WEEKLY •WEEKLY •WEEKLY •WEEKLY •WEEKLY •WEEKLY •WEEKLY •WEEKLY •WEEKLY •WEEKLY •WEEKLY •WEEKLY •WE

Computer GAMESWEEK

Only 60p

11–17 January 1989 Volume 1 No. 20

A FOCUS MAGAZINES PUBLICATION

COSMIC PIRATE

Deep space pillage

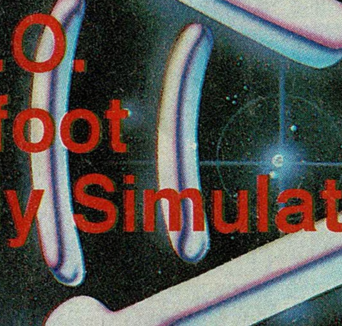
BIG PIRATE ISSUE

EXCLUSIVES
Wanted
T.K.O.
Bigfoot
Rally Simulator

COSMIC PIRATE

THIS WEEK'S TOP 3

1 COSMIC PIRATE



2 WANTED

3 T.K.O.

Plus . . .

Chess special, Competition results, Pokes and tips, Moonwalker review, Silkworm preview, Adventure Bridge.

"CELEB
Joan of ARC
THE GAMES
SUMMER EDITION
California GAMES
GAUNTLET II
Out Run
START
"GOOD
ECHELON
THE GAMES
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LEADER BOARD
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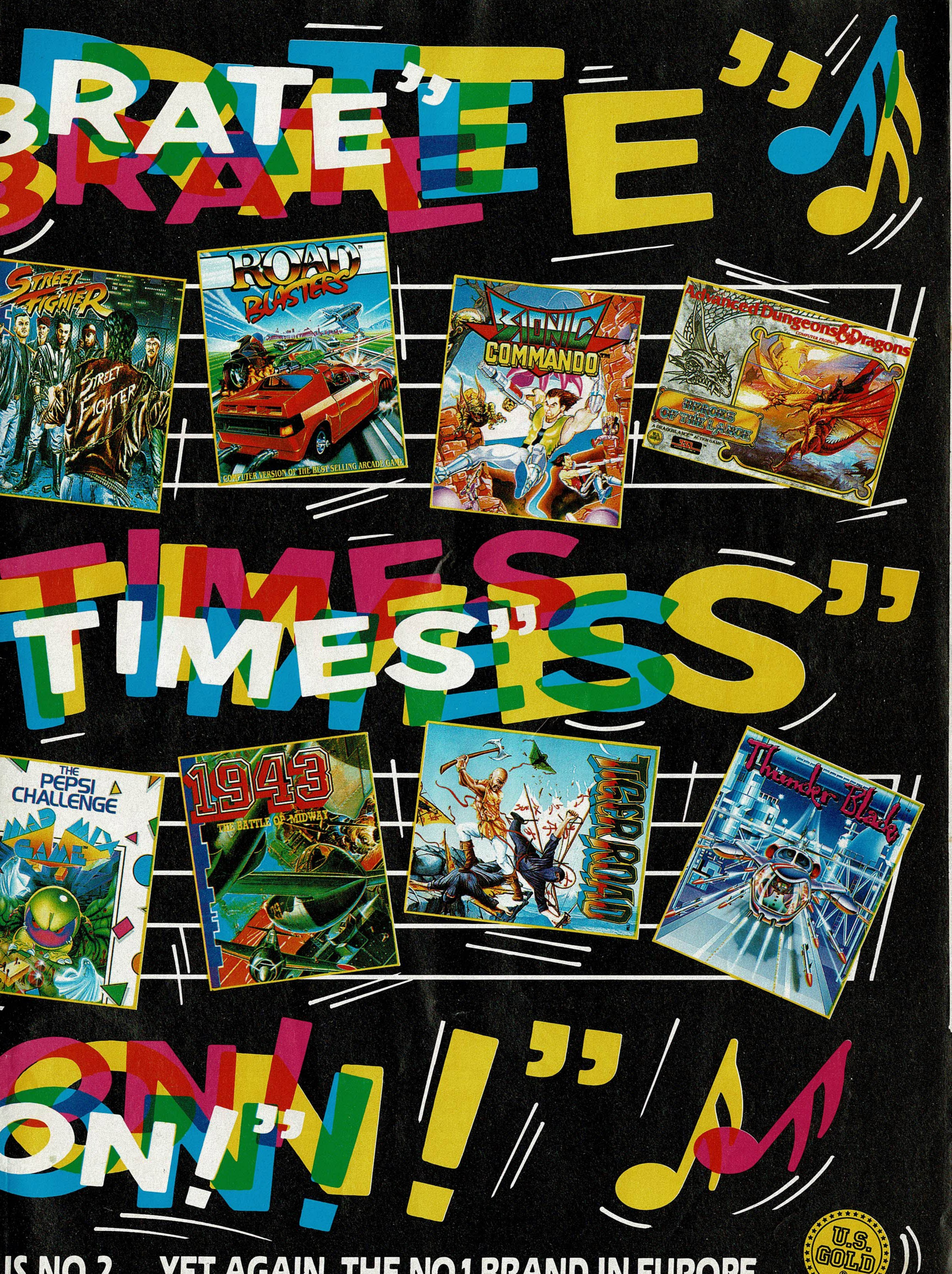
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6 News

Defender of the Crown makes it onto the new technology, FIL goes bust, new Amiga package, and all the news in the post Christmas haze, from First Mate Billy MacInnes

10 Competition Winners

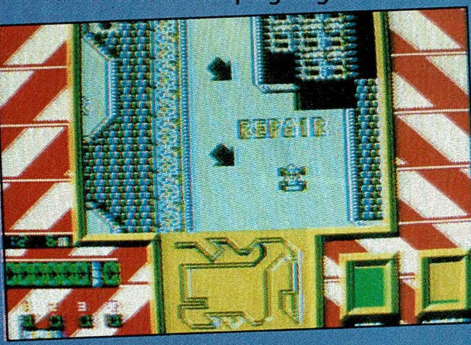
Entered a competition? Want to know whether you've won anything? This is your chance to find out as we wrap up and post out the results of half a dozen competitions.

12 Gamescan

Op Wolf still at the top. What a surprise.

14 HQ

Gunnery Officer Lee shrugs off the spirit of goodwill to all men and indulges in some serious campaigning.



All aboard shipmates, strap yourselves down for another one of our infamous theme issues. Piracy is the name of the game this week, but not of the naughty tape to tape variety, rather the entirely wholesome occupation of divorcing rich folk from their wealth. Pull on your eye patches me hearties, and follow Cap'n Duncan as we become the scourge of the spaceways.

Over at Pergamon Press/Mirrorsoft something interesting is quietly happening. Defender of the Crown, renowned for its excellent graphics and sound has been implemented on CD-Rom. You can expect a full report on the venture soon, but the implications of the move could be enormous. Is this going to be the start of a revolution in home entertainment that will sweep aside crude graphics and animation, three channel party squeaker sound effects forever? Or will it fizzle out like video discs and become an elitist technology, available only to the very rich?

For more information on the new technology check out our Billy's report that we ran in ish 5, and stay tuned with Computer Gamesweek: reporting the breakthroughs as they happen.

Captain Duncan Evans

16 Ground Zero

16 Wanted

Become the man with no name, grow real stubble, and smoke horrible cigars, as Infogrames takes you back to the time when the west was wild, and you could go out on a Saturday night and still have change from a penny.

16 Phantom Fighter

Oooer. A review of the finished game! It must be the only one.

18 Bigfoot

Plod, plod. True love in the Rockies, if you like big hairy beasties.

20 Jocky Wilson's Darts Challenge

Jocky on the oche, but he can't see the board for his belly. Thankfully the obese one doesn't figure graphically in this entertaining darts implementation.

20 T.K.O.

It's a knockout! Our reviewer was black and blue after playing EA's boxing bonanza.

23 Rally Simulator

Sub-Super Sprint action as Zeppelin jumps on the simulator bandwagon.

24 Cosmic Pirate

The focus of another one of our theme issues. Yo, ho, ho, and a bottle of Jameson. Cap'n Duncan takes to the spaceways and liberates oppressed wallets from despicably hard working citizens.

