everyway, so don't bother trying to fiddle.

WAYNE'S VERDICT

On the whole this looks a very, very good game. There is masses of background info, the world has been created in depth to give a real life feel to it and the presentation of the game as a FUN based P.B.M. appealed to me.



IMPLOSION

World is
WHEN YOUR ATTACK...
UNDER
FIGHT
BACK

Without doubt, the fastest
multi-screen scrolling game ever.
IMPLOSION will defy game player
by even the most ardent action.

8 levels of 360° scrolling action.

Dual play field.

Arcade style multi-colour graphics.

Arcade style multi-channel sound effects.

Conceived and created in
association with MINDSCAPE INC.



COMMODORE 64 DISK...£14.95 COMMODORE 64 CASSETTE...£9.95
SPECTRUM 48/128 CASSETTE...£8.95

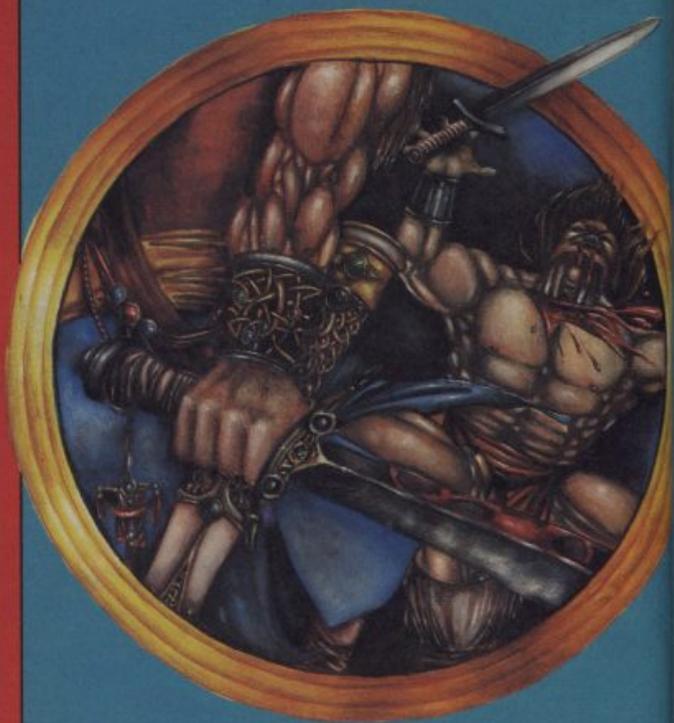
1-3 Haywara Crescent, Harrogate, HG1 5BG, England.
TEL: (0423) 525325 Telex: 265871 MONREF G Quoting: 72/MAG31320

Screen shots are taken from the C64 version.

BARBARIAN ART



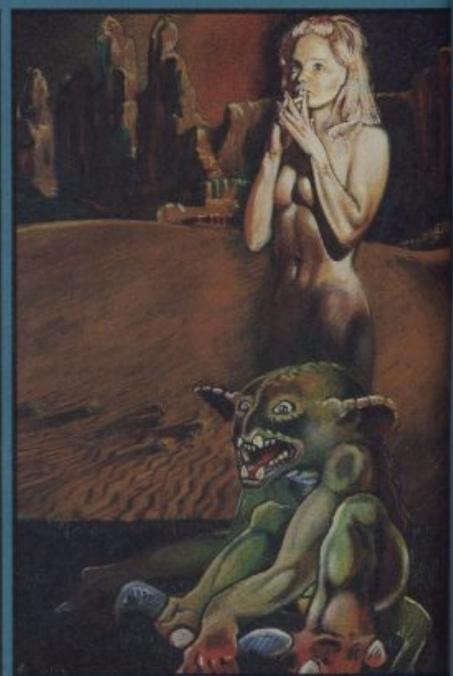
● STEVE LYTTLE



● RICHARD THOMAS

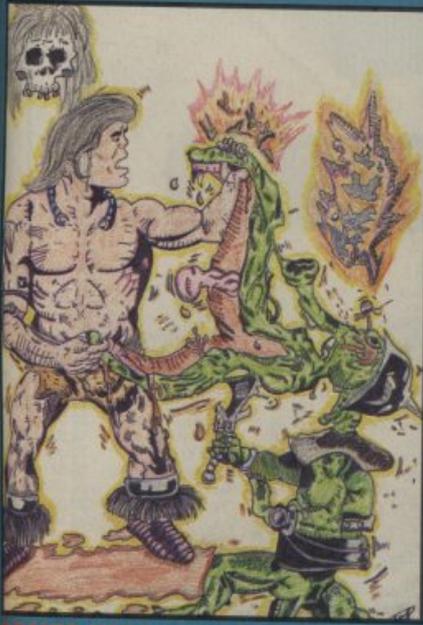


● RICHARD THOMAS



● WAYNE ALLEN

ART COMPETITION



DAVID KEMP



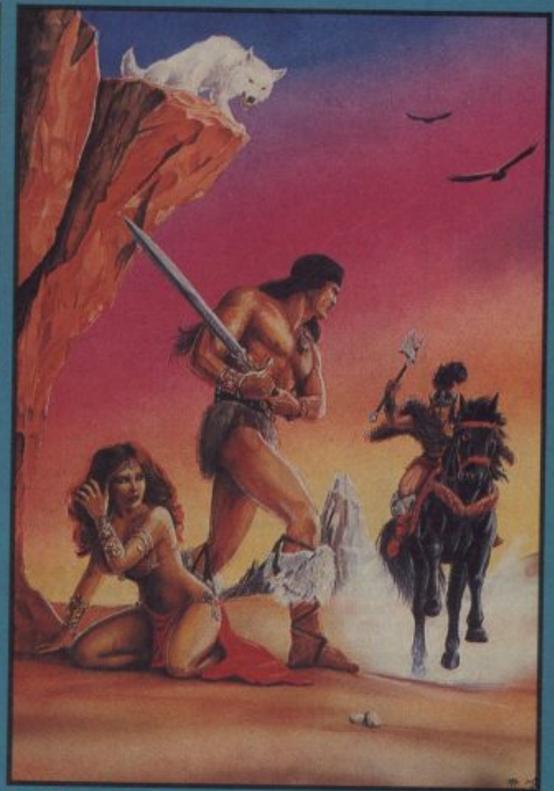
KELVIN NASH



RICHARD McINTYRE



CASPAR HANSON



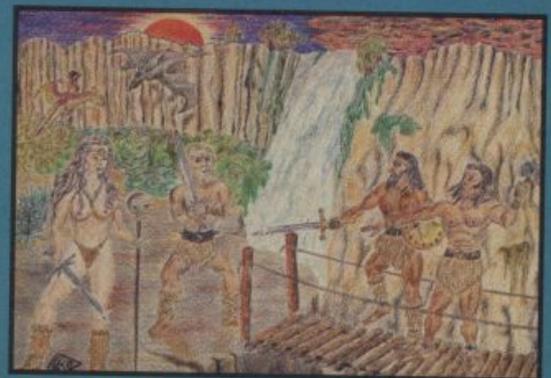
WILLIAM LEE WAH KAN



ELLIOT SUDBURY



MICHAEL PEEL



HELEN GILL



SYSTEMS ARCHITECTS

BUDGET SPECTRUM 48K £1.25 each or 5 for £5.50

Gunstar
Willow Pattern
BMX Simulator
Little Al
Brainache
Megabucks
Olli & Lisa
Ninja Master
Thrust
Phantomas
Vampire
Super Shuffle
Terra Cognita
Hyperbow!
Kobyashi Naru
Necris Dome
Harvey Headbanger
Armageddon
Caveman
Roadrunner
Rider
Sheer Panic
Taffy Turner
Kings Keep
Pitman 7
Shuttle Shock
Freex
Jasper
Ziggurat
Robon
Raider
Bomber Bob
Ten Years After
Turbo Chess
Glug Glug
Dogsbody
Laserwarp
Joust
Professional Snooker
Imagination
SOS
Thrust II
Mad Nurse
Cyrox
One Hundred & Eighty
Tomb of Syrinx
Swat
Pool
Flip Flap
Ludoids Adventure
Bily Bluebottle
Ostron
Bouncing Bert & Eskimo
Capers
Castle Colditz & Battle
Toothpaste
Alchemist
Caveman
Derby Day
Quacker
Fred's Fan Factory
Monsters in Hell
Toolkit
Mad Martha
Moonlighter
Loony Lander
Gridrunner
Biorhythms
Hyperaction
Handicap Golf
The Chess Player
Dominoes
Subterranean Stryker
Robot Messiah
Magic Roundabout
Sheepwalk
4D Timegate
Robber

£8 each or any 3 for £15

TWOTEF
Blockbusters
Xevious
Gallipoli
Webstars
Dandy
Ace of Aces
Donkey Kong
Super Cycle
Breakthrough
Sky Runner
Kai Trap
Hardball
Butch Hard Guy
Space Harrier
Scooby Doo
Samuri
Ghost & Goblins
Fairlight II
Shadow Skimmer
Top Gun
Impossible
Crystal Castles
Hive
Silent Service
Leaderboard
City Slicker
Sailing
Eidolon
Aliens
Explorer
Future Knight
Nightmare Rally
Gauntlet
Bazooka Bill
Jailbreak
Eastenders
The Goonies
Hit Pack 1
Green Beret
Unbelievable
Footballer of the Year
Cobra
TWOTEF II
International Karate
10th Frame
Kayleith
Infiltrator
Dodgy Geezers
Acro Jet
Psi-5 Trading Co.
Legend of Kage
We also have hundreds of other Spectrum titles at prices we daren't print. Please telephone or write for full details.

COMMODORE 64 TITLES £1.25 each or 5 for £5.50

Willow Pattern
Tera Cognita
Micro Rhythm
Thrust
Kobyashi Naru
Creations
Warhawk
Imagination
Formula Simulator
Aftermath
Terminator
Hyperbow!
Ninja Master
BMX Simulator
Olli & Lisa
Necris Dome
Park Patrol
Armourdillo
Red Max
Labyrinth
SOS

Return of Space Warrior
The Equalizer
Pneumatic Hammers

COMMODORE 64 TITLES £6 each or any 3 for £16

Skate Rock
Paradroid & Uridium
Chameleon
Pitstop 2
Dandy
Pole Position
Droids
Big Names Bonanza
DEFCON
Judge Dredd
Legend of Kage
Kayleith
Labyrinth
Star Soldier
Murder off Miami
Infiltrator
Cobra
Nosferatu
Bulldog
Donkey Kong
Nuclear Embargo
Mutants
10th Frame
Gauntlet
The Vikings
Agent Orange
Leaderboard
Dodgy Geezers
Pilot 64
Sailing
Raid 2000
Police Cadet
Crystal Castles
Computer Hits 3
Vietnam
Knuckledusters
Space Harrier
TWOTEF
The Sydney Affair
Scott Adams Scoops
Elevator
The Sentinel
Sky Runner
Ace
Leaderboard Exec.
Ranarama
Delta
FA Cup Football 87
Elite 6 Pack
Romulus
Tag Team Wrestling
Blockbusters
Explorer
Krakout
Future Knight
Dragons Lair II
Countdown to Meltdown
Aliens
Breakthrough
Armour of Antinard
Coin Op Hits
X-29 Fighter
Ace of Aces
Sigma 7
Terra Cresta
Silent Service
Yie Ar Kung Fu II
Street Machine
Paperboy
Superhuy II
Championship Wrestling
Double Take
1942
Apache Gold
Magic Madness
Short Circuit

Leaderboard Tourn.
Terror of the Deep
Avenger
Grange Hill
TWOTEF II
Shanghai
Howard the Duck
Bazooka Bill
Acro Jet
Jailbreak
Footballer of the Year
Hit Pak
World Games
Arkanoid
Star Games 1
Lightforce
They Sold a Million 3
Field of Fire
Shockway Rider
Indoor Sports
Nether Earth
Nemesis
Star Raiders 2
Five Star 2
Big Trouble

£8 COMMODORE DISKS

The Pawn
Silicon Dreams
Nuclear Embargo
The Sentinel
Terra Cresta
Judge Dredd
World Games
Hit Pak 1
Shao Lins Road
Fields of Fire
Indoor Sports
Druid
Ace of Aces
Psi-5 Co.
Soldier One
Dandy
Bobby Bearing
Gunship
Delta
Star Games 1
Star Raiders 2
Little China
Tracker
Krakout
Americas Cup
Phantasia II
Cobra
Colleen Music
Knuckledusters
Monopoly
The Sydney Affair
Double Take
Sailing
Paradroid & Uridium
Jailbreak
Coin Op Hits
Shanghai
Future Knight
Scrabble
Leaderboard Exec.
Ranarama
Wizards Crown
Tag Team Wrestling
Shockway Rider

AMIGA TITLES

Bureaucracy 29.00
Golf 29.00
GLF Football 20.00
Hacker 20.00
Portal 24.00
Shanghai 20.00
Tass Times 20.00
Witness 25.00
7 Cities of Gold 25.00

Archon 2 25.00
Adventure Cons. Set 25.00
Artic Fox 25.00
Marble Madness 25.00
One to One 25.00
Skyfox 25.00
The Pawn 20.00
Guild of Thieves 20.00
Faery Tale Adv. 34.00
Borrowed Time 20.00
Ballyhoo 24.00
Cut Throats 24.00
Deadline 24.00
Enchanter 24.00
THHGTG 24.00
Infidel 24.00
Leather Goddess 24.00
Mindshadow 20.00
AMFV 27.00
Moon Mist 24.00
Music Studio 29.00
Planetfall 24.00
Seastalker 24.00
Sorcerer 24.00
Spellbreaker 24.00
Starcross 24.00
Suspect 24.00
Suspended 27.00
Trinity 24.00
Witness 24.00
Wishbringer 24.00
Zork I 24.00
Zork II 24.00
Zork III 24.00
Silent Service 20.00
Ultima III 20.00
Balance of Power 30.00
Defender + Crown 35.00
Deja Vu 24.00
Sinbad 30.00
SDI 24.00
Uninvited 24.00
Arena/Brattacus 25.00
Deep Space 24.00