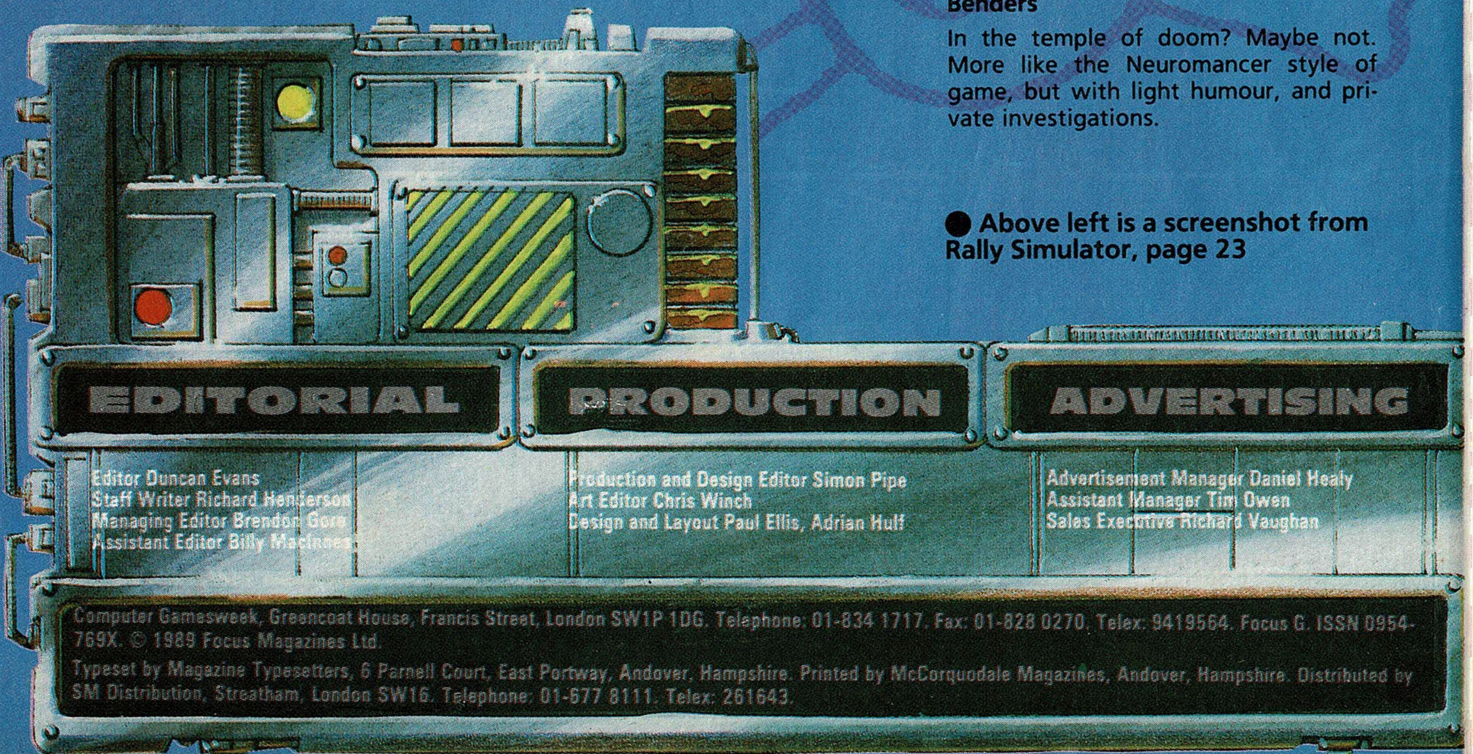
26 Play it Again Sam 6

The latest in a seemingly endless line of compilations from Superior Software. Some of the games this time are older than our Richie.

26 Zak McKraken and the Alien Mind Benders

In the temple of doom? Maybe not. More like the Neuromancer style of game, but with light humour, and private investigations.

● **Above left is a screenshot from Rally Simulator, page 23**



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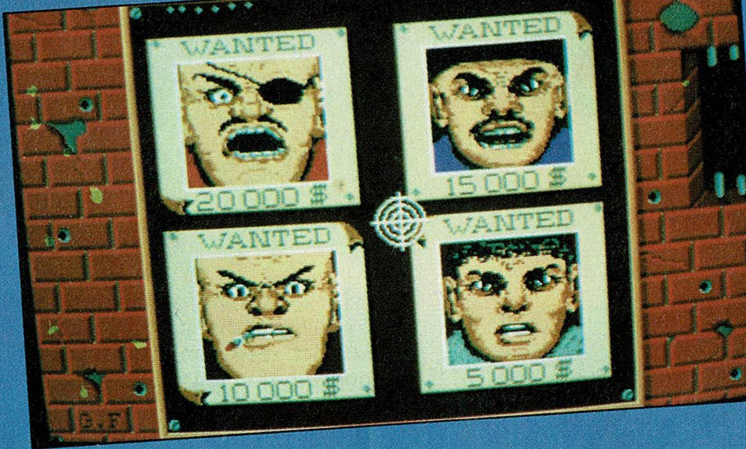
Inside



● No, not the *Gamesweek* staff, but four desperadoes from Wanted, reviewed on page 16

25 Competition

Win an all expenses (well most of them) paid trip to the capital, stay the weekend in a hotel and get to see the Space Adventure, London Dungeon, and the Cutty Sark, all for free. If you have any time left you can go shopping down Oxford Street (If you like being rendered into a two dimensional being that is). Oh yeah, win copies of Cosmic Pirate as well.

30 Up Periscope

A slightly smaller Periscope this week, espies Silkworm on the horizon. Dive, dive, dive!

32 On Screen

Ships cook Emma Norman sticks up for Wacko Jacko in his latest celluloid adventure, Moonwalker.

34 Adventure Bridge

Bosun Bridge ruminates on all things pixie like in the public domain. Hack seems to be his fave rave at the moment.

40 C.I.A.

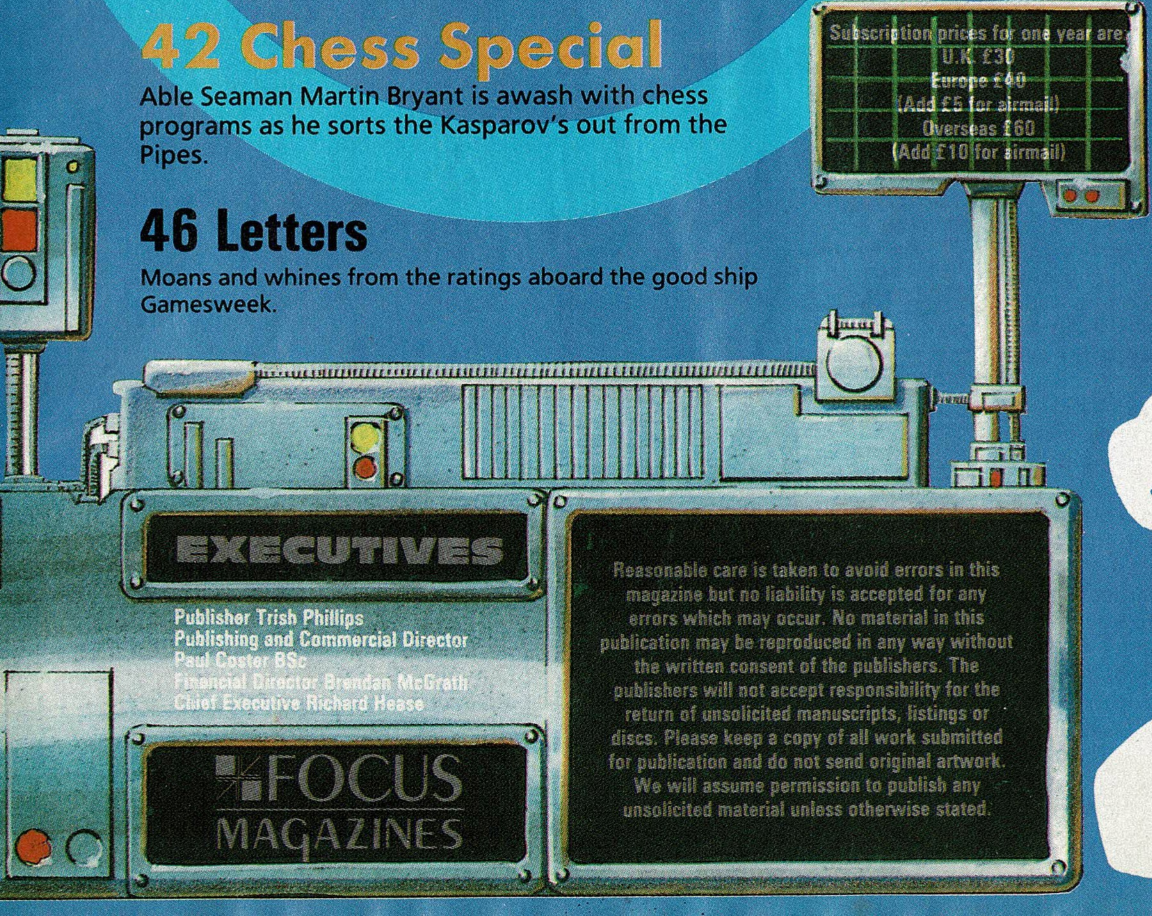
More pokes and hints and tips than you can eat. Double Dragon, Shinobi, and Total Eclipse get the C.I.A. treatment from cabin boy Henderson.

42 Chess Special

Able Seaman Martin Bryant is awash with chess programs as he sorts the Kasparov's out from the Pipes.

46 Letters

Moans and whines from the ratings aboard the good ship Gamesweek.



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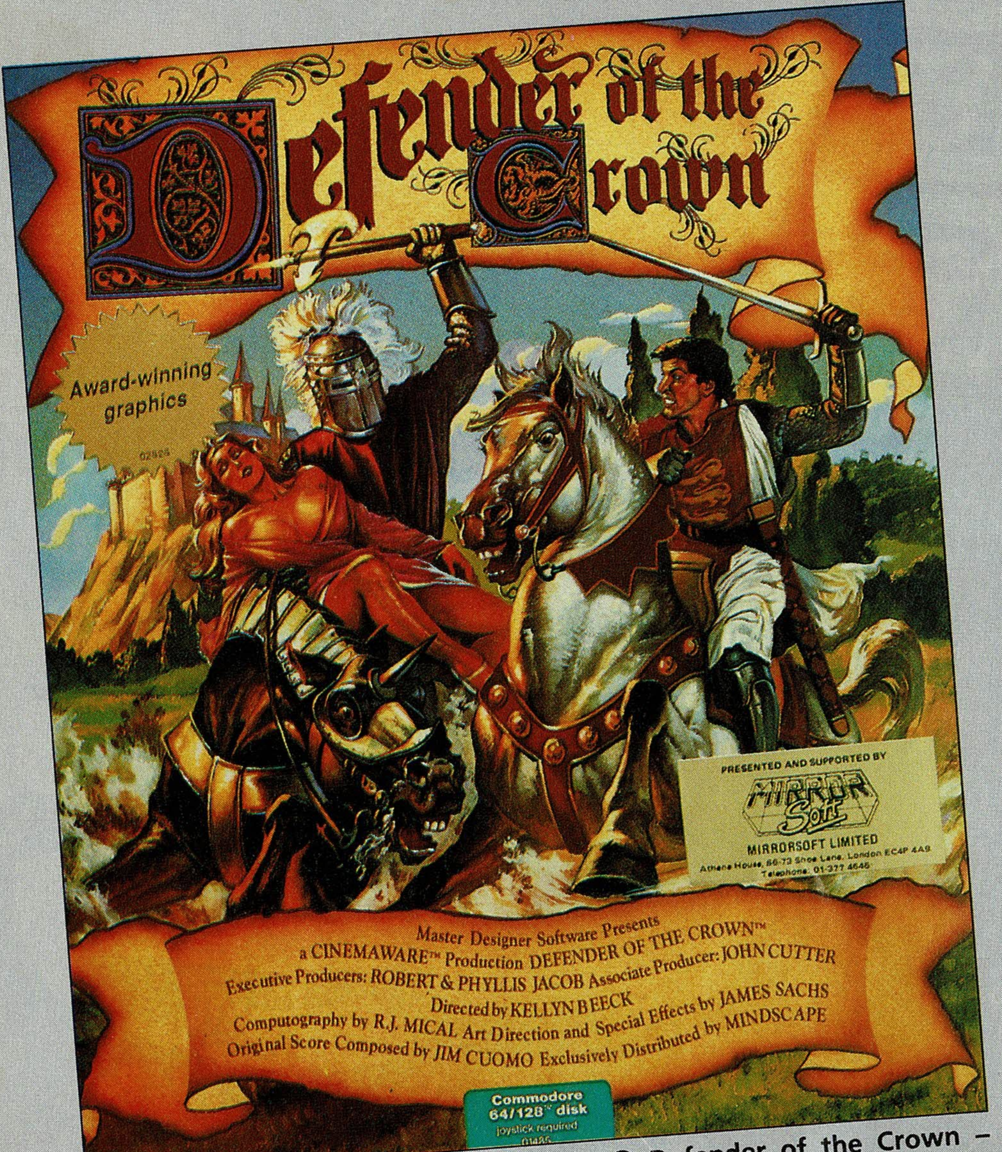
Defender of the Crown
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Original Score Composed by JIM CUOMO Exclusively Distributed by MINDSCAPE
Commodore 64/128™ disk
joystick required

● Defender of the Crown – the next step?

The shape of things to come . . ?

In partnership with Mirrorsoft and its sister company Pergamon Compact Solution, Cinemaware announced the launch of the CD-ROM version of its hit game, **Defender of the Crown,** at the Winter Consumer Electronics Show in Las Vegas.

Bob Jacob, Cinemaware's President and Creative Director, commented: ''Defender of the Crown CD-ROM is the first multi-media entertainment product released by Cinemaware's Interactive Entertainment Group, and symbolises Cinemaware's commitment to the interactive entertainment business of the 1990's.''

Compact Disc Read Only Memory (CD-ROM) is the optical disc format capable of storing 540MB of any information which can be digitally encoded i.e. text, graphics, audio and video. The CD-ROM enhancements to **Defender of the Crown** include a stereophonic, fully orchestrated sound track, motion picture quality sound effects and spoken dialogue.

Jim Mackonochie, Chairman of Mirrorsoft and Pergamon Compact Solution commented: ''This version of **Defender of the Crown** represents a significant advance in personal entertainment software, but is still just a foretaste of what we will achieve over the next decade.''

''There is a distinct possibility that we will produce more releases in the future. At the moment we want to see how the market reacts and test the added value of very good sound to a good program. We believe in optical disc media in some form or other, whether it be CD I, CD XA or whatever, and we want to be prepared if an optical disc format breaks into the consumer market.''

The CD-ROM version of **Defender of the Crown** will be available worldwide in mid-February. It will be marketed in Europe by Mirrorsoft and will retail for £49.95.

Magazine shake-up

ST UPDATE
January 1989 £1.45
HARD DISC DRIVES
Frontier SupraDrive v. Third Coast
BREAKOUT
Adrian Pumphrey traces the development of Breakout games from Impact to Arkanoid
JOAN OF ARC
Can you free Rheims, save Joan from the stake and crown yourself King of all France!
1st WORD PLUS
Turn your ST into a powerful wordsmith
COLOSSUS CHESS X
A chess program which learns from its mistakes
PLUS ... Black Orchid/Desk accessories/No Excuses/Bulletin Board Software/Chrono Quest/Interrupts/The Grail

● ST Update, heading for new climates

ST Update, the monthly magazine published by Focus Magazines, aimed specifically at Atari ST owners, has been transferred to the Europress Group (which publishes three Amstrad titles through its Database and Avralite subsidiaries) as part of an exchange of titles between the two houses.

ST Update has had quite a lively career. The title was originally launched by Sunshine Publications, and was sold to Focus in 1987. For a time it was incorporated into Your Computer, before becoming a stand alone title again early in 1988.

As part of the deal, agreed before Christmas, Focus will gain ownership of three official Amstrad titles – Amstrad Computer User (CPC based), Amstrad Professional and Amstrad PCW Magazine. ST Update will be incorporated into Database Publications' ST User title. The swap will take place after the February issues of the magazines.

Big fun bundle!

Slough based distributor, SDL, has announced a new Amiga software bundle. The move follows on from the company's 1040ST package (see Gamesweek issue 19 for details).

The TenStar Games Pack includes an Amiga 500, ten games and **Photon Paint.** The ten games are **Amegas, Art of Chess, Barbarian, Mercenary, Terrorpods, Wizball, Ikari Warriors, Thundercats, Buggy Boy** and **Insanity Fight.** The software is valued at close to £300,

NEWS

Gamesweek on the street

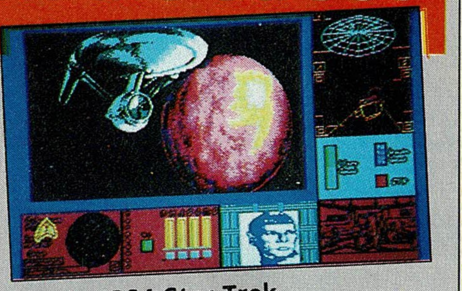
Tyger, Tyger burning bright . . .

Tyger Tyger is a new game from Firebird which pits the player against marauding aardvarks and monstrous beasts. Guide Lance Tyger, your fearless "Sumo-type" hero, through four levels of bloody battle in a deceptively calm mystical land. Armed with a trusty sword, delve into the depths of the earth to fight your way through to the mind-blowing finale!

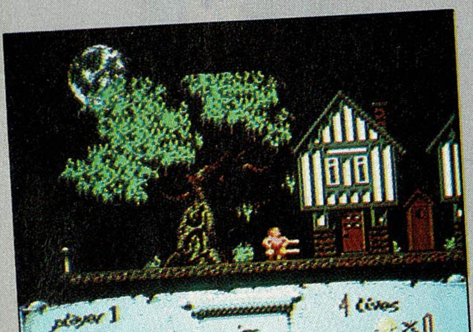
Your sword won't be enough to protect you, so collect the coins that appear after a kill and use them carefully to buy further weapons to help overcome your deadly enemies.

Tyger Tyger will be available in March/April for the C64 (£9.99 cass/£12.99 disc), the Spectrum (£7.99 cass) and the Amstrad CPC (£8.99 cass/£14.99 disc).

Telecomsoft have several releases in the next two months. **Fish!** will be available for the Archimedes (£24.99), Spectrum +3 (£15.99), Amstrad PCW (£24.99), PC (£24.99) and C64 (£19.99 disc) on January 25. The PC version of **Legend of the Sword** (£24.99) and the CPC (£14.95 disc) and C64 (£9.99 cass/£12.99 disc) versions of **G.I. Hero** are due for release on February 1. The C64 version of **Star Trek** will be released on February 8 (£9.99 cass/£12.99 disc). The **UMS Scenario** discs will be released for the Amiga a week later (£12.99 each).



● The C64 Star Trek



● Tyger, Tyger on the C64

but the complete package will be sold for the same price (£399) as an Amiga 500.

Commodore has not been involved in the bundling deal, but has no objections. In view of the bundle packages available for the Amiga's main 16-bit rivals, the 520 and 1040 ST machines, it is hardly likely that it would object. Commodore spokesman, Dean Barrett, said of the SDL TenStar Games Pack that it was "a nice bundle . . . a very nice package."

How to market a game, Part 29

No doubt some of you may have been interested, nay fascinated, to read last week about certain cunning and devious strategems used to help the marketing of a game. Continuing our occasional investigations into the more Machiavellian methods of modern day marketing, we offer up another case for your entertainment.

Sometimes a pirate's life is a hard life. What with all the cruel seas and worm-infested biscuits, there are times when our Jolly Rogers are more like Miserable Martins. Readers of last week's issue will remember that our buccaneers of the software seas had the tables turned on them by certain cunning types from a certain software house. This week's story is yet another example of privateers being out-manoeuvred.

Once upon a time there was a program called **Dungeon Master**. One day a copy of the game found its way into the hands of a gentleman of the Bluebeard tendency. From thence, surprisingly enough, it set sail on the bootleg seas. Unfortunately, there was a bug in the program which meant that, just as the player was beginning to get a real taste for the game, it crashed (normally after about half an hour's play). Needless to say, many gents of the pirate persuasion and their accomplices, by now hopelessly addicted to the program, flooded the shops when the finished legal game finally appeared.

Nice going, lads!

Catty comments and the claws are out!

Gameweek would like to thank Computer Trade Weekly (CTW) for naming us in its 1988 awards. We are the proud recipients of the **Second Annual CTW Torch for setting the industry alight,** along with Nintendo, Big Apple and Sega.

Natural modesty forbids us from crowing over such an illustrious honour. Nevertheless, in a spirit of reciprocatory generosity, we feel bound to offer our own award to those cheerful chaps and chappesses at CTW. It would hardly be sporting for us, after all, to receive without giving in return.