ATARI ST TITLES

Altar 15.00
Crafton & Xunk 15.00
Eden Blues 20.00
Macadam Bumper 17.00
Art Director 42.00
Film Director 52.00
Fleet ST Publisher 100.00
Borrowed Time 20.00
Basketball 20.00
Bureaucracy 20.00
GLF Football 20.00
Hacker 20.00
Hacker 2 20.00
Little Comp. People 20.00
Shanghai 20.00
Tass Times 20.00
Strip Poker 15.00
Tea-Up 15.00
Skyfox 20.00
Bridge Player 2000 15.00
ST Karate 15.00
Protector/Station 20.00
Pro Sprite 32.00
Pro Sound 45.00
War Zone/Fireblaster 20.00
Jewels of Darkness 12.00
Star Glider 20.00
Trailblazer 20.00
Typhoon 15.00
Passengers 17.00
Phoenix 17.00
Colourspace 16.00
Cards 16.00
Electronic Pool 16.00
Flipside 16.00
Goldrunner 20.00

Karate Kid II 20.00
Lands of Havoc 16.00
Major Motion 16.00
Mud Pies 16.00
Pinball Factory 20.00
Super Conductor 35.00
Time Bandits 25.00
Trivia Challenge 15.00
Silent Service 20.00
Crusade in Europe 20.00
F15 Strike Eagle 16.00
Ultima III 20.00
Balance of Power 25.00
Black Cauldron 30.00
Kings Quest 2 30.00
S.D.I. 35.00
Strike Force 20.00
Silicon Dreams 15.00
Starglider 20.00
Hollywood Poker 15.00
Swooper 15.00
Leaderboard 20.00
Leaderboard Tourn. 20.00
Mean 18 24.00
Super Huey 15.00
Apsah Trilogy 20.00
World Games 20.00
Hades Nebula 16.00
Mercenary 20.00
Arkanoid 12.00
Chess 20.00
Arena 25.00
Brattacus 30.00
Arena/Brattacus 30.00
Deep Space 30.00
Jewels of Darkness 20.00
Guild of Thieves 20.00
The Pawn 20.00
Silicon Dreams 20.00
Games Compendium 20.00
Check Mate 12.00
Wanderer 20.00
Terrestrial Encounter 12.00
Liberator 10.00
Mousetrap 12.00
Plutos 12.00
Timeblast 8.00
Apsah Trilogy 20.00
Aternate Reality 20.00
Dungeon Reality POA
Championship Wrest. 20.00
Phantasia II 20.00
Leaderboard 20.00
Metrocross 20.00
Q-Ball 16.00
Questprobe 15.00
Roadwar 2000 20.00
Rogue 20.00
Super Huey 15.00
Super Cycle 20.00
Super Tennis 20.00
Winter Games 20.00
World Games 20.00
Xevious 20.00

ATARI ST HARDWARE

520 STFM 355.00
520 STFM + Mono 485.00
520 STFM + Colour 685.00
1040 STF 585.00
1040 STF + Mono 685.00
Hard Disk (SH204) 685.00
Mono Monitor 135.00

COMM. AMIGA HARDWARE

Amiga 500 499.00
Colour Monitor 399.00
External Drive 249.00
Amiga 2000 POA

PRINTERS

Atari SMM804 185.00
Quendata DM 190.00

See Amiga Listing for Prices of ST Infocom Adventures

Please make cheques payable to Systems Architects Ltd. We also accept Access and Visa. Prices subject to availability.

01-549 3028

6/9 MARKET PLACE, KINGSTON UPON THAMES, SURREY KT1 4BR



BARBARIAN COMPETITION



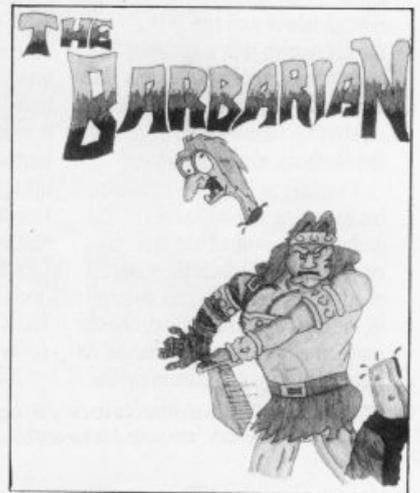
● GAVIN JEFFERIES



● GRAHAM CORKER



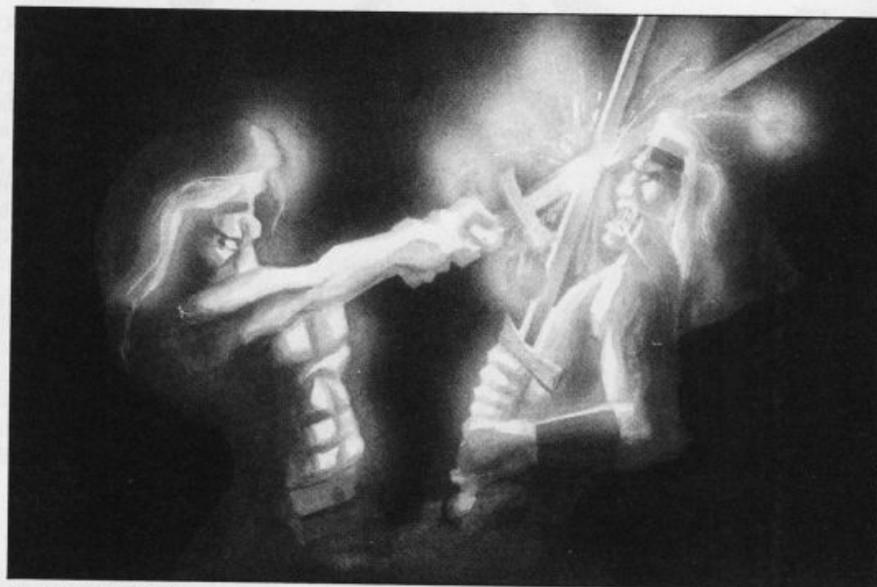
● M. BAGSHAW



● DAVID GRIFFITHS



● JONATHON BLACK



● MATT LYON



Fantasy

It's horrible, it's disgusting and it's dangerous. Yes, it's C+VG's very own PBM Wizard Wayne — alias Tol-Harquin the Barbarian.

Wayne grabbed his trusty broad-sword and headed off to the Isle of Dread to find fame, fortune and mostly green monsters to play with.

About a year ago *Peter Garner*, who runs the *Labrynth*, invited a select group of *C+VG* people to explore the wonderful world of his *Labrynth Live Role Playing Society* below the earth in his specially excavated caves. A good time was had by all. Since that date, the *Labrynth* has expanded and become the largest and most successful live roleplaying society to date.

Always trying to keep one step ahead, Peter decided that he would rent an island and run live roleplaying on it in a series of 24 hour adventure. It was to this place that I was invited to try my luck, a mysterious island in the middle of the Medway, near Gillingham.

I arrived to find Pete unloading his van — a second hand ambulance — of all the fighting equipment and costume we would need for the day. Swords, covered in the infamous Gaffa tape, shields and armour were in abundance. As Pete went through explaining the

▼ *The big, bad monsters attack yet again leaving Tol-Harquin no option but to mash 'em with his sword.*



basic rules to the others who had never played before, I, as a veteran, was deciding what character class to play. Out of the four choices of Warrior, Elementalist, Priest and Scout, there was only one real choice — a WARRIOR!!

So it was here on the pier that *Tol-Harquin the Barbarian* was born. A broad sword and small shield were thrust in my hands and I stripped off to the waist, ready for action. I leapt on the boat and away we went. On the boat, the others were eagerly getting stuck into the face and body paint. I initially declined, but when I gave it some thought, my favourite barbarian, *Slaine* from 2000 AD, always wore paints. I got stuck in. One black strip across the eyes and one across the mouth did my face, then it was onto the body. I decided that I was a member of the black nipple tribe, so I immediately sprayed them black.

After a short ride we jumped off

the boat, and we were told that the reason we were here was because our "loving" Emperor had written to us saying that a fallen angel of evil was on the island doing all kinds of nasty business and, most importantly, not paying his rent. We were to sort him out or we would be sorted out by the town executioner. So our party of seven brave adventurers set out to sort the demon out.

Our first problem was to get into the fortress which was magically sealed by a spiritual key. After a short discussion we decided

and shield clashing and the screams of battle filled the air. In the end our skill and strength of numbers finished them off. But at a price! Many of our party had serious wounds and if we didn't get help soon, this would be a short adventure!

We searched the island and ran into a few more encounters, which we managed to somehow win, before we found a man tied to a pole in the sea, being slowly drowned. We killed off his captors and rescued him, but one of our party was killed. He seemed very



▲ *Tol-Harquin the Barbarian indulges in a little pre-adventure sparring.*

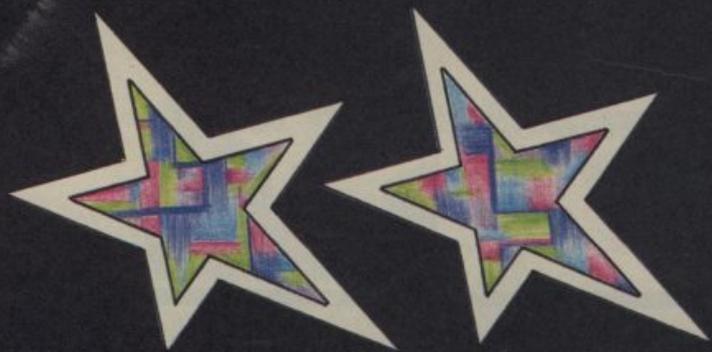
to search the island. We had been searching for no longer than ten minutes when a skull faced midget, wielding a sword in each hand, popped up through the long grass and started screaming abuse at us.

We discovered he was evil by casting a magic spell that forced him tell us his alignment — good or evil. We shot through the grass at him, behind the covering fire of our welsh archer. However, when we got to within six feet of him five other monstrous creatures with silver faces and fangs jumped upon us and attacked. We had fallen into a well laid trap. Quickly we regrouped and fought our opponents. The sound of swords

confused, but he did manage through magical means to cure most of our wounds with special herbs.

We also bumped into a palladin who was unfortunately being attacked by some nasty green orcs. We didn't manage to save him, but I relieved him of a nice silver sword that he could no longer use.

However, we still couldn't get through the spiritual door! Suddenly, one of our priests told us he had found a scroll hidden in a small shrine with which he could do an exorcism. He was reading it over the man he rescued, when we were attacked once more. This time it was Trolls, who we could



ARCADE

Clare Edgeley reports on Sega's version of Ronnie Raygun's newest toy — SDI. Can you defend freedom and democracy? She also takes a trip back in time to do battle with *Dragon Split*.

► SDI

Strategic Defence Initiative is the latest biggie from Sega, housed in a huge upright cabinet complete with rows of flashing lights along the top.

The game is divided into two halves — Offensive Half and Defensive Half. The offensive half comes first and is played out high above the Earth in space. Settled in your space capsule complete with roving gun sights, you've got to stop the opposing super-power gaining military supremacy in space.

That means blasting away at all enemy missiles, satellites, rockets, floating space stations and a host of other space junk, while dodging the laser bolts which come your way. This isn't as easy as it sounds. Your space craft is controlled by an eight-directional joystick with a fire button set on top, but your sights are controlled by a trackball. So while guiding the sights onto target, you must keep an eye on your craft in order to move it out of danger.

As you get better and move onto further levels, the numbers of enemy units increase until the screen is almost filled to overflowing. At these times it's difficult to destroy everything as the units each move at different speeds and eventually disappear out of the screen. Enemy fire is also increased and there's more likely to be a collision.

Power capsules can be picked up, and these ease life greatly by increasing the number of your sights, enlarging the area of an explosion or simply by increasing your ship's speed. When going for a power capsule which is attached to the bottom of a satellite, make sure you're close enough to pick it up as it drops. Otherwise it'll drift off the edge of the screen before you can catch it.

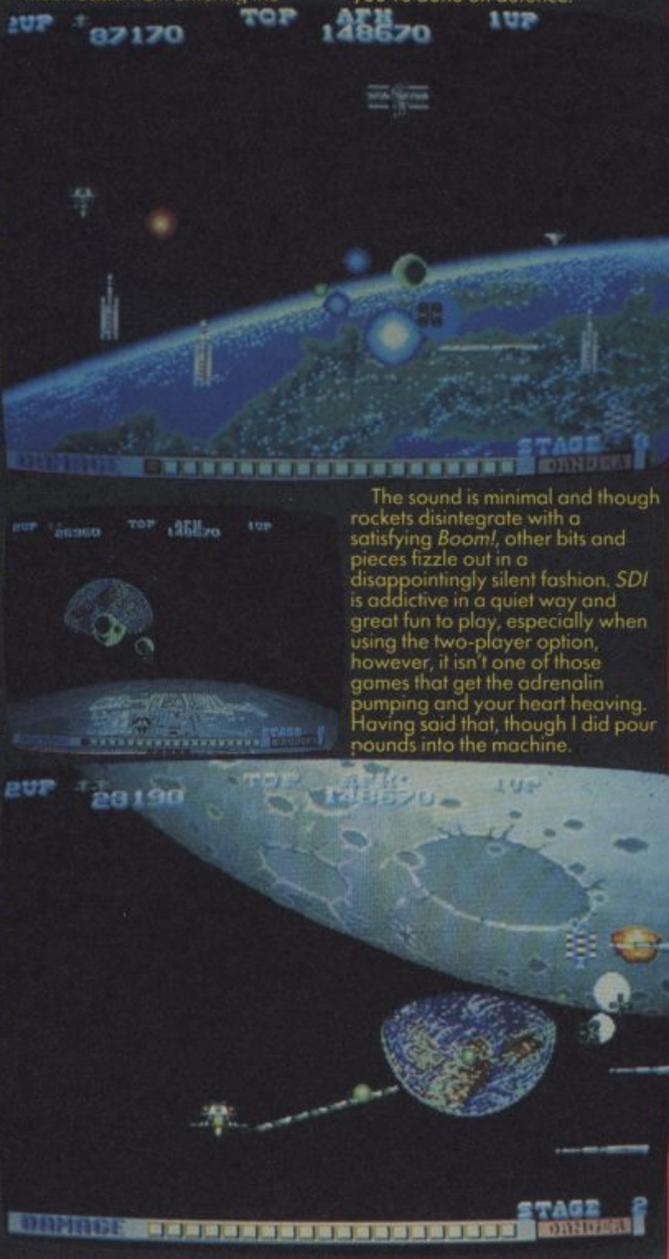
After a time, a shuttle flies onto the screen, scoops up the craft and your score is drawn up on a grid to show how well you've coped. The areas you are judged on include the numbers of enemy missiles, satellites, fighters and bases you've

managed to destroy.