We are proud to announce, therefore, that the **First Annual Gamesweek Award for Creative Journalism** goes to CTW! Hooray! **Gamesweek** was unable to decide on any one particular writer at CTW, feeling that the award should be equally distributed because this was a true team effort.

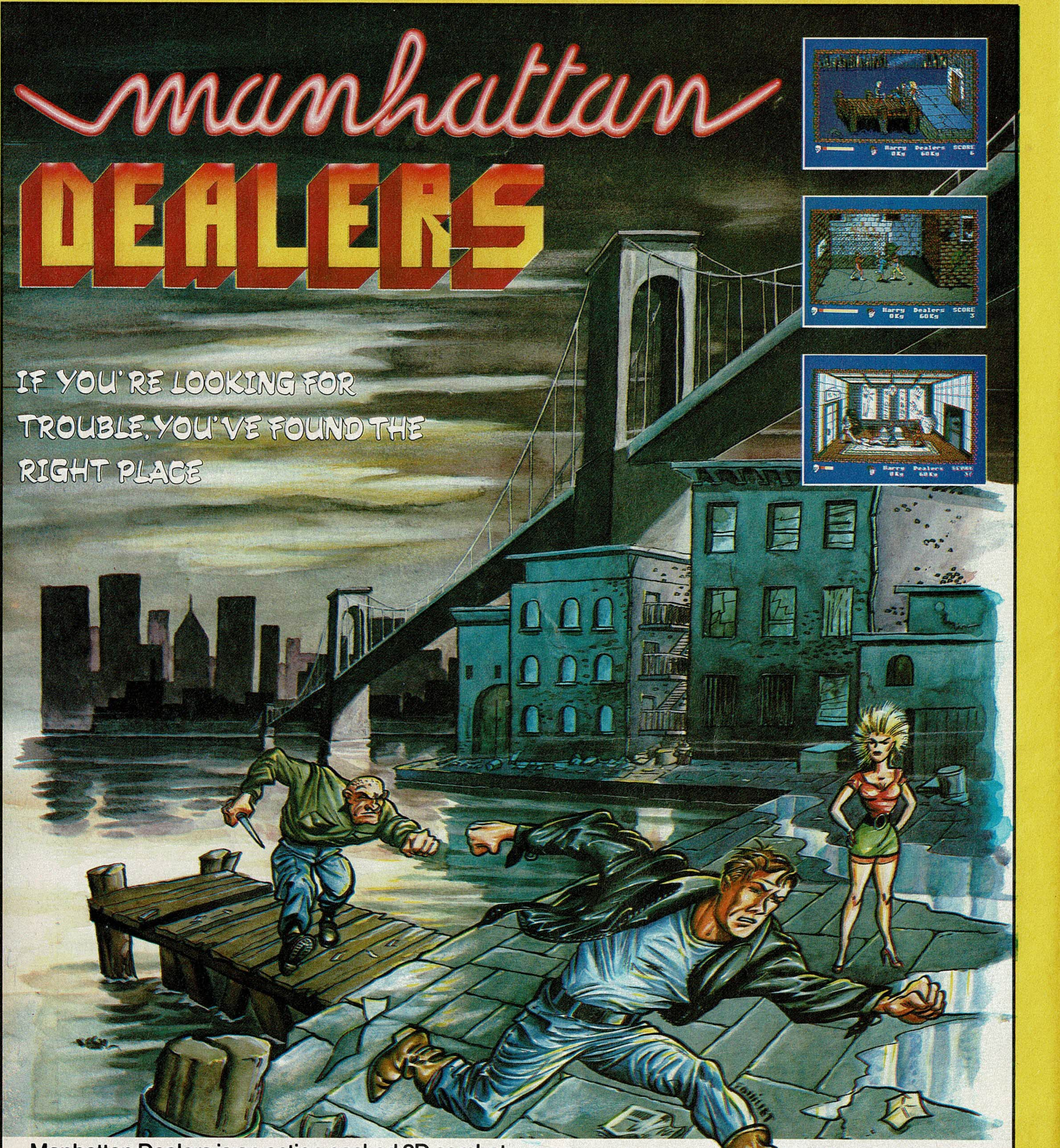
We would like to end by wishing all at CTW a very happy new year, and we hope that they will treasure their award as much as we at **Gamesweek** treasure ours.

FIL meet their Waterloo

France Image Logical (FIL), one of France's leading software distributors, has gone into liquidation. Readers will remember from Gamesweek issue 14, that the company was in great difficulty and had come "under the protection of the law".

Following the withdrawal of Camif, the major shareholder in FIL, the company was unable to weather the storm. The company's distribution network, which includes a deal to supply the French chain Nasa (with over 100 stores), is now up for grabs. Several companies have expressed an interest.

Meanwhile, details of deals between the Sales Curve and assorted UK publishing houses over product for the Rebel label (see issue 14 for background information), should be announced in the very near future.


manhattan
DEALERS
IF YOU'RE LOOKING FOR TROUBLE, YOU'VE FOUND THE RIGHT PLACE
Harry 0Kg
Dealers 60Kg
SCORE 6
Harry 0Kg
Dealers 60Kg
SCORE 3

Manhattan Dealers is an action packed 3D combat game in which you will need all your skill to overcome your enemies. In different areas of Harlem vicious thugs spread fear and terror. On the banks of the Hudson River, evil vamps crack their whips. In the most devastated slums of the Bronx, pitiless skinheads and chainsaw maniac punks shed innocent blood. Cruel ninjas and invincible samurais control the streets of Chinatown.

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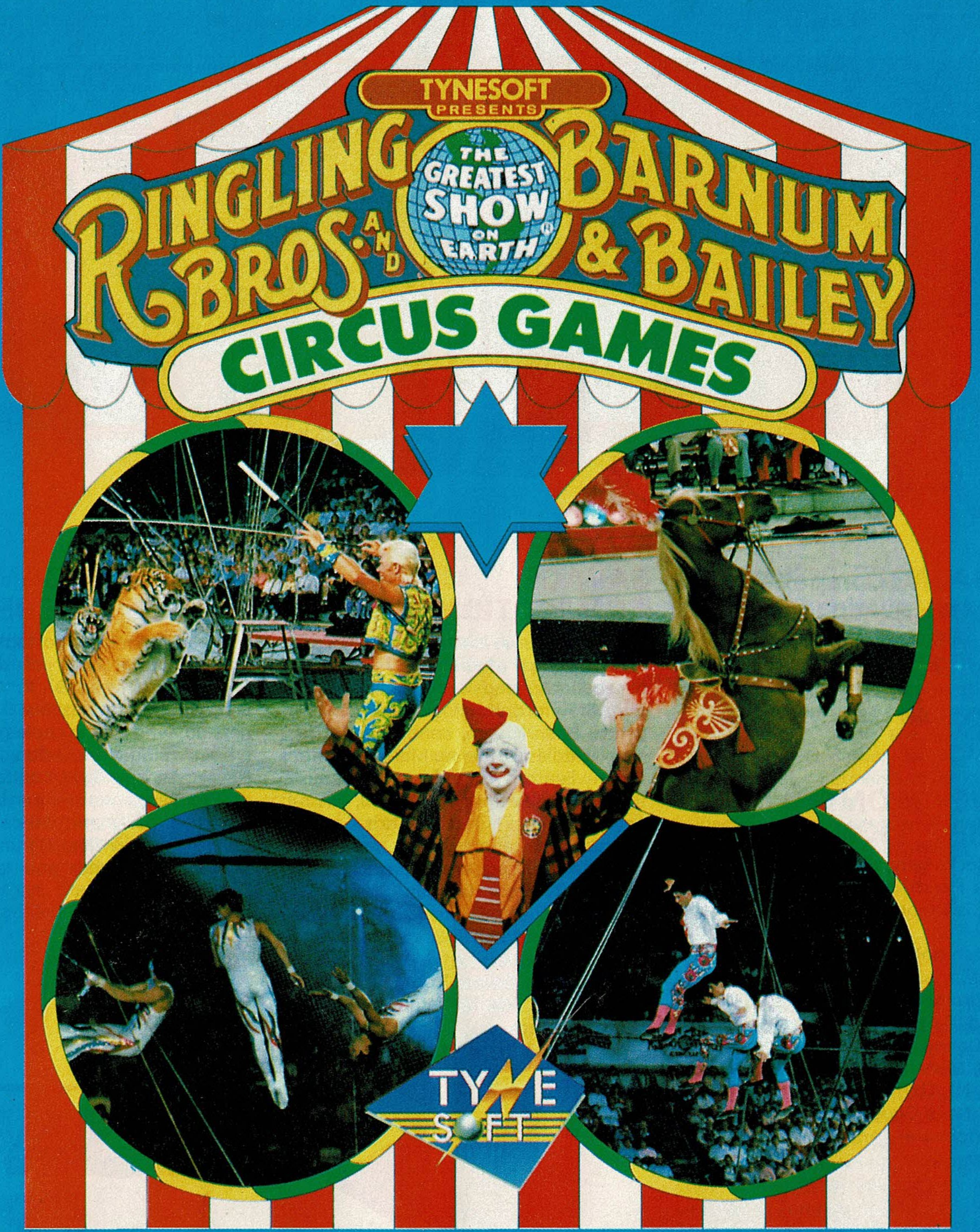
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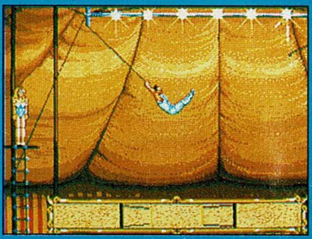

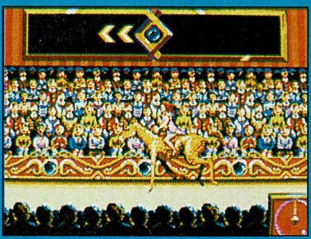

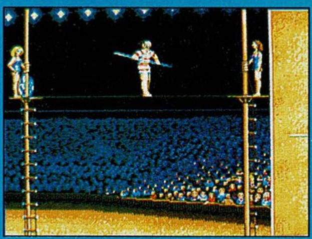

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COMPE
RESU

Yes, it's Competition Result overload time, as the *Gamesweek* team finally gets down to some serious postcard picking. This could be your lucky day!!