And then it's onto the defensive half which, to my mind, is much simpler. This time a large section of the Earth fills the screen and you've got to blast the enemy missiles as they zoom towards their destination. Head-on they look like deadly arrow heads, and if you can get them before they enter the atmosphere your job's made that much easier. On entering the

atmosphere, they start to burn red while speeding up and when there are four or five bunched together, you may find it impossible to destroy them all before they reach target. As a great number of missiles will be travelling at any one time, all at varying distances from the planet's surface, the trick is to leave the ones that are only just starting their flight and concentrate on the ones closer in.

The defensive stage can be quite hectic, but isn't nearly as exciting as the offensive half. Once again, a shuttle zooms in to pick you up and this time the score board includes a percentage mark on how well you've done on defence.



The sound is minimal and though rockets disintegrate with a satisfying *Boom!*, other bits and pieces fizzle out in a disappointingly silent fashion. *SDI* is addictive in a quiet way and great fun to play, especially when using the two-player option, however, it isn't one of those games that get the adrenalin pumping and your heart heaving. Having said that, though I did pour pounds into the machine.



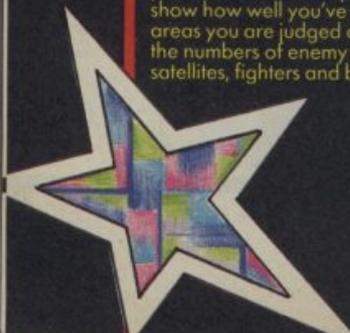
► CAPTAIN SILVER

Captain Silver is the latest release from Data East in which you have to search for treasure through a number of scenarios, fighting your way past a host of hostile guardians and weird objects, and picking up various goodies which help on your quest or give extra points.

Your first task is to go through a town and make your way to the wharf. However, to get through the castle gates you've got to impale a couple of the castle's guardians looking suspiciously like bulls trotting upright on their hind-legs. One of these will drop, amongst other things, a key. While you're there, pick up the letters as well, they will spell out the name CAPTAIN SILVER at the bottom of the screen at which point you'll be awarded a spell.

Captain Silver's no walk-over. Just getting to the town is a chore, what with massive cats leaping off walls to claw you to death, more bulls to stab and objects which hurtle towards you at knee-level.

Out comes the trusty sword — not an interesting piratical cutlass — but an ordinary, boring old sword which can be used to slash at anything coming within swiping range. You'll have to be quick on your feet though, bulls charge from both sides with alarming frequency and the cats tend to drop down on you just when you're busy with something else. And of course, the nearer you get to the wharf, the



THE ACTION



top of the wall in the early stages of the game.

Should you succeed in the first level, which I admit I didn't manage, then you'll be moved onto the next scenario on board a pirate ship. Kill the one-eyed pirates, duck their flying knives and scramble up the rigging to get the cowards hiding at the top. But your aim is to find the Captain who's sulking in the bridge.

The third stage may reveal the treasure at the end of the rainbow... sorry, I mean island, as it's on this deserted hump of sand, inhabited only by spear-wielding natives and manic coconut trees, that the smell of gold gets stronger. By this time you'll know to duck flying arrows, stab at falling coconuts and put an end to the giant killer crabs. These tend to sidle up on you from both directions, and before you know it a coconut will land on your bonce, stunning you while the crabs get to work on your toes.

Occasionally a fairy appears, and if you manage to jump on it you seem to get extra weapons. Believe me, shooting something from a distance is a whole lot easier than a close tussle. Also line your pockets en route with gold doubloons, and make sure any key lying around is picked up because you're bound to need it at a later stage in the game.

The sound is reasonable, the sprites and general backgrounds are excellent and though Cap'n Silver's not exactly fast on his pins, at least the game doesn't dawdle. One horrible noise, though, erupts from the good Captain's mouth every time he makes a stab at something.

All in all, not a game I'd make a song and dance about, but it's mildly addictive, quite tricky and the scenario's been well thought out.

harder the going becomes.

Jumping into the air and ducking are absolutely vital if you're to avoid some of the hazards, and remember, you've got to collect as many objects as possible. Some are placed quite out of reach like the useful-looking phial of liquid on



► DRAGON SPLIT

Namco's *Dragon Split* is basically a shoot'em up of the *Galaxian* type with a dragon taking the place of the more usual space craft. Dodging is called for here and also a good bit of nifty shooting if you're to clear the ancient swamps of prehistoric relics and the skies of flaming birds.

The birds, all coloured yellow, are the first to attack, swirling and swooping down in formation, and your winged dragon is going to have to flit swiftly round the skies to get them all. You've got three lives and three brushes with death before you lose a life. Being touched or hit by the enemy counts as a brush with death. So even if you accidentally clip wings with a bird your dragon lets out a mighty squawk to warn you of his impending doom.

The landscape is pretty bare at first and takes you along a narrow river which widens to an estuary. And as it's filled with hostile prehistoric creatures doing their level best to kill you — you've got to cope with attacks from both the ground and the air.

The music is superb and your foot will soon be tapping away. Loud and full or rhythm, this is one of those rare instances when the sound adds to the action.

As you travel the course of the river, the attacking creatures change and increase in numbers and ferocity. Still come the air attacks, but the ground-based beasts also add their might throwing up a deadly collection of bombs which, at times, become difficult to avoid.

But added firepower is near at hand if you can shoot and catch it in time. Lying around in infrequent gaps you'll notice gargantuan eggs — both red and blue. Hit one of these with a bomb and out flies a small ball of the same colour. Catch the ball and if it's blue you'll gain an extra head breathing out a steady stream of flames, if it's red you'll be given extra fire power — both bombs and flames.

Dragon Split may not be original in theme, but it's quite a lot going for it. And though it joins the already swollen ranks of shoot'em-ups in the *Galaxians* genre, its tricky and addictive enough to encourage you to spend just another 20 pence.





ARCADE ACTION

C+VG SEARCH FOR BRITAIN'S BEST ARCADE

NAME _____

ADDRESS _____

My choice for best arcade is:

NAME: _____

ADDRESS: _____

BEAT THE BEST

The search is hotting up for the best coin-op player around. High scores are flooding in to the C+VG offices and arcade addicts are doing their nuts in an effort to beat the best. So send in your high scores NOW!

And that's not all, thanks to Euromax, who is sending out the High Scores Chart to many arcades round the country, you will be participating in a huge nationwide contest to find the ultimate champions.

If you would like your favourite arcade to get in on the action, get the owner to write to: C+VG's Hall of Fame, Euromax, Bessingby Industrial Estate, Bridlington, North Humberside Y16 3SJ.

UK COIN-OP HIGH SCORES HALL OF FAME

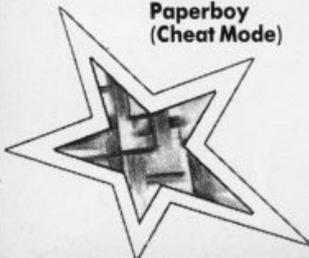
Rygar	4,735,250	Keith Bradley, Blackburn, Lancs
Green Beret	6,166,500	Michael Robertson, Newcastle
Street Fighter	1,975,600	Graham Smith, Manchester
Ikari Warriors	2,192,200	Charles Taylor, Lincs
Gun Smoke	1,876,250	Gavin Davies, Swansea
Bubble Bobble	4,793,200	Keith Bradley, Blackburn, Lancs
Gauntlet II	6,758,572	CM Bradley, Sussex
Quartet	8,576,750	James Washburn
Yie Ar Kung Fu	9,999,999	Geoffrey Clarke, Sunderland
Out Run	350,070,030	Steven Martin, Leicestershire
Slap Fight	6,680,550	Phil, Farnworth, Bolton
Indiana Jones	1,180,060	U.S., Bristol
King Of Boxer	1,800,000	Gary Spencer, I.O.W.
Hyper Olympics	2,100,000	Gary Spencer, I.O.W.
Spellbunker	3,500,000	Gary Spencer, I.O.W.
Block	228,980	Jason Dowling, Dublin
Jackal	674,810	Paul Stokes, Sussex
Victory Road	130,200	Martin Deem, Hants
Rampage	68,400	Manish Ragvarni, London E8
Battle Lane	1,343,700	Elout de Kok, Holland
Enduro Racer	22,020,000	Elout de Kok, Holland
XX Mission	1,565,300	D Prueft, Staffs
Valtric	116,400	D Prueft, Staffs
Great Gurianos	2,970,800	Paul Stokes, Sussex
Mag Max	192,000	A J Rolfe, Cafe Chertsey, Surrey
A.S.O.	780,000	Fiz, Coventry
720°	264,950	Martin Deem, Hants
Arkanoid	995,410	Tony, Farnworth, Bolton
Rolling Thunder	491,100	Martin Deem, Hants
Legendary Wings	361,400	Matthew Preece, Kent
Side Arms	17,663,300	Jonathan Cook, Co Dublin
Gryzor	1,439,900	Simon Mills, Southport
Fighting Wings	101,400	Bredon Bird, Glasgow
Metro Cross	793,940	Gavin Davies, Swansea
Arm Wrestling	345,000	Peter Huesken, Holland
Jail Break	265,450	Martin Deem, Hants
Paperboy		
(Cheat Mode)	1,782,214,387	Matthew Hill, Sussex

Space Harrier
Hogan's Alley
Terra Cresta
Section Z
Tokyo
Express Raiders
Tube Panic
Pacland
Iron Horse
Shao Lin's Road
Mikie
My Hero
Trojans
Ghosts 'n' Goblins
Kung Fu Master
Wonder Boy
Tiger Heli
1999
Salamander
Nemesis
TX-1
Road Runner
Gauntlet
1942
Marble Madness
Return of the Jedi
Do Run Run
Star Force
Buggy Boy
Super Mario Bros
Hang On
Commando
Choplifter
Bomb Jack
10 Yard Fight
Track & Field
Tazzmania
Robotron
Pole Position
Pac-Man
Mr Do
Mr Do's Castle
Elevator Action
Dragon's Lair
Defender
Flying Shark
Flicky
Arian Mission
Haley's Comet
Legendary Soldiers
SkyKid
Pinball Action
Soldier of Light
Psycho Soldier
Psychic 5
Turbo
Side Pocket

31,900,730 Matthew Preece, Kent
325,000 Neil Coggins, Liverpool
10,000,000 Cao Nicholas, London W2
3,200,500 L Murphy, Essex
3,485,500 Stuart Dixon, Oxon
950,220 Matthew Preece, Kent
428,368 Stuart Dixon, Oxon
4,150,400 Mark Mendes, London, W10
1,756,200 Jason Dowling, Dublin
8,270,000 Fiz, Coventry
310,800 Nigel Parker, W Yorks
9,857,212 Gavan Davies, Swansea
280,650 Fiz, Coventry
7,554,700 Simon Lennox, N Ireland
564,800 Romano Lindhout, Holland
2,020,170 Daz, Farnworth, Bolton
1,350,640 Larry Barr, Shropshire
1,009,200 Geoffrey Clarke, Sunderland
1,700,000 Keith Bradley, Blackburn, Lancs
1,195,500 Paul Ashworth, Plymouth, Devon
289,000 G Whittingham, Birmingham
2,000,000 U.S., Bristol
5,867,911 Jeremy Walt, Cornwall
12,164,340 Neil Wilde, Farnworth, Bolton
208,340 Martin Deem, Hants
2,250,310 Martin Deem, Hants
1,605,100 Adam Mastromarino, Bristol
3,315,000 R Jones, Star Games, Dyfed
103,200 Peter Huesken, Holland
2,702,800 Martin Deem, Hants
49,658,320 Martin Deem, Hants
1,600,320 Bev, Farnworth, Bolton
2,238,400 Michael Kane, Scotland
16,424,000 Matti Javelin, Finland
480,050 Brett Caines, Bristol
7,899,500 Nick Roberts, London
2,300,000 Gary Spencer, I.O.W.
368,950,000 P Coles, Cardiff
110,545 Matthew Bryden, Kent
3,500,000 Christopher Burns, Lancs
10,000,000 Peter Huesken Holland
679,720 Lee Taylor, Lancs
149,000 Peter Huesken, Holland
993,920 Lee Taylor, Lancs
2,000,000 Gary Spencer, I.O.W.
558,340 Neil Wilde, Farnworth, Bolton
9,990,990 Neil & Steve, Farnworth, Bolton
2,231,790 Phil, Farnworth, Bolton
574,450 Phil, Farnworth, Bolton
324,030 Phil, Farnworth, Bolton
496,000 Bev, Farnworth, Bolton
2,400,180 Andy, Farnworth, Bolton
1,715,920 Leith Bradley, Blackburn
182,200 M Hylands, Starburst, Bridlington
27,610 N Watson, Starburst
9,907 C Firth, Starburst
48,500 P Bolton, Starburst

1. 1942 CAPCOM
2. WONDERBOY SEGA
3. BUBBLE BOBBLE TAITO
4. PACLAND NAMCO
5. BIONIC COMMAND CAPCOM
6. RYGAR TECHMO
7. ARKANOID TAITO
8. TERRA CRESTA NICHIBUTSU
9. EXPRESS RAIDERS DATA EAST
10. GHOSTS 'N' GOBLINS CAPCOM

● The Top Ten chart is compiled by Euromax and shows the most popular games nationwide.





πr^2

"I MUST COLLECT MY THOUGHTS"
How many times have you said this?!
Now's your chance to do it!!!
with this addictive arcade game
literally a . . .

MIND GAME



MIND GAMES
Victory House
Leicester Place
London
WC2H 7NB

Available for Spectrum 48/128 - £7.95
Commodore 64/128 - £8.95, Commodore Disk - £12.95

I M A G I N E



ARKANOID

THE BLOCKBUSTER!
SCREEN AFTER SCREEN OF ONE OF THE MOST ADDICTIVE ARCADE GAMES EVER! IT'S TRUE TO THE ORIGINAL WITH SHARP GRAPHICS AND PLAY FEATURES SUCH AS LAZERS, CATCH AND HOLD, ELONGATOR AND MUCH, MUCH MORE. THIS IS **ARKANOID** - THE **REAL** THING! AMSTRAD £8.95 COMMODORE £8.95 SPECTRUM £7.95

TAITO
COIN-OP

ARKANOID Licensed from Taito Corp., 1986.