POWERDROME COMPETITION RESULT

The lucky winner of a day's karting at Brand's Hatch, in the company of the evil Ed, is Simon Lindsell, from Margate, Kent.

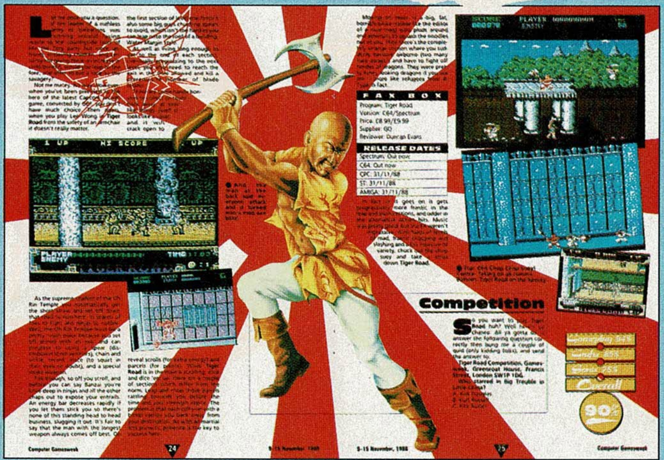
The ten not so lucky runners-up, who each win a T-shirt and wraparound Powerdrome sunglasses, are Wayne Learoyd, Leeds; A. Mawksby, Birkenhead; Danny Boyes, Braintree; Andrew Magee, Manchester; Simon Wiles, Denmead; N. Tierney, London; D. Price, Wirral; Neils Gudegast, Marple; C. Millar, Lochvale; and Chris Garbutt, Basildon.

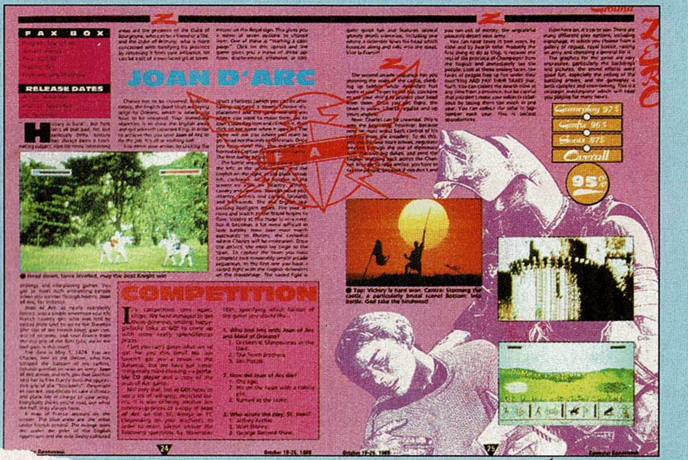
SAVAGE COMPETITION RESULT

The ten first prize winners, who each receive a copy of the game, a T-shirt, a baseball cap and a microcamera, are Gary Crawford, Nottingham; Peter Cliff, Leeds; Brian Nissim, London; S. P. Hussam, Middlesex; Steven Martin, London; Jeremy Fenton, Abingdon; Martin Bush, Cambridge; Ronnie Farrington, Wirral; Carl Hedgecock, Clacton; Chris Garbutt, Basildon. The ten runners-up, who win a T-shirt and a cap, are Michael Stirling, Dundee; Andrew Hawksby, Wirral; Steven Waterhouse, Swansea; John Fowler, Isle of Wight; Simon Lindsell, Kent; M. Hawkins, Poulton-Le-fylde; James Robinson, Notts; Danny Price, Birkenhead; Steve Wood, Wolverhampton; and W. Learoyd, Leeds.

JOAN OF ARC COMPETITION RESULT

The winner of a portable CD player (wow!) and a copy of the game is (trumpet fanfare) D. P. Smith, HMS Brecon. Congratulations! The ten runners-up, who all win copies of the game, are K. A. Siddiqui, London; David Heard, Devon; Andrew Dalli, London; Ian Walker, Worthing; David Green, Sheffield; D. Vince, Birmingham; Bruce McGubbin, Essex; Simon Wiles, Denmead; Patrick Mahon, Ballinrobe; and Ian Fleocher, Talbot Green.




JOAN D'ARC

COMPETITION

NEUROMANCER

ETITION
ULTS

NEUROMANCER COMPETITION RESULT

The winner of a Modem, a copy of the game, and hardbacked copies of Neuromancer, Count Zero, and Mona Lisa Overdrive, is Andrew Cunningham, Loughborough.

The ten runners-up who git their mitts on a copy of the game are Steven Martin, London; Andrew Burrell, Southsea; Niall Hedderley, Southampton; Tony Papa, Hillingdon; Simon Mercer, Bexley; I. Palmer, London; D. Ellis, Rochford; C. Morgan, Stalybridge; Stephen Crabtree, Bradford; and Steven Clarke, Worcester.

TIGER ROAD COMPETITION

The twenty winners of a copy of the game are David Singh, London; Carl Surry, Barnet; Luke Regan, Manchester; Michael Peacock, Teddington; Timothy Martin, Isle of Man; James Collis, Grays; Chris Marrow, Isleworth; J. Aldridge, Banbury; Lynsey Learoyd, Leeds; Sean O'Neill, Wicklow; Martin Bush, Cambridge; Keith Wolstenholme, Manchester; Howard Williams, Derby; Stuart Foulds, Middlesex; John Williams, Haverhill; B. Murray, Ilford; A. D. Raven, Romford; Andrew Mason, Lincoln; G. Jenkinson, Rotherham; and J. Lowe, Truddox Hill.

TV SPORTS FOOTBALL COMPETITION RESULT

The winner of the Ten Yard Fight (say what?) arcade machine and a copy of the game is H. Potter, Monmouth.

The ten runners-up who get their own copies of the game are A. Christie, London; Robert Barber, Notts; Vincent Vaughan, St. Leonards-on-Sea; Chris Marron, Middlesex; Tony Papa, Uxbridge; C. Bailey, Leicester; Gary Ebbert, London; Oliver Maxey, Hove; Barry Warburton, Holbeach and A. G. S. Preston, Poole.

RAMBO III COMPETITION RESULT

The winner of the first prize of Rambo I and II videos, the Rambo III game and a toy Uzi rifle and Uzi pistol is Simon Wiles, Denmead.

The winner of the second prize of Rambo videos and a copy of the game is Rory Kennedy, Manchester.

The eight runners-up, who all win a copy of the game, are Andrew Mason, Lincoln; J. Temple, Colchester; Richard Abramson, Lowestoft; Chris Garbutt, Basildon; S. Shaw, Accrington; Neil Richards, Rotherham, John Henderson, Alloa; and Michael Jones, Birmingham.

Competition

WEC LE MANS

GAMESCAN TOP TWENTY

As the smoke clears . . . the top six places remain unchanged whilst the big boys battle it out. Robocop is still in with a chance for the No. 1 spot, if it can outgun the all powerful Operation Wolf.

Meanwhile, Rambo 3 re-enters with a full belt of ammo. Funny how Christmas brings out the killer in us, isn't it!

Full price chart compiled by Gallup

No.	LAST WEEK	TITLE	PUBLISHER
1	1	OPERATION WOLF	OCEAN
2	2	ROBOCOP	OCEAN
3	3	AFTERBURNER	ACTIVISION
4	4	DOUBLE DRAGON	MELBOURNE HOUSE
5	5	THUNDER BLADE	US GOLD
6	6	GIANTS	US GOLD
7	11	LAST NINJA 2	SYSTEM 3
8	8	R-TYPE	ELECTRIC DREAMS
9	9	FOOTBALL MANAGER 2	ADDICTIVE
10	16	GAME, SET AND MATCH 2	OCEAN
11	12	PACMANIA	GRANDSLAM
12	14	RETURN OF THE JEDI	DOMARK
13	17	TAITO COIN-OPS	OCEAN
14	7	BATMAN	OCEAN
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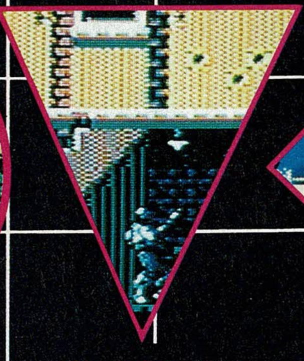
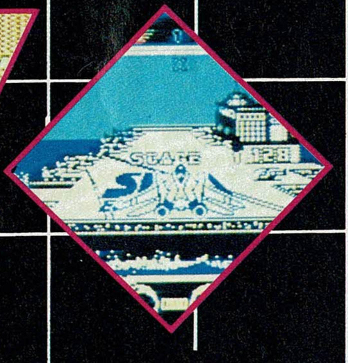
16	10	FALCON	MIRRORSOFT
17	RE	RAMBO III	OCEAN
18	13	ELITE	FIREBIRD
19	18	SUPREME CHALLENGE	BEAU JOLLY
20	16	MICROPROSE SOCCER	MICROPROSE

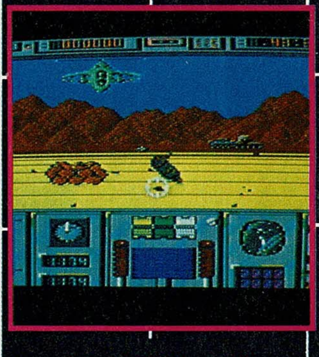
No. 1 and still stomping on all the others is Operation Wolf. Thacka! Thacka! Thacka!