MAGMAX

HOT FROM THE ARCADES. GET SHARP OR YOU'RE DEAD! BUILD UP THIS MEAN MACHINE TO ITS AWESOME FIRE POWER TO STAND ANY CHANCE OF COMPLETING YOUR TASK. STUNNING GRAPHICS AND LIGHTNING GAME PLAY TEST YOUR REFLEXES AND SHARP SHOOTING TO THE LIMITS. TAKE ON **MAGMAX - IT'S A KILLER!**
AMSTRAD £8.95
COMMODORE £8.95
SPECTRUM £7.95

MAG MAX © Game Design Nitchibutsu.

YES ATION

FROM TAITO CORPORATION COMES **SLAP FIGHT** AND THE LAST WORD IN PLANET COMBAT... MULTI-SCREEN, REALISTIC GRAPHICS AND ALL THE COIN-OP FEATURES. "ADDICTIVE AND COMPELLING - YOU JUST CAN'T PUT YOUR JOYSTICK DOWN!"
 AMSTRAD £8.95
 COMMODORE £8.95
 SPECTRUM £7.95

SLAP FIGHT Licensed from © Taito Corp., 1986.

ARMY MOVES

YOU ARE ONE OF THE ELITE - A HANDPICKED, CRACK TROOPER IN BATTLE AGAINST A FORMIDABLE ENEMY. YOU'LL NEED ALL YOUR SKILL TO TAKE ADVANTAGE OF EVERY SITUATION, STAMINA TO KEEP ON GOING WHERE OTHERS WOULD FAIL AND COURAGE TO FACE THE CEASELESS BOMBARDMENT BY ENEMY TROOPS, HELICOPTERS AND ARTILLERY AND IF YOU SURVIVE **ARMY MOVES** YOU'LL HAVE SOME GREAT TALES TO TELL! AMSTRAD £8.95
 COMMODORE £8.95
 SPECTRUM £7.95

DYNAMIC

Screen shots taken from various computer formats

ARMY MOVES © 1987 Game Design Dynamic.

Street Scene.....



Bub and Bob, two under-weight Bronto-saurs, are about to float onto computer screens everywhere after their highly successful run in the Taito coin-op **Bubble Bobble**. The Bronto brothers are spoiling for a fight, and they get it from the seven types of inhabitants of the game's 100 levels.

Meanies include Blubba, Benzo and Bonnie-Bo, but all pale into comparison

when the evil Baron Von Blubba hits the scene — he's the one it's hardest to destroy. Bub and Bob a gentle twosome. Not for them the finality of the laser blast, or the explosive blob bombs. Their only weapons are bubbles, blown from their gaping mouths, which encircle the bullies, float them up towards the top of the screen and bring them down on their heads with a burst. There're masses of

other exciting adventures to play out, diamonds to collect and bananas to eat ... but the secret of the game's surprise, so we won't give too much away.

The brill conversion work, done for Firebird by Software Creations, bears close comparison to the original coin-op but the sound track has yet to be added before its release in September.



Imagine the peace and serenity of the jungle. The burnished red of the setting sun, zebras, tigers, and lions grazing together near a pool, and the sudden titanic yell of **Jack the Nipper** as he glides to earth on his nappy parachute in his new game **Coconut Caper**. He was the one who got his family deported from Britain to the Aussie outback, but he didn't like the idea of all those dingos so he took a chance and jumped somewhere over Africa. Now he's got to avoid his father, who wants to give him a spanking — and the natives who aren't always friendly. But not to worry. There're plenty of naughty tasks for him to perform, as usual. He can act like a regular teeny Tarzan, swing on vine ropes, and throw coconuts or spears at the pygmies. The game will be on the Spectrum for £7.99 while Amstrad and Commodore cassettes will sell at £9.95. Alternatively you could try the Amstrad or Commodore disc versions at £14.99.



Crom! The Druid is back and he's twice as magical! Yup, Druid the First may have been a big hit — but prepare yourself to be spellbound by the sequel, entitled **Enlightenment (Druid II)**. Created by **Dene Carter**, **Andrew Bailey** with music by **David Hanlon**, speech by **Simon Pick** and a killer loading screen by **Paul Docherty**, the game has heavy *D&D* influences and is coming your way on the **Firebird** label next month, initially on the 64.

Hasrinaxx has a mission — to destroy

the Dark Mage before he destroys the land of Belorn. Fight off the living dead, wild trees and deadly mushrooms in the action packed arcade adventure.

Druid II is going to be big. Watch out for our players guide next issue.

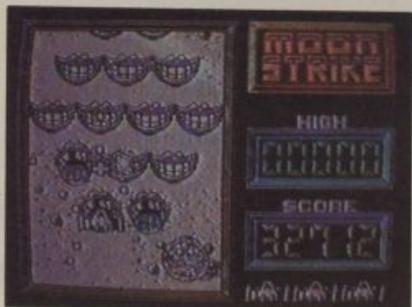
The game comes with a comprehensive manual which explains — in true *D&D* fashion — how you can mix and match the spells you need to collect.

The Golem is back from the original *Druid*, but our hero can also call on other elementals to help him wipe out the big bad Dark Mage.

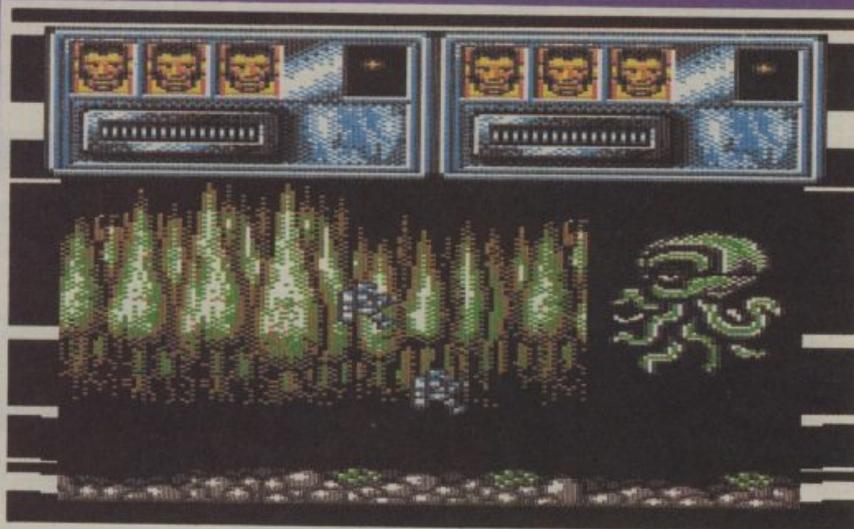
Megacity, that **2000AD** masochists' health farm, is a popular place. First Piranha licenses a rather unsuccessful **Rogue Trooper**, then Melbourne Mouse takes on **Judge Dredd** — another limited success — and now Pirhana is back at it with **Judge Death**.

This latest arcade thriller pits the beautiful but deadly, Judge Anderson against the dreaded Dark Judges. They've come from another dimension to wreak perverted justice and death on all living beings. Judge Death is their leader, a mummie of a monster with a claw that rips out human entrails. Only Anderson's blazing laser and psychic powers will save the Universe — and the game buying public.

The game, due out in September on Amstrad, Commodore and Spectrum games machines, will cost £8.99.



Prof Humphrey Bogus, inventor of the Digital Teabag and leader of the Lunar Renovation Project, has parked his latest weapon, The Tachyon Vortex, on the near side of the Moon and intends to wipe out the Earth. Your mission, should you choose to take part in such madness, is to destroy the infernal device during Moon Strike, a vertical scrolling flash through futuristic, digitised landscapes — only in this game your ship can fly over a giant picture of the Mona Lisa. The aliens are oddball too. Just wait until the hail of animated coins, bombs and pizzas hit you. **Moon Strike** has been programmed by a new team, **Binary Innovations** from New Zealand, and will be launched on the Spectrum, £7.95, during September.

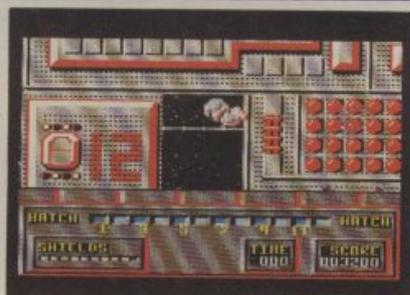


Hey! We're the **Jet Boys** and we're going to blow you away! This is a sneak preview of a new game set to appear on the **CRL** label from a brand new programming team called **Solid Air**. It's a two player game — each player con-

trols a heavily armed Jet Boy through a horizontally scrolling alien landscape blasting aliens. At the end of each level you have to wipe out a **BIG** alien like the one in screen shot. **Jet Boys** should be out on all formats at £8.95 on cassette.



If you boldly go out to your software shop sometime soon you'll discover **Discovery**, a huge space style game from **CRL**. It's **Oink** meets **Death** or

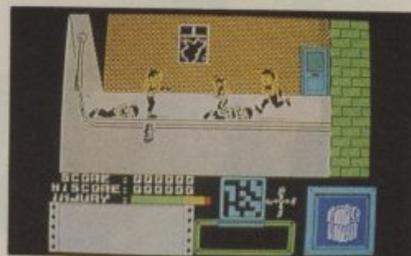


Glory — a space shoot-'em-up combined with 12 different sub-games created by Software Invasion, the team who brought you **Plasmatron**.

Death Wish III will be out on the streets soon and it's looking mean. Gremlin give you the chance to become vigilante Paul Kersey, as played by rough tough Charlie Bronson in the film.

Play out the wild justice of your dreams, take out muggers, rapists and robbers on the streets New York. Your range of weapons is guaranteed to put you on the winning side. There's your famous 475 Wildey Magnum hand gun and a pump action shot gun. You're well protected with a bullet proof vest and can have a bloody good gore bath without worrying too much about the ordinary citizen on the street.

Hitting them may make your score suffer but Gremlin has provided a team of nurses to mop up the blood and stitch back the limbs.



Street Scene.....

LOGIC SUMMER SALE

£1.99 EACH

STAFF OF KARNATH, CRYSTAL CASTLES, BIGGLES, DRAGONSKULLE, WILLIAM WOBBLER, KETTLE REDHAWK, BOUNDER, MACADAM BUMBER, FLAK, BULLDOG, ZODS, QUESTPROBE ADVENTURE, CRITICAL MASS, BOMBO LAW OF THE WEST, FIGHT NIGHT, TIGERS IN THE SNOW, POTTY PIGEON, OUTLAWS, IMHOTEP, DRELLS, CHIMERA, THUNDERBIRDS, TIME TUNNEL, THING ON A STRING, WHO DARES WINS II, GYROSCOPE, BOUNCES, MUGSYS REVENGE, TAPPER, ZAXXON, CRAZY COMETS, DEVS EX MACHINA, LITTLE COMPUTER PEOPLE, HAMSTEAD, FOREST OF DOOM, EDDIE KIDDS JUMP CHALLENGE, O-BERT CARTRIDGE, ADRIAN MOLE, PITMAN TYPING KEYBOARD SKILLS, GRANDMASTER CHESS/OTHELLO, SURF CHAMP, SPIDERMANHULK, FASSEM MACHINE LANG ASS., JET SET WILLY II, FIGHTING WARRIOR, CHUCKIE EGG II, DAVIDS MIDNIGHT MAGIC, YABBA DABBA DOO SPELLUNKER, TWIN KINGDOM VALLEY, PARADROID, THE RATS, COMBAT LYNX, BEACH HEAD, WORLD SERIES BASEBALL, HIGHWAY ENCOUNTER, STARBUCKS, GHOST CHASER, ARK PANDORA, MERMAID MADNESS, ENTOMBED, MOON CRESTA, MONTY MOLE, MOEBIUS, LONGO BONGO, BEAMRIDER, ONE ON ONE, "Z", RED ARROWS, ROCK N WRESTLE, FRAK, GROGS REVENGE, ZORRO, NEXUS, MATCH FISHING, WILLOW PATTERN, ELECTRA GLIDE, SPLIT PERSONALITIES, TARZAN, HERBERTS DUMMY RUN, TOUCH TYPE BY COMMODORE, PSYTRON, BALLBLAZER, SHERLOCK.

£2.99 EACH

SYSTEM 1500 ENDED, LORD OF THE RINGS, SIGMA 7, ADVENTURE QUEST, LORDS OF TIME, THE FORCE, KNIGHTS OF DESERT, JACK THE NIPPER, PILGRIM, FOOTBALL MANAGER, AVENGER, TRAILBLAZER, ADVENTURELAND/SECRET MISSION, PIRATE ADVENTURE/WOODO CASTLE, BOLDERDASH CONSTRUCTION KIT, DRAGONS LAIR, ZAPP SIZZLERS II COMPILATION, TOUCHDOWN FOOTBALL, XEVIUS, TUBULAR BELLS, JOHNNY REB II, EVIL CROWN, BALLBLAZER, SUPERBOWL, UCHIMATA, HOWARD THE DUCK, SPORT 4 COMPILATION, WEST BANK, KAYLETH, AMERICAS CUP CHALLENGE, THAI BOXING, ROBOTRON 2084 (CART), DONKEY KONG (CART), HACKER II, MAX HEADROOM, FIRELORD, ALLEY KAT, BEACHHEAD II, FIGHTER PILOT.

£3.50 EACH

MASTERS OF THE UNIVERSE ARCADE, MASTER OF THE UNIVERSE ADVENTURE, APSHAH TRILOGY, UNBELIEVABLE ULTIMATE COMPILATION, BEYOND THE FORBIDDEN FOREST, REBEL PLANET, HOT WHEELS STAR GAMES I (Compilation), SCOTT ADAM (Compilation), PLATFORM PERFECTION (Compilation).