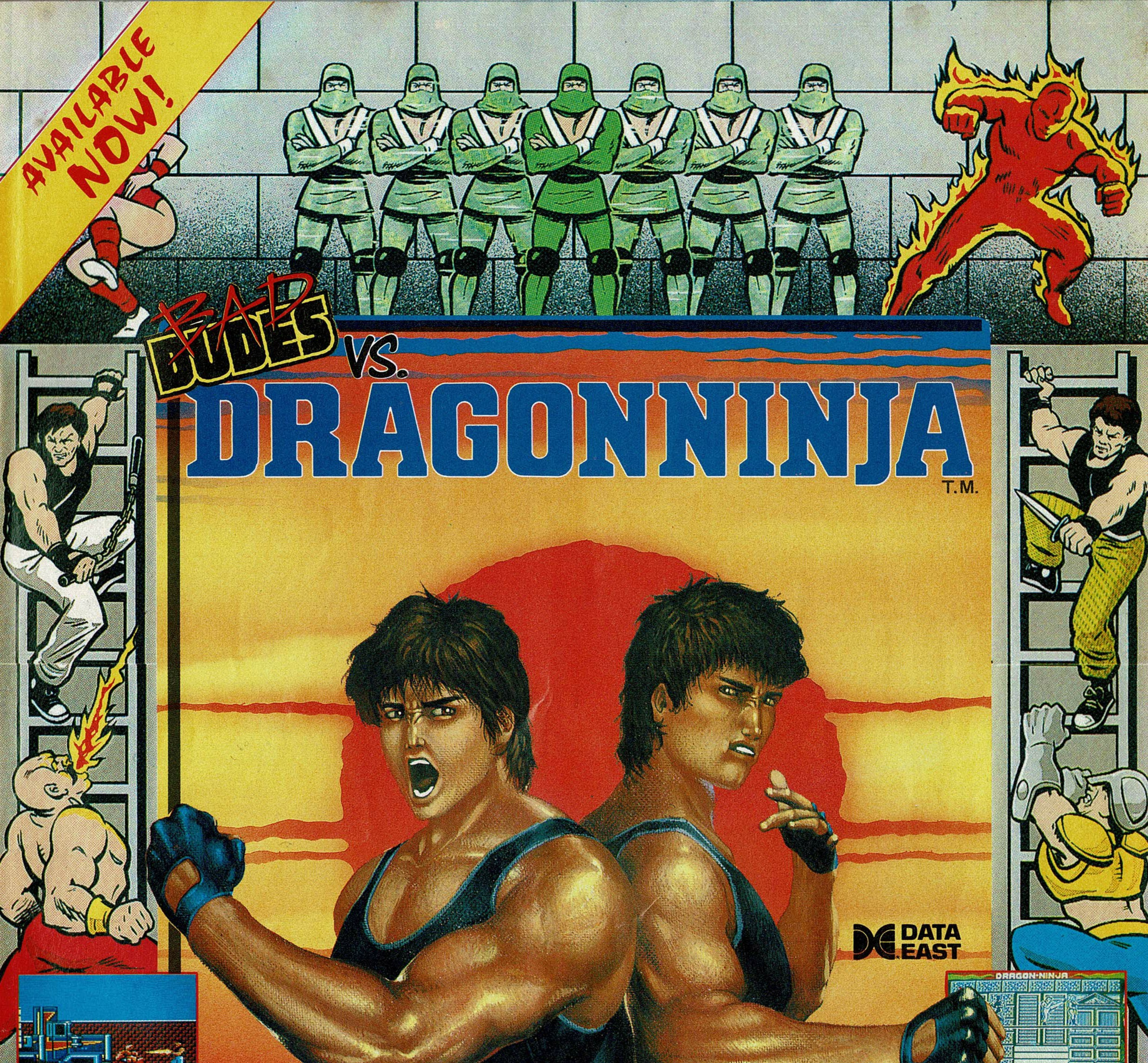
No. 2 there's a new guy in town – his name's Robocop!



No. 3 is that seamless missile of sound Afterburner!



RE-ENTRY at 17 is Rambo 3. Don't push me!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...the name of the game

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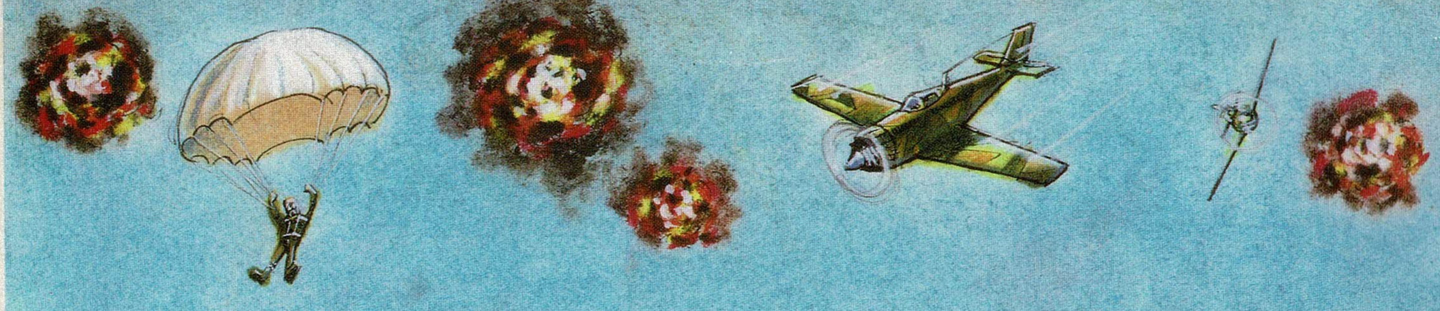
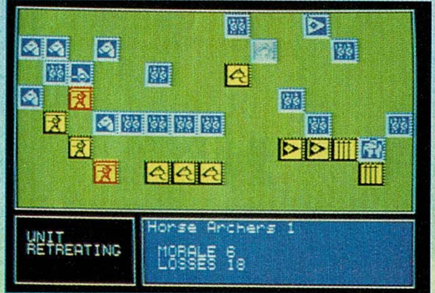


HQ

After **Desert Rats** and **Vulcan,** it seems only natural that Bob Smith should return once again to the Mediterranean – but this time 2000 years earlier to recall the battles of the ancient world. This is one of my favourite periods, mighty empires clashing and the literal survival of a race hanging on a single battle, which explains why I enjoyed PSS's **Annals of Rome.** I played just about every version of that game in the hope that one of them might prove bug free. My search so far has been a fruitless one, but I haven't tried the 16 bit versions yet.

Anyway, back to Bob Smith and **Encyclopedia of War – Ancient Battles** which is out on all Spectrums and the Amstrad CPC machines. The game seeks to simulate the battles of the ancient world. As anyone who has read an account of these battles knows, bearing in mind such accounts may have acquired a little "colour" down the years, they strike one as occasions where command and control was about as effective as a Saturday night street brawl. The commander would decide on the master plan and then get stuck in, often leading from the front – naturally with the biggest and best soldiers around him.



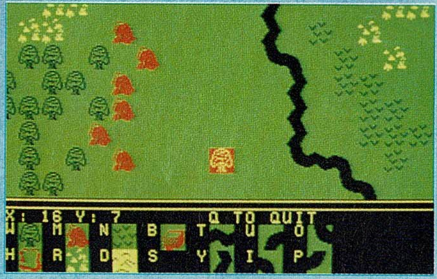
```
UNIT
RETREATING
Horse Archers 1
 MORALE 6
 LOSSES 18
```

● **Horse-archers, chariots, elephants . . . this one's got the lot!**

This confusion is simulated by the strict rationing of command points. Each commander can issue a very limited number of orders each turn and there will be a delay in carrying out these orders depending on how far away the troops are. This situation is eased by the way that any number of units can be told to move in the same direction. Thus you start to realise that the key to victory is to keep things simple.

Although the ordering process is very simple, the actual hacking and slaying is quite complex. There are 13 different unit types, each of which has different characteristics. Elephants frighten cavalry but have a nasty habit of panicking and trampling their own men. Light Infantry aren't much cop at slugging it out, so they are used to skirmish, irritating the enemy by long range missile attacks and dodging out of the way of the enemy rush. This is the best simulation of different unit types I have ever seen.

Very soon the player gets a feel for how best to employ the different unit types in an historically accurate way. The results of firing, which takes place at a range of up to four squares is altered by the attacked unit's armour and shields. Once things get to close quarters, the computer calculates the strength of the attacking unit, the number of units being attacked, terrain, unit types, unit qualities, fatigue and protection. Once casualties have been established, the morale state of the unit must be established. Again, a whole host of factors are assessed. Two of the most important are the presence of nearby units routing or enemy units to the flank or rear. Units can either remain steady, retreat or rout.



```
X: 16 Y: 7        Q TO QUIT
W   M   N   B   T   U   O
H   R   D   S   Y   I   P
```

● **The terrain from Ancient Battles**

This can produce some pretty spectacular routs. A line of Roman foot soldiers, resolute and well protected can simply mow down a Barbarian hoard as units rout one after another like dominoes. Even more spectacular is a cavalry charge through the rear sweeping all before it.

Five scenarios are provided with the game but it also contains a comprehensive army list for rolling your own battles. Bob Smith claims he was in the process of researching army lists from 3000BC to 1200AD but it was just taking too long. So this game stops at the fall of the Roman Empire, which depending on your historian is anywhere between 400AD and 600AD. If the game is a success, he hopes to cover the succeeding Dark Ages and Medieval times in a further game.

This is just about the only Ancients tactical system on the market – and a very fine one. I still prefer hexagons to squares to regulate movement and firing.

A little extra map space wouldn't go amiss. On the 48k versions, you artificially run out of flank space, although with the 128k Spectrum, you get three times the space. Although most of these battles were fought in tight packed battle lines, having a bit of space to throw the cavalry around in is handy. Once troops rout in this game, they take no further part in the battle, they try to march straight off the map – except the Elephants which start to trample all and sundry. Many battle systems allow leaders to rally routing troops but this is not an option in this game, which is a pity.