COMPILATION DISKS

DISK 1: TURBO 64, DERBY DAY, PILOT 64, HANDICAP GOLF, WORLD CUP, TEST MATCH £4.95
DISK 2: VIEW TO KILL, FRIDAY 13TH, CODE NAME MAT II, THE PYRAMID, TEST MATCH, BEAKY AND EGG SNATCHERS £4.95

COMMODORE 64 DISCS

SUPERMAN	£1.99
THING ON A STRING	£1.99
SPINDIZZY	£1.99
BEAMRIDER	£1.99
WEB DIMENSION	£1.99
WILLIAM WOBBLER	£1.99
PASTFINDER	£1.99
GALACTIC CONTROLLER	£1.99
STARION	£1.99
PARK PATROL	£1.99
CHIMERA/WILLOW PATTERN	£1.99
NEXUS	£1.99
MASTER OF LAMPS	£1.99
PITFALL II	£1.99
FIGHTING WARRIOR	£1.99
REDHAWK	£1.99
MONEY MANAGER	£1.99
RESCUE ON FRACTALUS	£1.99
RIVER RAID	£1.99
RED ARROWS	£1.99
MURDER BY THE DOZEN	£1.99
GHOSTBUSTERS	£1.99
THE TRACER SANCTION	£1.99
SPACE SHUTTLE	£1.99
DECATHALON	£1.99
BALLBLAZER	£1.99
CRITICAL MASS/COMBAT LYNX	£1.99
ZORK I	£1.99
ZORK II	£1.99
ZORK III	£1.99
SUSPENDED	£1.99

BARGAINS FROM 1st PUBLISHING

8 BOOKS FOR JUST £9.95 + £2.50 p&p
Normal RRP over £50.00
YOUR 64 CASSETTE BOOK, GRAPHICS BOOK FOR THE COMMODORE 64, PEEKS & POKES C64, TRACKS & TIPS FOR YOUR COMMODORE 64, ADVANCED MACHINE LANGUAGE BOOK FOR THE C64, IDEA BOOK C64, MACHINE LANGUAGE BOOK FOR THE C64
1st PUBLISHING PROGRAMS ON DISC — ALL JUST £10.95 EACH
FIRST WORD (WORD PROC.)
FIRSTBASE (DATABASE)
BASIC 64
PASCAL (LANGUAGE)
ADA TRAINING COURSE

SPINAKEE EDUCATIONAL SOFTWARE

COMMODORE £1.95
ALF, AGEAN VOYAGE, SONGMAKER, RANCH, SEA SPELLER, NUMBER TUMBLERS, FRACTION FEVER, MAKE A FACE, STONY MANCHINE, ALPHA BUILD, DANCE FACTORY, LOGIC LEVELS, ALPHABET ZOO.
SPECTRUM 1.95
KIDS ON KEYS, FRACTION FEVER, ALPHABET ZOO, AGEAN VOYAGE, UP AND ADDOEN, NUMBER TUMBLERS, LOGIC LEVELS, DANCE FACTORY, RANCH, MAKE A FACE, KINDER COMP.

UTILITIES & PERIPHERALS

EASY FILE DISK	£4.95
PHONEMARK 8500 QUICK DATA DRIVE TEST	£9.95
PROGRAMMERS UTILITIES	£3.95
BREDDENS BASIC DISK & CASS.	£4.95
C64 MUSICMAKER KEYBOARDS	£5.00
LOGO	£5.00
FUTURE FINANCE	£4.95
SIMONS BASIC EXTENSION DISK OR CASS.	£4.95
SCRABBLE, CLUEDO, MONOPOLY, CASS. ALL 3 FOR	£7.95
NEOS MOUSE CASS.	£20.00
DISK	£23.00

SPECTRUM SOFTWARE £1.00 EACH

CHIESS, BIORYTHMS, 'O' LEVEL CHEMISTRY, TALOS, THUNDERBIRDS, SPACE RAIDER (CART), BIZZICOM SMALL TRADER, CHIMERA, KOMPLEX, VALHALLA, TEACH BASIC ON ZX, THE CONEMANT, MUGSY, HELLFIRE, CHICKEN CHASE, TWISTER.
SIR FRED, BRIAN JACKS SUPERSTARS, BATTLE OF THE PLANETS, NOMAD, MANTRONIX, BOUNDER, SAM STOUT SAFEBREAKER, WILLIAM WOBBLER, RIDDLERS DEN, METABOLIS, ZORRO, RIVER RAID, REVOLUTION, RED ARROWS, CRYSTAL CASTLES, ENDURO, WHO DARES WINS II, WINTER SPORTS, ADRIAN MOLE, SPIDERMANHULK, PITFALL II, INTERNATIONAL KARATE, ADVENTURELAND/SECRET MISSION, VALKYRIE 17, RESCUE ON FRACTALUS, FROSTBYTE, 3 WEEKS IN PARADISE, I OF THE MASK, ROBIN OF SHERLOCK, NIGHT GUNNER, ZODS, COMBAT LYNX, GYROSCOPE, THE EIDOLON, FIGHTING WARRIOR, SKOOLDAZE, BC'S QUEST FOR TIRES, SURF CHAMP, YABBA DABBA DOO, MERLOCK THE MEDE, JET SET WILLY II, SKYFOX, FRANK BRUND'S

BOXING, CHUCKIE EGG II, GALAXION, POLE POSITION, STAINLESS STEEL, PROJECT FUTURE, SUPERCHES 3.5, STARSTRINE II, THINKI, POTTY PIGEON, PANZADROME, GEOFF CAPES STRONGMAN, OFF THE HOOK COMPILATION, THE PLANETS, QUAZATRON, MOON CRESTA, CYBERUN, FALKLANDS 82, COP-OUT, EDUINOX, SIR LANCELOT, REALM OF IMPOSSIBILITY, DEEP STRIKE, FAT WORM, THANATOS, CONTACT SAM CRUISE, GHOSTBUSTERS, MINDSHADOW, BALLBLAZER, SUPERSLUETH, SHERLOCK, H.U.R.G. GAMES DESIGNER.

£2.99 EACH

TRAILBLAZER, FOOTBALL MANAGER, W.A.R., PRODIGY, TARZAN, HIGHLANDER, MASTERS OF UNIVERSE, ROBIN OF SHERWOOD, VIRGIN ATLANTIC CHALLENGER, DRAGONS LAIR, SUPERBOWL, W.O.W. GAMES COMPILATION, SOLD A MILLION, HEAVY ON THE MAJIK, FUTURE KNIGHT, AVENGER, CRASH SMASHES II COMPILATION, HOT SHOTS COMPILATION, TERRA CRESTA, ARCADE HALL FAME COMPILATION, NEVER ENDING STORY, EVIL CROWN, MINI OFFICE, VECTOR 3D, LORD OF THE RINGS, PAC-MAN, THE KET TRILOGY, COSTA CAPERS, GERRY THE GERM, RUNESTONE, RASPUTIN, FIRELORD, CITY SLICKER, PYRACURSE, IMPOSSIBALL, FIGHTER PILOT, JET PAC.

£3.50 EACH

SCOTT ADAMS, MASTERS OF THE UNIVERSE ADVENTURE, KAYLETH, UNBELIEVABLE ULTIMATE COMPILATION, REBEL PLANET, JET-PAC STAR GAMES I (Compilation).

SINCLAIR UTILITIES AND PERIPHERALS

CURRAN MICRO SLOT	£2.95
ROTRONICS WAFARDRIVES	
For 48K + 128 Spectrums	
£14.99 + £2.50 P&P	
includes 1 64K Wafa free	
SPECTRUM POWER PACKS	£6.95 + £1 p&p
ALPHACOM PAPER (5 rolls)	£9.95 + £1.00 p&p

p&p 1-3 titles 75p
3 or more £1.00
Overseas £1.20 per tape
CHEQUES PAYABLE TO

LOGIC SALES LTD

Department 4
17 Leofric Square, Eastern Industry
Peterborough, Cambs.
Tel: 0733 313870

HANG IN THERE ALL YOU SUPERS

Just 4 weeks to go before your
fave coin-op driving game
comes to your own screen!
The official licenced tie-in

elite

OPPORTUNITIES

In-House and Free-Lance Technical Staff

Having established the key elements of a well organised and equipped 'in-house' software development team, the company has the following opportunities to offer in Entertainment Software Development.

Senior Programmers – O.T.E. £25K

Having been responsible for at least one technically excellent (though not necessarily commercially successful) entertainment software product you will be experienced in Z80, 6502 and/or 68000 assembler. You will be looking for an opportunity to join an 'in-house' environment committed to the development of original products and conversions of the very highest quality and will expect to call on graphics, music and other support functions of the highest calibre.

Programmers – O.T.E. £15K

Though not necessarily able to show direct involvement in any commercially available entertainment software products, you will be able to demonstrate through specific routines and demo programs, a high degree of technical ability in Z80, 6502 or 68000 assembler. You will be looking for an opportunity to realise your ambition to be responsible for the development of technically excellent entertainment software products and will expect to call on graphics, music and other support functions of the highest calibre.

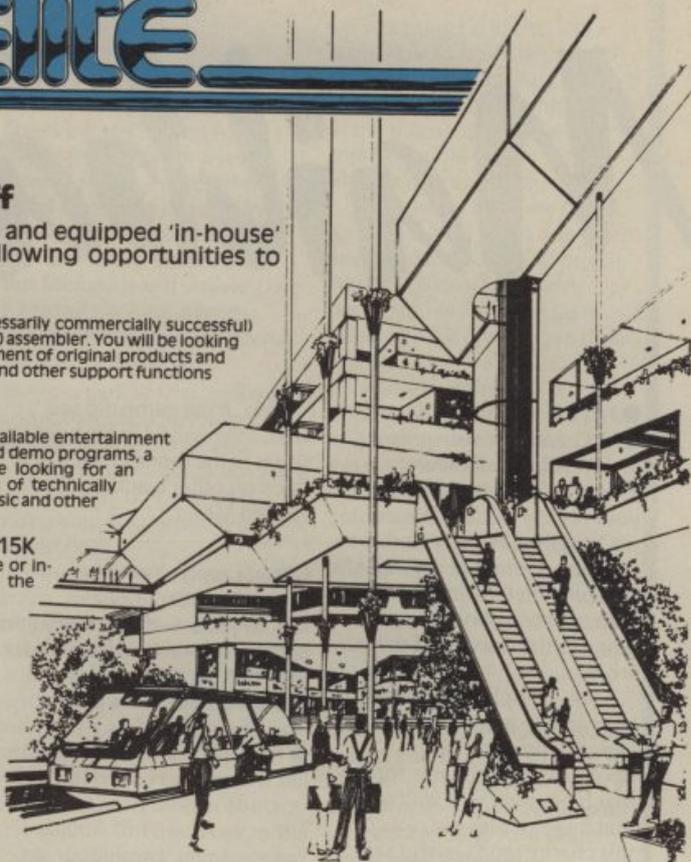
Graphic Artists/Musicians/Game Designer – O.T.E. £10-£15K

With or without formal qualifications you will already be working in a free-lance or in-house capacity supporting programmers in your specialist discipline in the development of commercially available/to be published entertainment software products. You will be able to demonstrate a number of different examples of your work and will be looking to put your experience to use whilst developing it further in the production of commercially available products.

All appointees to the above positions will be offered an attractive working environment, substantial basic salary and an opportunity to develop their ambitions with the full support of the company's management and financial strength. In addition to the above opportunities the company has a regular flow of program conversion contracts available at attractive rates to free-lancers and is particularly keen to support proven programmers and development houses wishing to write and have published by a major brand name original games for all popular machines.

If you would like to arrange an interview to discuss any of the above opportunities please write, giving full details of your relevant experience to:

Steve Wilcox – Director
Elite Systems Ltd, Anchor House, Anchor Road, Aldridge, Walsall WS9 8PW



RSPRINTERS!

has all the features that
have kept Super-Sprint top
of the Arcades.
Available on cassette and disc next month.

SUPER SPRINT™



ATARI
GAMES



139

Mailbag.

● I'm a long-time reader of C+VG and I've seen many reviews about all different aspects of gaming, through your review-packed pages.

One game which stands out on its own and that is *Soft Aid's* compilation tape for charity — with proceeds from the game going to the starving of the third world.

Many people bought this tape and so in turn saved many lives. In my area, pirates operate with any game for any machine, but I was glad to see that these pirates did not copy this charity tape — who said they didn't care?

This tape sparked off other compilations for other charities but didn't get far. Nowadays all software companies are concerned with "are we at the top of the software charts yet?" or "how much is our new game earning?"

We game-buyers pay enough as it is, just to see the software companies getting fatter on our hard-earned money. Why can't they help those less fortunate than themselves?

Most software companies produce two games every eight weeks or so. Why don't they give half or more of their income to different charities every three-four months?

If they did this then more people would buy the top-selling game but in turn help others too. Or does it take another earthquake, bad crop, or chemical leak to make them realise that they can't just do this for a couple of months' till things look better. Charities all over the world need money ALL year round because disasters happen all the time in Africa and third world countries.

Also, if the game did sell well, they would in time get some of the money they lost, back on other leading games.
*Russell Mills
Oxon*

Editor's reply: You'll be pleased to hear about BACKPAGE — the compilation being released to raise cash for the NSPCC. Buy it today. Details on our news page.

● I have come to the stage in life where I feel I need to upgrade my old Atari 800 to either an Atari ST or Amiga. I have seen the graphics on the ST and they are very impressive.

Now to the point of this letter. I would like your honest opinion on which of these two machines is the best. The ST seems to be doing very well at the moment and was launched at the perfect time and has got a lot of publicity including TV ads. The Amiga has had none of this. What do you reckon C+VG?

*Jason Dowling
Dublin*

Editor's reply: Get an ST. They are cheap. There's tons of software and I like them. OK?

● I am speaking on behalf of the millions of Amiga freaks out there in the big, wide world. As if it wasn't enough for "reviewer" Chris Cain to say in his review of *Sinbad*, that he finished the game in five or six goes but to actually tell us the conclusion of the game — it has totally spoilt the game for all of us. He completely ruined the game for a whole audience of Amiga freaks.

I am totally sure that a minority of them are going to buy this game and I am equally

convinced that *Mindscape* are not really satisfied with this review.

*Matthew Bryden
Kent*

Editor's reply: Ha! Given yourself away Matthew. It's obvious that your Dad, or some member of your family, works for Mindscape. Chris will be visiting your home very soon to sort you out. Have the Oddun's ready.

● Aaaaarrrrggggghhh!!!! This makes me so mad! What I'm referring to is the organisation of last month's issue. When I hastily brought it home and turned to the contents. Aah! Page 87 *Sentinel Players Guide*.