These are rather minor niggles in an otherwise brilliant, well researched labour of love from the undisputed king of the U.K. strategy scene. It is good to have a challenging one or two player game that you can get through in under two hours.

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This is a .44 Magnum, the most powerful handgun in the world . . . Ahh, right person, wrong film. This is more along the lines of, do you feel lucky gringo?

Arkansas, 1880, and four desperados are on the loose, with a price on their heads. As the man with no name, you can take your pick of the bad guys, ranging in bounty from $5000 to $20000. Obviously the big money dudes are the hardest to take out.

Wanted is a vertical scroller, straight down with no pause for thought, a drink, or a chance to water your horse. As gunfighters and corrupt lawmen stream in from the sides and above, it doesn't take much to realise that we're in Commando territory once more.

However, this time the man with no name has more going for him than a six shooter and a lightning fast draw. Shoot the barrels that litter the canyons, railroad yards, and dusty streets and one of several icons may be revealed.

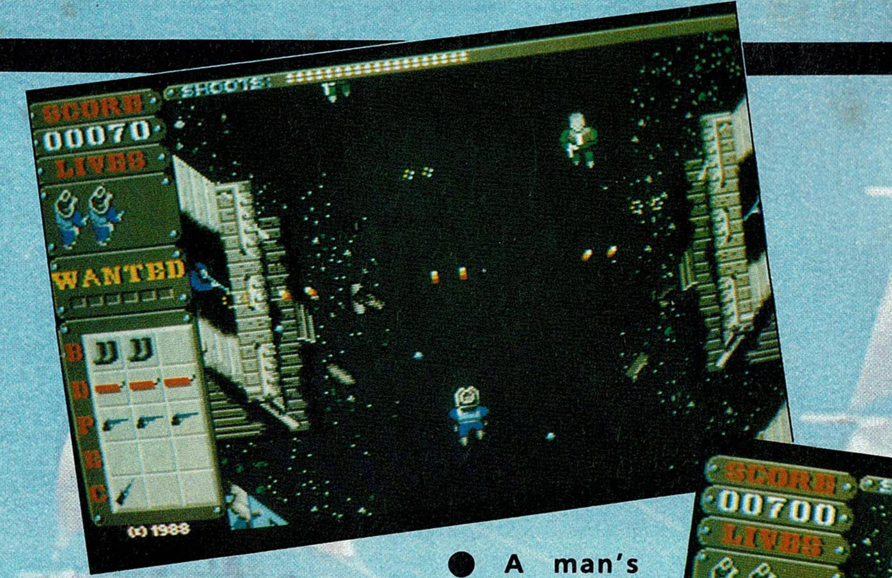
Boots let you run faster, rifles increase your range, dynamite kills everyone on the screen besides yourself, the sheriff's star makes your bullets more potent, and re-

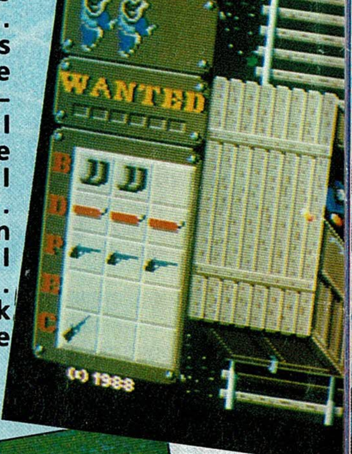
FAX BOX

Program: Wanted
Version: ST/Amiga
Price: £19.95
Supplier: Infogrames
Reviewer: Duncan Evans

RELEASE DATES

ST: Out now
Amiga: Out now





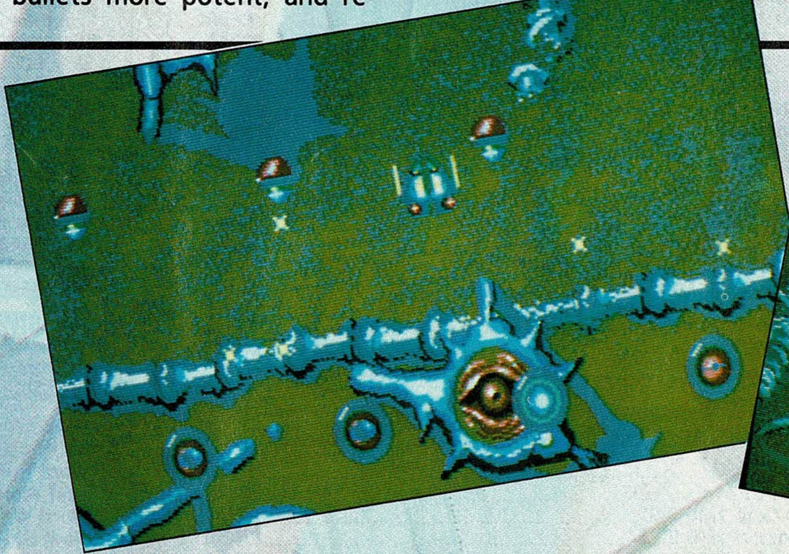
● **A man's gotta do . . . what a man's gotta do. We deal in lead – know what I mean, Pal? He was fast, but I was faster. Knew a man like him once. I killed him . . . er, can't think of any more western clichés**

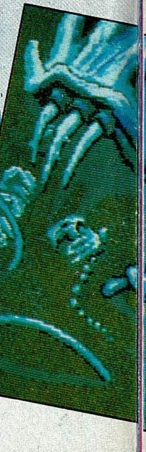
Here's a rare breed indeed, a vertically scrolling shoot-'em-up on the PC. Never played one of those before, oh no! The only games I'm used to on the PC are **Frogger** and **Sentinel Worlds,** so this should be quite an experience. As the woman said, ''Fasten your seatbelts, it's going to be a bumpy ride.''

The story behind **Phantom Fighter** is quite complex (if not as complex as the recent controversy over the game itself – see *Gamesweek*, issue 17). It all began with a group of colonists on a planet by the name of Kortran. The native lifeforms, known as Korts, are balls of throbbing flesh, with a stomach and a mouth and not much else. Unfortunately, they are not as innocent as they at first appear.

To cut a long story short, Kortran is actually the old planet Farronzark. The supernatural steps in at this point. Ghoulish alien creatures have a large fleet of ships in the wilderness and are holding the souls of your ancestors. You are the only one who can release their souls, which is why you are called the Phantom Fighter. Something like that, anyway. So, it's up to you now, son!

There are five levels to the game, each of which is six screens long. These are known as Sand Storm, Volcano, Crevasse, Lunar Surface and Alien Hanger, and follow the route you must take to get to the aliens and save your ancestors. There are four different types of alien craft, each of which has its own particular brand of nastiness. There is one ship, for example, which releases doughnuts into the air that fire at you. Help, a belligerant doughnut!





FAX BOX

Program: Phantom Fighter
Version: PC
Price: £24.99
Supplier: Martech
Reviewer: Billy MacInnes

RELEASE DATES

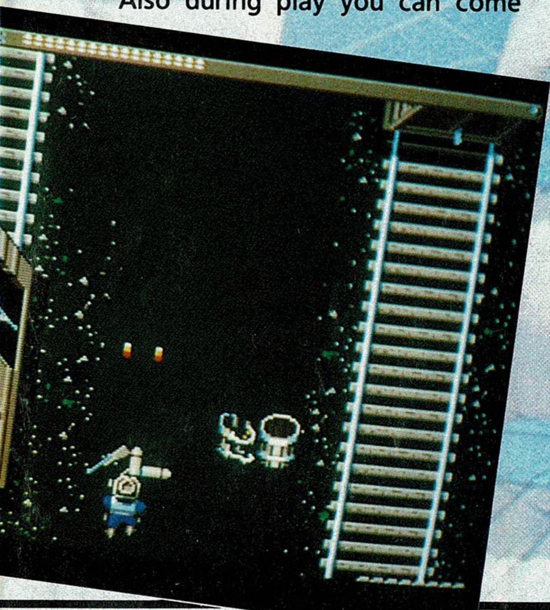
PC: Out now
Amiga: Out now

There are loads of different weapons you can collect, eleven in all. Your ship comes equipped with the

volvers increase the number and direction of the bullets that fly everytime you fire. You can have up to three of each of every icon active at once, which means that with three revolvers, six bullets fly for every fire. Getting killed or running into a skull shape costs you a specific number of these extras, without which you'll find it almost impossible to survive to the end of even the easiest level.

Also during play you can come across bullets for extra ammo, hearts for extra lives, shields for temporary invulnerability, and a yellow letter which cycles through the options.

Strangely enough the ST version is demonstrably better than the Amiga version, even though the latter is a clear winner in the sonix department. The action is fast and smooth on the ST, but rather slower on the Amiga, and sampled FX are used extensively. On the Amiga the demise of each outlaw is marked with a painful howl.



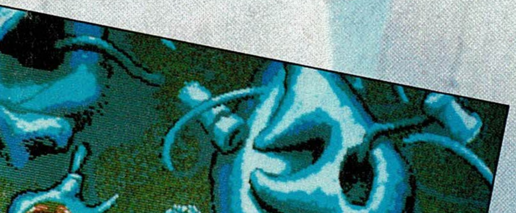
Gameplay 85%

Grafix 96%

Sonix 92%

Overall

91%



● This is, like, weird, man

standard laser, but you can get bigger and better things by shooting the aliens and picking up the bonus pods that they leave behind. Among the weapons that you can get are Homers, Sweeps, Whacks and Defenders.

Although I am not used to vertically scrolling shoot-'em-ups on the PC, I must admit that I found this one quite entertaining. I had to use keyboard control, but it wasn't impossible. I can't say much about the sound, but the graphics are good. The aliens are varied in both shape and movement, and the backdrops are very nice (even with a CGA card!). The gameplay was fairly difficult, but then you don't really want a game that is amazingly easy, do you? 'Course you don't! You want it to be a learning experience, the start of a beautiful friendship. Something like that. This is a good game to get to know better. I definitely will be.