So I flicked to 87, but, gasp, NO *Sentinel* guide. So I looked for it and there it was on page 82! What's going on? Then I went to page 108 — *Arcade Action*. But, where was it, again, it was not there. It was on page 122. Then I turned to the *Bug Hunters* — page 124. Yep, you've guessed it — they weren't there. Instead they could be found on 126. To top it all you made mistakes on Tony T's *Hot Gossip* section — you put captions under the wrong piccy. This is going too far. Please stop this foolishness and do not make future mistakes, otherwise you will have a mad axeman on your hands.

On last thing, I loved the brilliant articles on *Metal Heroes — Fantasy Figures!*
*Wenchin Ng
London*

Editor's reply: I could give you a long and very boring reply Wenchin, but this isn't *Crash* or *Zzap* — so just try adding the page numbers up, divide by five, sprinkle some Perrier

over the contents page, hold it up in front of a street lamp and you'll discover the proper page numbers. Haven't you ever heard of security? Can't have just anyone reading C+VG, can we?

● I am writing to get my views heard! I think that the music section in C+VG is a VERY good idea. It makes for a more varied mag.

All those who complain should try really listening to Rock and Heavy Metal which is real music, not just pressing a few buttons on the synthesisers like much of today's pop music is. Give it a go, you'll love it! There's nothing better than a bit of AC/DC while alien zapping.

C+VG is easily the best computer mag on the market, especially now it has many other regular features like PBM, the Big Screen and Rock On.

It all makes for a much more varied, entertaining and value for money mag. The posters are brilliant too!

But I hope all these features will not in any way cut the space for what the mag is produced for — computer and video games.

*Chris Brooks
Cornwall*

Editor's reply: See, I told you games players liked Metal. Pass me the air-guitar, I feel a solo coming on. Never fear — we'll never lose sight of our main purpose in life — to bring you the best in computer entertainment.

● OK. First things first. Covers. These used to be extremely good — take for instance the year book — Dallas and more recently *The Pawn*.

Now look at the more recent

pictures — Barbarians. Good grief, what rubbish. The Barbarian looks as if he is in the process of removing his full set of false teeth.

The Guild of Thieves cover was incredibly bad. I've seen better artwork on the back of a cornflakes packet. The Gunship wasn't too bad but Indiana Jones was not very good.

Poster now. Most of which are rubbish. For example did you import a three-year-old from Japan to draw the embarrassingly bad Gobots picture? Now to probably the worst poster ever designed by C+VG. Yes! You guessed it, Miss Melissa Ravenflame. What a naff picture. My nine-year-old sister could do better.

Bughunters is totally average and the storyline is awful! Still, C+VG does have its good bits like . . . er . . . um . . . the Arcade section.

The Barbarians posters was trashy. Who wants a picture like that?

*Ben Rainbow
Ilminster*

Editor's reply: I'll have you know that I modelled for the Barbarian cover — and there's nothing wrong with having false teeth. Looking forward to seeing your nine-year-old sister's artwork. Makes me wonder why you spend a quid on this magazine every month.

● I wish to pick your brains. Around Christmas time I bought two games for the Spectrum Plus — it was a special double pack. In it was *Uridium* and *Firelord*. After two weeks of non-stop playing I got a brill score and to my utter dismay, after I entered JAY in the Hall of Fame, I found that some letters (DFL or something) had mysteriously taken place in my score. Has anyone else had this problem?
*Jason E Mellor
Cheshire*

Editor's reply: Better than picking your nose, I guess. Are you sure your keyboard is on the right way round? Are your fingers on in the right order? Did you eat your vegetables? If this is the only problem you've got then you're laughing.

● I have enjoyed reading C+VG for several years and

been pleased that it has gradually improved in spite of some of your juvenile letter-writers.

I always imagined that your targetted market was the 10 to 20 age group, but enjoy the contents even at 33.

Your recent foray into music suprised me — a touch of LMI think. As music is a far more personal subject than computer games, I think it better left for the specialists such as *Melody Maker*, *Sounds*, *Record Mirror*, etc. Your current reviews have been too narrow in choice of subject, apart from that, the majority of teenagers I know do not like Thrash or Heavy Metal. They seem to prefer the likes of Madonna or Whitney Houston.

If you must review music, at least let it be from volume selling artistes and not esoteric cult groups. As an alternative to no music reviews, you could try delving into different types each month including an occasional foray into the top-selling albums rather than new releases.

I would sooner read a review of a group's new album than an album by a new group. My own tastes vary from cult types such as Pere Ubu, Christian Death and Beki Bondage to to mega-types such as Kate Bush, Kim Wilde and Starship. At least you require a serious re-think regarding style and content.

Pat on the back time for your PBM section. The first and the best. Also thanks for the free poster of Maria Whittaker and Barbarian and for the *Imagine Game Over* artwork — how about a poster of that?

Also, whatever happened to the delightful Melissa's sexist cartoon? It started very interestingly until she started covering up the Aneka 'The Skull' Rice's jumpsuits. I can tell they are from Aneka' cos they are baggy on the bum.

Finally, how about a strategy and simulations section? I would like to see a round-up of games currently available and which are worth buying. As an ex-Amtix reader it was one of their best sections.

Playing games on a computer does not mean you are a thicko — I'm in MENSA and I don't program or do

anything serious — I'm far too busy enjoying myself.

*Bill Fox
Derbyshire*

Editor's reply: Thirty-three eh? Almost as old as Paul. Shocking still having fun at that age. Should be a law against it. OK — we get the point about the music. Watch this space — again! Jerry's cartoon is taking a break — but Melissa is still wearing the jumpsuits in Esso adverts. We've already got a strategy section — WAKE UP!

● After reading your brilliant comics article, I have decided to write to you about your magazine's change to not just a specialised computer and video games mag but to a more varied one.

Some changes, in my view, are for the better. These include the comics and the role-playing games.

Some, however, are for the worse, these include the metal miniatures and the rock music article/section. Comics and role-playing games have something to do with computers, but how rock music and the miniatures can be of any interest to computer users. Please keep irrelevant features like these two OUT of C+VG.

I have been collecting comics for about five years now and have enjoyed myself greatly but with continued criticism from family and friends, but it was hard and after a year's absence from the comics scene, I returned with a vengeance to find sheer brilliance.

How about printing some posters of comic-book characters? If you put LT Laww in comic book form he would sell like hot cakes.

*Syed Absar
London*

Editor's reply: Don't quite follow you, Syed. Role-players USE the miniatures for games — and programmers do their heads in with loud music while coding code for games you zap away at. Glad you like the other changes, though.

● I've been a reader of your magazine for about a year now and I've NEVER read anything better. Your reviews are great and I particularly like the system of putting rating for

different formats in the same reviews.

One thing I'd like to know, is it possible to buy C+VG tee-shirts/sweat shirts? And if not, why not? Another thing, I am, at the moment considering three possible futures for my interest in computing.

They are — keep my C64 and build it up into a complete system. Sell my 64 and buy an Amiga A500 or buy the Amiga and keep my C64 and tape deck without investing in disk drives, etc.

I know that the C64 is popular with loads of software and that the Amiga doesn't have anywhere near this amount, but it is a great computer.

I can only afford to go for one option, so could you offer me some advice. By the way, does the A500 need a monitor or will it run off my TV?

*Richard Monks
South Humberside*

Editor's reply: If you want an Amiga you're going to have to buy the peripherals — there's a big word — anyway. 64 stuff isn't compatible. And yes, you'll need a monitor. Commodore in their wisdom haven't made the A500 with a built-in modulator. Daft, if you ask me.

● The last time you did the video section, all you reviewed were kiddies' films. We want to see some good sickos! Love the mag.
*G Ross
London*

Editor's reply: Sickos!? You mean like Craig's home movie of Garry Williams in the bath. Talk about Moby Dick . . .

● As C+VG is available in the remote town of Khamis Mushayt, Saudi Arabia, since last April, I have been a regular reader of your beautiful, informative and colourful magazine.

One thing, though, why don't you omit the comic pages and devote those pages for info. On Atari ST and Amigas as readers know very little about these machines.

I want to produce commercial titles for small stores and establishments, so I decided to buy a computer with bigger memory. I am

Continued on page 143

SHEKHANA COMPUTER SERVICES

Order by credit line 01-348 2907 (24 hrs)



OUR	PRICE	OUR	PRICE	OUR	PRICE	OUR	PRICE	OUR	PRICE
SPECTRUM		***SPECTRUM***		***COMMODORE 64***		***COMMODORE 64***		***AMSTRAD***	
ELITE 6 PACK II	7.50	ARTIST II	7.50	BARABIAN - D2	7.50	MYSTER OF NILE - D1	5.95	BARABIAN - D2	7.50
BARABIAN	6.99	CONFLICT I	9.95	WIZBALL	6.50	TRIVIAL PURSUIT - D2	6.99	NEMESIS - D2	6.70
THE LAST NINJA	7.50	GUN RUNNER	5.50	ELITE 6 PACK II - D2	7.50	WONDER BOY - D4	9.95	MYSTERY OF NILE - D2	5.95
ZYNAPS	5.50	SILENT SERVICE	7.50	EXOLON - D2	6.95	QUARTET - D2	6.99	WORLD CLASS L BOARD - D2	7.50
P.A.W.	19.95	WORLD CLASS LEADERBOARD	6.95	BATTLESHIPS - D2	7.50	SURVIVOR - D2	6.99	ELITE 6 PACK II - D2	7.95
BATTLESHIPS	5.95	FIST II	6.50	REVS PLUS - D1	6.99	ZYNAPS - D2	6.50	ELITE 6 PACK II - D2	6.95
ROAD RUNNER	7.50	FAIRLIGHT I OR II	6.99	RENADE	6.99	TANK	6.50	ARKANOID - D2	9.95
ATHENA	5.95	ELITE 6 PACK	7.50	GUNSHIP - D4	11.95	ROAD RUNNER - D2	6.99	WORLD CLASS L BOARD - D2	7.50
MASK	5.95	ELITE TRIO PACK	6.99	BUBBLE BOBBLE - D2	6.95	NEMESIS THE WARLOCK - D2	6.50	ELITE 6 PACK II - D2	6.95
GUNSHIP	7.50	GAUNTLET	5.95	ATHENA - D2	6.95	ELITE TRIO PACK - D2	7.25	ELITE 6 PACK II - D2	9.95
F15 STRIKE EAGLE	7.50	TAI - PAN	5.95	NINJA HAMSTER - D2	7.50	AUTO DUEL (DISK ONLY)	16.95	ELITE 6 PACK II - D2	6.95
SKY RUNNER	4.99	WONDER BOY	6.99	MEGA APOCALYPSE - D2	7.50	BLACK LAMP - D1	7.50	ELITE 6 PACK II - D2	6.95
LEADER BOARD	6.99	QUARTET	6.99	TAI - PAN - D2	5.50	EDGE CLASSICS - D2	7.50	ELITE 6 PACK II - D2	6.95
ENDURO RACER	6.99	MYSTERY OF THE NILE	5.50	EPYX EPICS - D2	7.50	BATTLE CRUISER (DISK ONLY)	17.50	ELITE 6 PACK II - D2	6.95
BASKET MASTER	5.95	TOMAHAWK	7.50	WORLD CLASS L BOARD - D2	6.99	WAR GAMES CONS - DISK	14.95	ELITE 6 PACK II - D2	6.95
ELITE	9.95	INDIANA JONES	5.95	ADVANCE ART STUDIO - DISK	19.95	STREET SPORT BASEBALL - D2	6.99	ELITE 6 PACK II - D2	6.95
HIGH FRONTIER	7.50	GAME OVER	6.99	GUILD OF THIEVES - DISK ONLY	14.95	DESTROYER - DISK ONLY	12.95	ELITE 6 PACK II - D2	6.95
ARKANOID	5.50	NAPOLIEN AT WAR	7.50	QUDEX - D2	7.50	L'BOARD TORM - (DISK D6.99)	4.99	ELITE 6 PACK II - D2	6.95
STARGLIDER	9.95	VULCAN	7.50	RE-BOUNDER - D2	6.99	ELITE 6 PACK - D2	6.99	ELITE 6 PACK II - D2	6.95
GALLIPOLI	6.50	SOLD A MILLION 3	5.95	LAST MISSION - D2	7.50	RAMBO - DISK	3.99	ELITE 6 PACK II - D2	6.95
NEMESIS THE WARLOCK	5.95	RENADE	6.99	R.I.S.K.	6.50	DEFENDER OF CROWN - DISK	12.95	ELITE 6 PACK II - D2	6.95
EXOLON	5.95	SCALXTRIC	6.99	FRANKSTEIN	6.95	PIRATES - D4	12.95	ELITE 6 PACK II - D2	6.95
CONFLICTS 11	5.50	WIZBALL	5.50	WATER POLO - D2	7.50	*****PACKS/UTILITIES*****	14.95	ELITE 6 PACK II - D2	6.95
BISMARCK	6.99	CHOLO	9.95	KILLED UNTIL DEAD - D2	6.99	ULTIMA I - DISK	14.95	ELITE 6 PACK II - D2	6.95
JUDGE DEATH	7.50	METROCRUSS	6.95	LEADERBOARD EXECUTIVE - D2	6.99	EXPERT CARTRIDGE + ESM	27.95	ELITE 6 PACK II - D2	6.95
EDGE CLASSICS	6.95	NICK FALDOS GOLF	2.99	LEADER BOARD - D2	6.99	FREEZE FRAME LAZER	38.95	ELITE 6 PACK II - D2	6.95
ARMAGEDDON MAN	6.95	MULTIFACE 128	44.95	ARMAGEDDON MAN - D2	6.95	FREEZE FRAME MK 4	27.95	ELITE 6 PACK II - D2	6.95
BLACK LAMP	7.50	ADV ART STUDIO - 128K	19.95	CONFLICT 1 - D3	10.95	FREEZE MACHINE	27.95	ELITE 6 PACK II - D2	6.95
BUBBLE BOBBLE	5.95	THE PAWN - 128K	9.95	HIGH FRONTIER - D2	7.50	+ FINAL CARTRIDGE	36.95	ELITE 6 PACK II - D2	6.95
REBEL	7.50	ARTIST II - 128K	14.95	REBEL - D2	7.50	+ ACTION REPLAY MK. III	28.95	ELITE 6 PACK II - D2	6.95
ARMY MOVES	7.50	*****SEGA SYSTEM***		THE LAST NINJA - D2	6.99	*PHANTOM	68.95	ELITE 6 PACK II - D2	6.95
SURVIVOR	7.50	MASTER SYSTEM POWER BASE	99.95	AUF WEIDERSHEN - D2	6.99	SUNLINE 64 KEYBOARD	19.95	ELITE 6 PACK II - D2	6.95
YANKEE	7.50	MY HERO	14.95	REV PLUS - D2	6.99	CARRIER FORCE - DISK	24.95	ELITE 6 PACK II - D2	6.95
WORLD GAMES	6.95	GHOST HOUSE	14.95	CALIFORNIA GAMES - D2	7.50	*****AMIGA*****		ELITE 6 PACK II - D2	6.95
TRIVIAL PURSUITS	10.95	SUPER TENNIS	14.95	IMAGE SYSTEM - D4	14.95	BARABIAN	19.95	ELITE 6 PACK II - D2	6.95
GUILD OF THIEVES	9.95	SPY V SPY	14.95	BISMARCK - D2	6.99	HITCHHIKERS GAMES	24.95	ELITE 6 PACK II - D2	6.95
INTO THE EAGLES NEST	6.50	WORLD SOCCER	14.95	SABOTEUR II	5.50	SILICON DREAMS	19.95	ELITE 6 PACK II - D2	6.95
SENTINEL	6.99	TRANSBOT	19.95	MASK - D2	7.50	LEADERBOARD	19.99	ELITE 6 PACK II - D2	6.95
ZULU WAR	7.50	ACTION FIGHTER	19.95	SPY V SPY III - D2	6.99	PAWN	19.99	ELITE 6 PACK II - D2	6.95
CONVOY RAIDER	5.99	PRO WRESTLING	19.95	ENDURO RACER - D2	6.99	SILENT SERVICE	19.99	ELITE 6 PACK II - D2	6.95
NINJA HAMSTER	5.50	BLACK BELT	19.95	AZIMUTH HEAD ALIGNMENT	6.99	MEAN 18 GOLF	24.95	ELITE 6 PACK II - D2	6.95
URIDIUM	6.50	CHOPFLIFTER	19.95	ELITE - D3	9.95	STARGLIDER	19.99	ELITE 6 PACK II - D2	6.95
TANK	5.95	SHOOTING GALLERY	24.95	SILICON DREAMS - D4	9.95	KARATE KID II	19.95	ELITE 6 PACK II - D2	6.95
ANNALS OF ROME	9.95	PACE HARRIER	24.95			GUILD OF THIEVES	19.99	ELITE 6 PACK II - D2	6.95
BATTLEFIELD GERMANY	9.95	ROCKY	24.95			STATION 4	19.95	ELITE 6 PACK II - D2	6.95
						DEFENDER OF THE CROWN	24.95	ELITE 6 PACK II - D2	6.95

ALSO AVAILABLE ON DISK FORMAT D1=£10.95, D2=£11.95, D3=£13.95, D4=£16.95, D5=£22.50

FOR MAIL ORDER CUSTOMERS CALLERS: PLEASE SEND CHEQ P.O. TO: S.C.S. (DEPT CVG9), 655 GREEN LANES, LONDON N8 0DY. P&P INCLUDED IN U.K. EUROPE ADD £1 PER ITEM. ELSEWHERE ADD £2 PER ITEM. ADD £5 FOR MACHINES FOR P&P (UK ONLY). SEND A SAE FOR FREE LIST C64 SPEC AMSTRAD BBC ATARI ST AMIGA IBM PCV. Please specify computer type. Phone us for the latest news on the Nintendo and Sega Systems. Above discount valid until 16 09 87 only.

PERSONAL CALLERS PLEASE PRODUCE THIS ADVERT AT EITHER SHOP FOR ABOVE DISCOUNTS TO: SHEKHANA AT CONFIDENTER, UNIT 5, 221 TOTTENHAM COURT ROAD, LONDON W1R 4PF. (NEAREST TUBE STN - GODDGE ST 1 OPEN 6 DAYS A WEEK 10 00AM - 10 00PM, DR 655 GREEN LANES, LONDON N8 0DY (N- TURNPIKE LANE STN) (- DENOTES ITEMS ONLY AVAILABLE FROM 655 GREEN LANES, N8 0DY

ACCESS AND VISA CARD ORDERS ☎ 01-348-2907 ☎ 01-340-8565 ☎ 01-631-4627 CREDIT CARD ORDERS DESPATCHED SAME DAY SUBJECT TO AVAILABILITY *ALL NEW RELEASES ARE SUBJECT TO RELEASE DATES FROM SOFTWARE HOUSES PLEASE RING TO CONFIRM AVAILABILITY

USED HARDWARE

Spectrum 48K.....	£38.50
Spectrum Plus.....	£50.00
Spectrum 128K.....	£80.00
Spectrum + 2.....	£100.00
Commodore 64 (+Rec).....	£100.00
Commodore 16 (+Rec).....	£40.00
Commodore Plus/4.....	£40.00
ZX81 16K.....	£15.00
Electron.....	£45.00
VIC-20 16K (+Rec).....	£35.00
Amstrad CPC464 (Green).....	£130.00
Amstrad CPC464 (Colour).....	£190.00
Amstrad 6128 (Green).....	£220.00
Amstrad 6128 (Colour).....	£300.00
Atari VCS.....	£20.00

Joysticks from £2.00. Interfaces from £3.00 Printers from £15.00
All the above computers are guaranteed for 3 months, in good condition, boxed and complete with leads, manuals etc

Send cheque/PO to:
Software City, 173 Mansfield Road,
Nottingham, NG1 3FR.
Telephone (0602) 410493
Overseas orders: Add £5.00

V.F.M. DISCS

BRANDED DISCS		PRICE
5.25" JVC	DS/DD 48TPI	£13.99 Per 10
5.25" 3M	DS/DD 48TPI	£14.99 Per 10
5.25" DATA-PRO	DS/DD 48TPI	£8.50 Per 10
3.5" JVC	SS/DD 135TPI	£19.99 Per 10
3.5" JVC	DS/DD 135TPI	£27.99 Per 10
3" AMSOFT	CP-2	£25.99 Per 10

UNBRANDED DISCS		PRICE
5.25" BOXED	DS/DD 48TPI	£3.99 Per 10
5.25" BULK BUY	DS/DD 48TPI	£12.95 Per 25
3.5" BOXED	SS/DD 135TPI	£12.95 Per 10
3.5" BOXED	DS/DD 135TPI	£14.95 Per 10

ACCESSORIES
QUICKSHOT II JOYSTICK..... £7.25
QUICKSHOT II TURBO JOYSTICK..... £12.99
EXPERT CARTRIDGE..... £27.99
PLASTIC DISC CASE 3.5" OR 5.25"..... £1.25
PRINTER RIBBONS/DUST COVERS AVAILABLE.
We only supply top quality products and offer a full replacement guarantee.
All discs 100% error free. Make cheques/POs payable to:

VFM DISCS, UNIT 121,
LONGFELD, HARLOW,
ESSEX CM18 8LE
Tel: 0278 411845
(24 hour order line)
and 0278 443219

ATARI 400/600/800XL/ST SOFTWARE

We have all our round selection of disks, cassettes and cartridges FOR HIRE. Apply now and hire your first four games free. Around 1,000 different original titles. For full details send large stamp addressed envelope or telephone evenings 7pm - 10pm or weekends
LOW ATARI PRICES
1050 Disc Drive £119.95 post free
Atari 5205ST4 £345.90 post free + 10 free disks
Casio C220S £279.90 post free
Antic and Analog magazines available.
BEST QUALITY DISCS
Memorex 5 1/4" S.S./DD Discs 10 for £13.95 p.f.
Unlabelled 5 1/4" S.S./DD Discs 10 for £9.95 p.f.
Unlabelled 5 1/4" S.S./DD Discs 25 for £22.95 p.f.
Unlabelled 5 1/4" S.S./DD Disc 50 for £42.95 p.f.
Unlabelled 5 1/4" S.S./DD Discs. 100 for £79.95 p.f.
Memorex 3 1/2" S.S./DD Discs 10 for £19.95 p.f.
Unlabelled 3 1/2" S.S./DD Discs 10 for £19.95 p.f.
Atari 520 ST4 with 12 Megabyte Drive £449.90 + 23 discs
Happy enhancement for the 1050 Drive
with revision 7. £139.95 post free
GAMES & SOFTWARE CLUB
DEPT. C+VG, 35 Tilbury Road,
Thornax Close, Sunderland SR3 4PD.
Tel: (091) 5286351.

THE COMPUTER SOFTWARE EXCHANGE

Want to swap the software you no longer use. If you own a CBM64, SPECTRUM, AMSTRAD, BBC, ATARI XL or ST.

For free membership and club magazine send large s.a.e. to:

C.S.E.(V) 8 Poplar Croft,
Bramley, Leeds, LS13 4SX
Tel (0532; 790750

CLASSIFIEDS

SPECTRUM SOFTWARE LIBRARY

OVER 1000 TITLES
Hire fees from 50; for 2 weeks including postage
For Details send an s.a.e. to
Dept CVG, PO Box 63, Banstead, Surrey, SM7 3QT.

MATRIX HIRE

The cheapest way to play them all.
Top games titles for Spectrum, Commodore and Amstrad. Please state system.
Details from:
Matrix Leisure Club 271 Stanstead Road,
Bishop's Stortford, Herts CM23 2BT

UK SOFTWARE EXCHANGE

Swap your used software. Fr. membership. Huge program base for the Spectrum and Commodore 64.
Send s.a.e. for fast response and details to:
UK Software Exchange Club (CVG),
15 Tunwell Greave, Sheffield S5 9GB

FREE MEMBERSHIP!!!

Hire CBM64, Spectrum, Vic-20 software!
amstrad, atari, C16 BBC, electron
Write now for free exciting details!
COMPUTERSOFT (cv)
PO Box 28, North PDO, Nottingham NG5 2EE
(Please state machine. Stamp appreciated)

Mailbag.

Continued from page 141

considering a C128, Amiga or ST. Can you help me? What is the difference between the Atari 520 ST and 520 STFM — are they compatible?

Khalid Sohail
Saudi Arabia

Editor's reply: Now here's the sort of reader I like to get letters from! Polite, and to the point. The Atari STFM can be plugged directly into a TV. The ST needs a monitor. Buy an ST or an Amiga — both will serve you well. But it really depends on how much cash you want to spend. Check out our next issue for the special Atari/Amiga supplement.

● I am hopping mad — fuming, in fact. Software companies do all these lovely adverts for their up-and-coming games and get all your readers really keyed-up waiting for the release date.

We all rush out and buy their games and that's that as far as the companies are concerned.

They don't want to know us until the next game release. But, what about us — we buy the game and find it nigh on impossible to finish certain levels or to find magic potions.

So, of course, what do we do — we phone the company concerned and what do we get — sorry, we can't help you, we don't have hint sheets, or even better, we don't give away hints. So there we are, left tearing our hair out trying every conceivable way possible to complete the level.

Don't they realise that after sales is just as important as all the lead-up to the release.

I'm not asking them to give away the complete formula to the game, but surely if someone can't even get out of level one there is no harm

telling them how to do it and get on and enjoy the rest of the game. Do any other readers think this is a valid argument. Cameron Watts
Dumbarton

Editor's reply: You're not talking about System 3's *Last Ninja*, are you? Sounds like you need a good seeing to by Melissa Ravenflame and Ideas Central. And it costs you less than a phone call! Seriously, C+VG prints solutions to many different games each issue — so BUY IT MORE OFTEN! And help keep me in the style I've become accustomed to. The cardboard box is quite comfortable, thank you . . .

● In reply to M Wilson's letter — there is one Enterprise User Group. He can contact them at this address: IEUG, PO Box 13, Crowborough, E Sussex TN6 1QX. Make sure you enclose a SAE when you write. There is also an IEUG hotline available from 7pm to 10pm. The number is 08926 3890.

If anyone wants to help with their enterprise or wants a pen pal then write to me, c/o C+VG.

John Foster
Sheffield

Editor's reply: So now you can all boldly go where no computer owners have gone before . . .

● I am a loyal fan of the magnificent composer, Jean Michel Jarre. I have all his existing records and consider myself quite an expert on his wonderful music.

But isn't it amazing how many of his pieces occur in computer games? I own a C64 and with my large selection of games I have sussed out four examples: *Bomb Jack* —

Magnetic Fields Part II; Loco — Equinox parts five and six; Yie Ar Kung Fu — Magnetic Fields part IV and finally Rob Hubbard's Thalamus-loading music which was one of the demo's free from Zzap.

I do hope they get permission first before putting them into games 'cos I'll grass 'em up . . . I will yer know. It somehow seems to be such a mock-up of his music. I am only protecting the rights of my idol. I wonder how many more pieces of his music are in computer games — do you know?

Dalian
Dorchester

Editor's reply: Don't know, Dalian, but I guess JMJ is just one of many composers to be treated in this way. Me, I'm looking forward to his spectacular in London's Docklands later this year. See you there?

● Wayne's outdated. OK, if you want a "music" section in your mag please remember this is the 80s and not the 70s. I think it is ridiculous to review only hard rock, heavy metal, speed metal and other metals!

I completely agree with Stuart Gorland. If you want to review hard music, how about punk. Don't say that there is no more punk, 'cos if punk is dead, then hard rock lies 13 billion years away. Just look at The Conflict, The Exploited, GBH and many others — or won't you dare to review it because there's lots of ★@★@ and !\$★ in it?

If you want something new come over to Belgium, it's the world's centre for New Wave. If you're too lazy to come over just open your eyes up — there's loads of good, unknown groups in England, ie

Alien Sex Fiend, Sisters of Mercy, The Dead Kennedys, etc. I think you should review records of unknown, new bands bringing different music so that more people know that it exists and buy it. Got it, Wayne?

I was a bit disappointed with three of your issues earlier on this year — namely, March, April and May. They were so weak. But, I am glad to report that you have got it together again.

I loved the advert for Game Over — could you do that into a gigantic poster? I would also love a poster of Hewson's Zynapes.

Wim de Gent
Belgium

● Never mind with the Dear C+VG crap listen up!

You need a swift kick in the pants to get your brain working. There're a few things about your mag that I don't like.

1. Your competitions seem to be set for Artists, what about us other readers who can't draw!

2. Your letter pages are full of it! Yes, full of people moaning about pointed anatomy and God knows what else. Send these people one crate of Terry Wogan underwear this should quickly dispatch them.

3. Just how many people out there don't know how to write complex programmes (me included)? Everyone can write game scenarios. Isn't it about time you showed us how arcade games are made?

4. Don't you ever read what you print? And there are too many black and white Spectrum 0.1k photographs. Anon
Birmingham

Pen Pal Page.

● I am looking for new friends to write to, to talk about my C64. I also have a 1541 disk drive, printer and modem. I have had my computer for two years and I just love it! So, please write to me.

Gerry Charron
PO Box 9084
Main Terminal
Ottawa
Ontario
K16 3TB
Canada

● I am a 17-year-old Spanish C64 owner, who would like to swap pokes, hints, etc, with owners anywhere in the world.
Jordi Verges
Molins de Rei no03 Sob 1a
08750 Barcelona
Spain

● Hiya, my name is Kin On 'Ghetto' Li. I am a Chinese walkin' talkin' readin' listenin' adventurin' wacko person. Anyone want an innocent 10-year-old penpal like me to write to?
Are there any Amstrad CPC 464 cool dudes out there to swap news, etc?, then write to me c/o C+VG.
Kin On 'Ghetto' Li
Cheshire

● I am a 15-year-old Finnish boy and I have MSX-micro and cassette unit. I would like to swap ideas, hints, etc. I am looking for male/female pen pals from abroad. All letters will be answered.
Taisto Repo
Lehtola
74640 Sulkavanjrv
Finland

● If anyone is interested, I am a 14-year-old boy stationed in Malaysia where a very good range of software for all computers is available for very good prices. I own a C64 and would like anyone interested in the above or maybe just to chat to drop me a line.

Nathon Gunn
Desa Ukay Heights
Condo-aps B-no 2
Jalan Teberau
Kuala Lumpur 68000
Malaysia

● I am the owner of a BBC Master compact and would like to get in touch with any male or female from Britain. I am 15 years old and a student at the English School in Nicosia.
Dinos Strovolidis
8 Phedias Street
Strovolos
Nicosia 154
Cyprus

● My name is Mark. I am 13 and own a C64 and 1530 datassette unit. I would like pen pals all over the world. I would like to swap hints, tips and pokes.
Mark Murphy
9 Woodvale
Foynes
Co. Limerick
Eire

● Hello there! I am a very lonely, male C64 owner and would like a male or female pen pal (preferably the latter). You don't have to own a computer, just write whether you want to swap hints or tips or just to chat. I don't mind.

Any members of *The*

Hunting are welcome. Criminals or Exterminators, and before you ask, yes, I am a member. I'll reply to everyone.
J C Genius
Essex

● I am an American C64 owner who is stuck with only a datacassette and printer. I would love to here from anybody, from any country, wanting an American pen pal.
Paul Smith
526 Township St
Sedro-Woolley WA
98284
USA

● This is the voice of someone who has just bought an Amiga 500. Yes, it is a fantastic machine! But, I need a pen pal. I really like good graphic adventures like the *Pawn*.
De Vos Christophe
Oeverstraat 11
1900 Lokeren
Belgium

● I am a 14-year-old Atari 520STFM/Specy owner who desperately wants a British — preferably in the South East — male/female pen pal of roughly the same age. I am a devoted computer freak.
Paul Meech
Essex

● I am looking for a penfriend between the ages of 13 and 15 and who will be able to inform me of upcoming games that are being converted from the arcades to the computer. I am not bothered where they come from but I would

like to know their hobbies and interests.

Gregory Winfield
67 May Street
Altona North, 3025
Victoria
Australia

● Fancy a pen pal who is: crazily keen on home computers, a CPC 6128 Amstrad owner with a cassette player, interested to get in touch with other Amstrad owners, 17 years old and a really nice lad? If you do, then don't waste any time! Send a letter to:
Harry Tsangarides
2 Phedras St
Acropolis
Nicosia
Cyprus

● I have been studying English and German at the Institute of Foreign Language in Prague. My name is Jiri Suchy and I would like to have a pen-pal from England, Scotland or Ireland. I am 37-years-old and work as a translator. My hobbies are tourism and hiking.
Jiri Suchy
Praha 10
Pripotocni 21
101 001
Czechoslovakia

● I am a 16-year-old Amiga user who would like to get in touch with male or female Amiga users. I am interested in swapping ideas, tips, information and, of course, letters. I run Amiga Users Group, Norway, so I can get lots of tips and info.
Oyvind Grimstad
N 6674 Kvisvik
Norway

THE COIN-OP CLASSIC

LAST MISSION



**A TEST OF VALOUR TO CHALLENGE
THE MOST OUTSTANDING ARCADE
SPACE FIGHTER**



DATA EAST

Driven from your home galaxy your only path back to ending your exile and reclaiming your honour lies in defeating the invading forces that torment your people. Armed with the most sophisticated weapons systems, guarded by a protective forcefield, you set out on a mission to conquer the enemy starbase, a crusade against the most startling of death defying odds. The ultimate in firepower is at your fingertips, the pinnacle of spacecraft control and command is within your grasp. The strategy and excitement only ever associated with arcade settings is recreated for your very own personal mission. A coin-op classic of immense proportions.



CBM64/128 £9.99 Tape £14.99 Disk Spectrum 48/128 £8.99

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

Hot Gossip

C+VG's Hot Gossiper

Tony Takoushi has the biggest eyes, nose and mighty mouth in computer games. He sees all, hears all and he then shouts about it each month exclusively in your favourite computer mag.

So read on for the man who shoots from the lip at the good, the bad and the ugly in the software world.

One of the most painful aspects of owning an Amiga right now is the extreme shortage of quality arcade games. OK, so there are a few games from Anco and Eidersoft but nothing to set the world on fire.

But do not despair! There is help on the way. Really classy arcade games are being written in Germany for the Amiga. A hot (pre-production) little item that has arrived on my desk is *Garrison*.

Garrison is truly awesome — there's a word I haven't used for a while — it is a *Gauntlet* derivative and has everything you could want from an Amiga game.

When the game has loaded you are

presented with a choice of five characters, Merlin the Wizard, Agor the Warrior, Golwyn the Elf, Valeria the Valkyrie and Thorin the Dwarf. You choose your character and go into the game.

The play area takes up two-thirds of the screen, with the other third to give you the

details of each character's score, health, keys/treasure/potions collected.

At the bottom of the screen is a timer — not operational in my copy — I would assume speed is the order of the day.

As is the form there are zillions of ghosts trying to nobble you, and you lose health

points if they touch you.

You can destroy the ghosts by zapping them but give yourself room as they do tend to crowd around you!

Other features of the game include chunky hunks of chicken and swinish-looking hams to keep your health level up, drinking potions and amulets for special powers and teleports to get you into corners of each level.

The play is smooth and the action does not slow down regardless of how many nasties are on screen!

I really am looking forward to this little gem being finished as the author promises a hundred levels, lots more enemies, sounds galore and even better graphics.



It's really strange that just a few days after writing my last comment on TV producers and marketing people, I had a call from Channel Four to do a spot on their Network 7 show.

To be honest it did little to change my view that people in TV know nothing about computers. To a great extent they still seem to take the view that computers are a fad, and are not here to stay.

What was refreshing was that they were honest about their ignorance and were keen to do more on

computers.

That set me thinking. What we should do, I mused, is start a proper campaign for a PROPER TV computer GAMES show — not just another *BLUE PETER* and *Chips!*

What better way to start than to ask all the C+VG readers who'd like to see a proper show on TV, dealing with their favourite subject, to join in a campaign to persuade the controllers of the airwaves to let computer games have a regular slot.

What we at C+VG would like is for you to fill in the petition

coupon below, and get a friend to sign it as well.

Then we'll pass on your demand to the BBC, ITV and Channel 4. If they ignore the

massed ranks of C+VG readers then you'll know that they don't care about the kids!

Remember if you don't, you won't get the TV you want.

C+VG READERS SAY WE WANT A PROPER COMPUTER GAMES SHOW ON TV!

Dear Mr Producer,
Please help us get a good computer games show on television — 100,000 C+VG readers can't be wrong!

Signed _____
Address _____ Age _____

Signed _____
Address _____ Age _____

Return this form to TV Campaign Computer and Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

REBEL WITHOUT A CAUSE?

RENEGADE



SPECTRUM

7.95

COMMODORE

8.95

AMSTRAD

COMMODORE

12.95

DISK

AMSTRAD

14.95

ATARI ST

19.95

Licensed from © Taito Corp., 1986
Programmed for Amstrad, Spectrum,
Commodore by Imagine Software.

In the knife-edge world of the vigilante there is no place to rest, no time to think - but look sharp - there is always time to die! From the city subways to the gangland ghettos you will always encounter the disciples of evil who's mission it is to exterminate the only man on earth who dares to throw down the gauntlet in their path - the Renegade.

A breathtaking conversion of the arcade hit by Taito now for your home computer. With all the original play features - when you play Renegade you would not have believed you could play so mean!

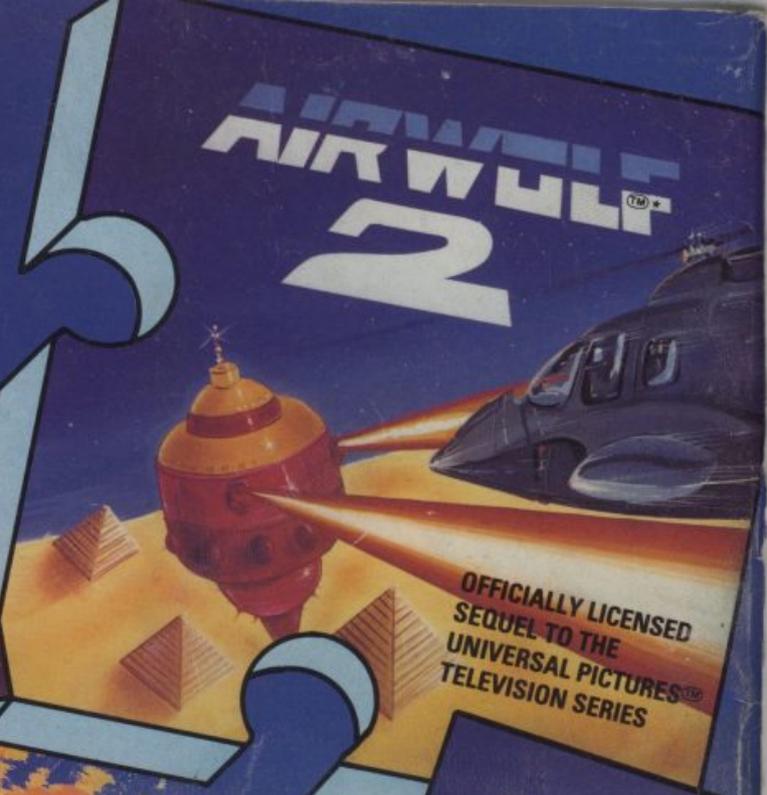
..the name of the game

IMAGINE SOFTWARE, 16 CENTRAL STREET, MANCHESTER, M2 5NS. TELEPHONE 061 275 1111



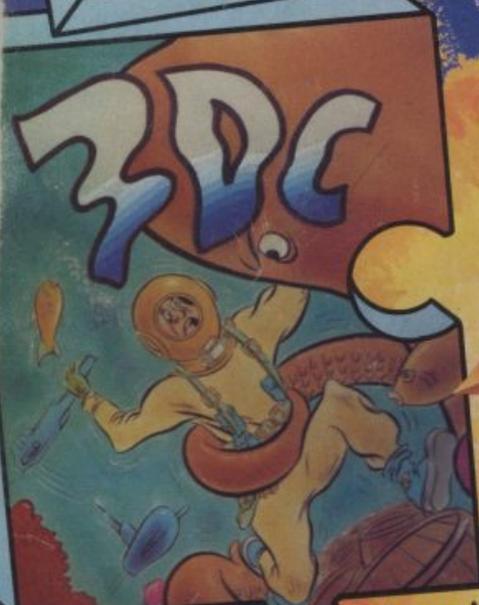
GREAT GURIANOS

OFFICIALLY LICENSED
COIN-OP FROM
TAITO



AIRWOLF AIRWOLF 2

OFFICIALLY LICENSED
SEQUEL TO THE
UNIVERSAL PICTURES
TELEVISION SERIES



3DC

3 NEW GAMES
FOR THE PRICE OF 1

TRIO

from

HOT PAK



CATABALL

RELEASE DATES
Europe ♦ 13th July
UK ♦ 20th July

SPECTRUM	Great Gurianos		
	Airwolf 2		
	3DC		£9.95
AMSTRAD	Great Gurianos		
	Airwolf 2	case £9.95	
	3DC	disc £14.95	
CBM-64	Great Gurianos		
	Airwolf 2	case £9.95	
	Cataball	disc £14.95	

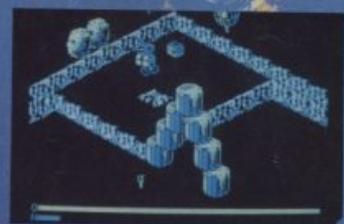
Mail order, just send a cheque or postal order payable to ELITE SYSTEMS LTD. or quote your credit card No.

GREAT GURIANOS
Classic Coin-Op Action! Great Gurianos, supreme warrior battles against all the odds.
Licensed from Taito Corp. Export outside Europe and Australia prohibited.

AIRWOLF 2
Once again you pilot the ultimate combat helicopter, where no one else dares to go.
"Go for it Stringfellow Hawke!"
© 1984 Universal City Studios, Inc. All rights reserved.
* A Trademark of and licensed by Universal City Studios, Inc.

3DC
Beware the perils of the Deep! Quick thinking, fast action, and more than a bit of cunning will be needed to rebuild your crippled submarine, your only chance of escape.

CATABALL
Introducing a new concept, delicate control is required to steer all 4 balls successfully through a hostile world and at the same time achieve your goal!



Screenshots are taken from various computer formats.

Anchor House, Anchor Road, Aldridge, Walsall, West Midlands WS9 8PW
Telephone: (0922) 59165 Telex: 336130 ELITE G