Gameplay 78%

Grafix 86%

Sonix 65%

Overall

82%

Ground ZERO

There have been many great legends and hoaxes throughout the ages. Among others I can think of are the Holy Grail, Piltdown Man, the Hitler Diaries and the Abominable Snowman. The Yeti has been around for many years in Nepal. The Canadians, being no slouches when it comes to legends, have discovered their own beast, Bigfoot a.k.a. Sasquatch. Well, you can't blame them really. No doubt, he is bigger, meaner and hairier than the poor old Yeti as well.

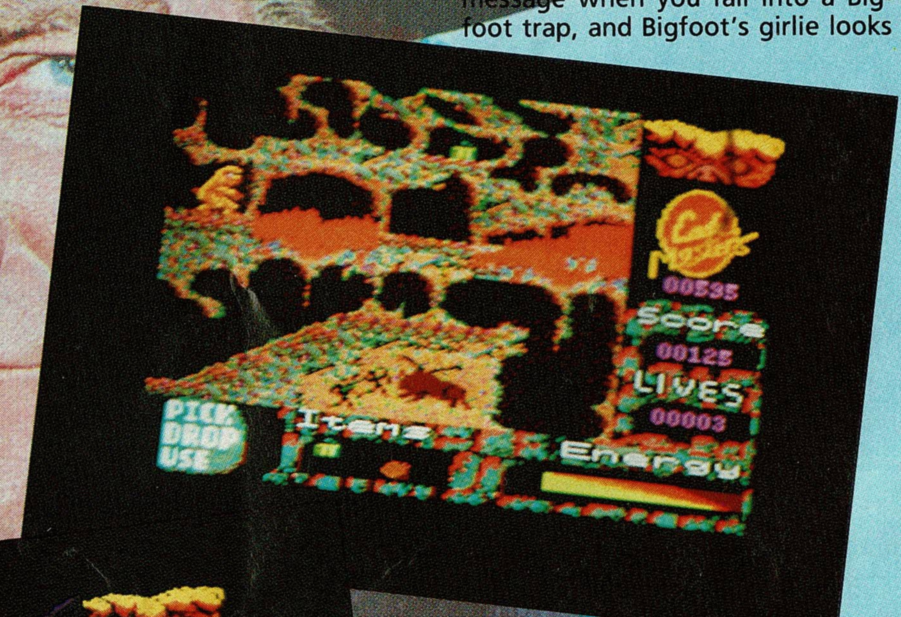
Codemasters, being a company from which the stuff of legends is made (how many times has the world heard about the Darlings?), has decided to move into the lucrative legend market by releasing a game about the cuddly brute. Readers may have seen the film, **Bigfoot and the Hendersons** (no relation to Richard apparently), in which the beast makes a star appearance. Not only have the Darlings gone for **Bigfoot,** they have also decided to make him even more lovable by giving him a girlfriend. Aaahh! Isn't that sweet?

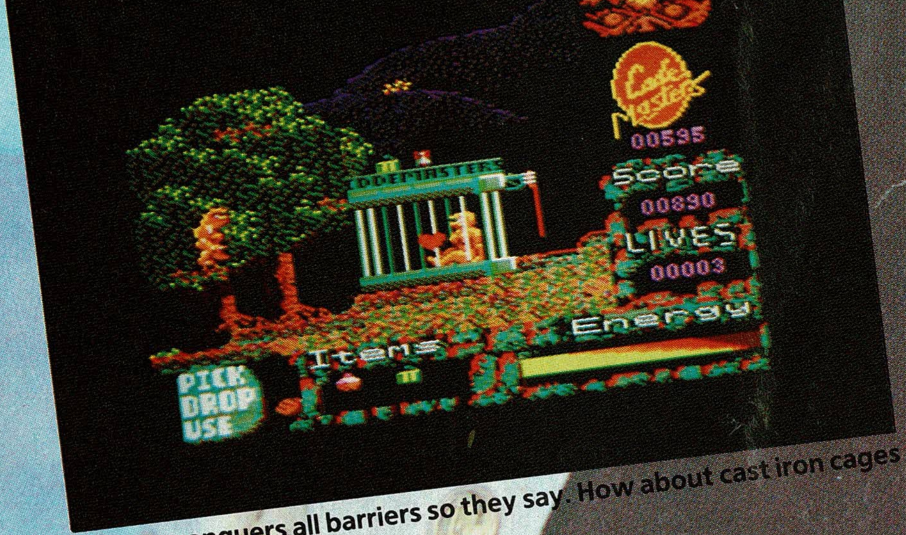
FAX BOX

Program: Bigfoot
Version: Amstrad
Price: £2.99
Supplier: Codemasters
Reviewer: Bily MacInnes

RELEASE DATES

CPC: Out now
Spectrum: Out now





● Love conquers all barriers so they say. How about cast iron cages then, eh?

Bigfoot's girlfriend has been kidnapped by a sadistic madman (it's amazing how often Duncan crops up in these games!) and locked in a cage. In order to rescue her, Bigfoot has to blow up the lock on the cage by connecting a high voltage wire to it. Unfortunately, there are two breaks in the electricity cable. One is by the pylon and the other is by the cage itself. Bigfoot has to drop soup tins from the top of the pylon to bridge the gap and make the connection good. The second break has to be connected by cutting a piece of wire from the DISCO sign and using it to make good the break.

The game comes complete with some handy hints and tips and very jolly package artwork, which bears no resemblance whatsoever to the game. Anyway, Bigfoot should eat the Fairy Cakes to give him temporary protection and munch the tins of Spinach to increase his maximum energy level (you see, Spinach really IS good for you!). He also throws rocks at swarms of killer bees (rather him than me) when they attack him.

The controls are meant to be very simple, but they didn't work quite as fluently as I was led to believe. It's a basic jump over obstacles and collect things type game, but the collecting was not that smooth on this version. There is a nice jokey message when you fall into a Bigfoot trap, and Bigfoot's girlie looks rather sweet sitting in the cage with a great big love heart. The screen backgrounds are pleasantly varied, with some nice colours, but the sound is very basic. Budget games aren't expected to be that wonderful, which is just as well in this case. Not a game that will enhance the Darling legend.

Gameplay 63%
Grafix 67%
Sonix 51%
Overall
61%

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You'll have to excuse me if I'm not up to my scintillating best, but I'm very tired. It's the training, you see. It wears you down. I'm afraid that it's left me a physical wreck. I just can't do anything anymore . . .

It all began on a pleasant December morning. I arrived at work whistling merrily, as is my wont, not suspecting that today, of all days, would have such a drastic effect on my life. There was a package on my desk . . . it was a game, a darts game.

Like most reviewers, I tend to live my characters, but Jocky Wilson was one of the hardest I've ever had to do. The darts bit was fine. It was all that physical training that did me. I'm not built to be a darts player, so the first thing I had to do was build myself up. God knows how many pints later, I staggered to the Gamesweek C64.

On my first outing I decided to for something simple, Round The Clock. This is the game where you have to hit the numbers in ascending order. It wasn't too difficult, although it did take me a while to finish. Second time around, after a few more glasses, I decided to play a match. I chose Emma as my opponent.

At first, it was easy, as I raced to a two legs to zero lead. Then things began to go awry as I began to get slightly legless. Emma took the next two legs, to set up a stormer of a last leg. A few more doubles and I was back to Jocky standard. The result was never in doubt.

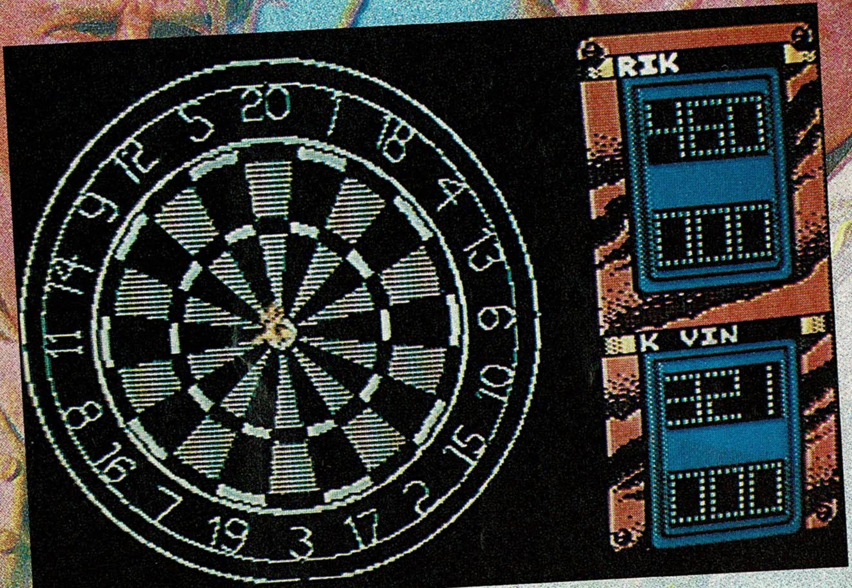
Anyway, enough of this merriment, let's get down to the review. There are three game options, Tournament, Round the Clock and Head

FAX BOX

Program: Jocky Wilson's Darts Challenge
Version: C64
Price: £2.99
Supplier: Zeppelin
Reviewer: Billy MacInnes

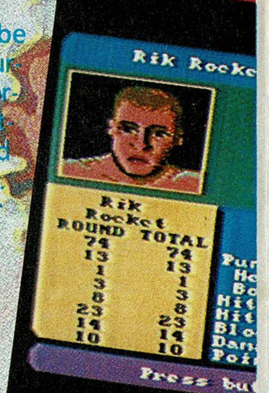
RELEASE DATES

Spectrum: Out now
C64: Out now



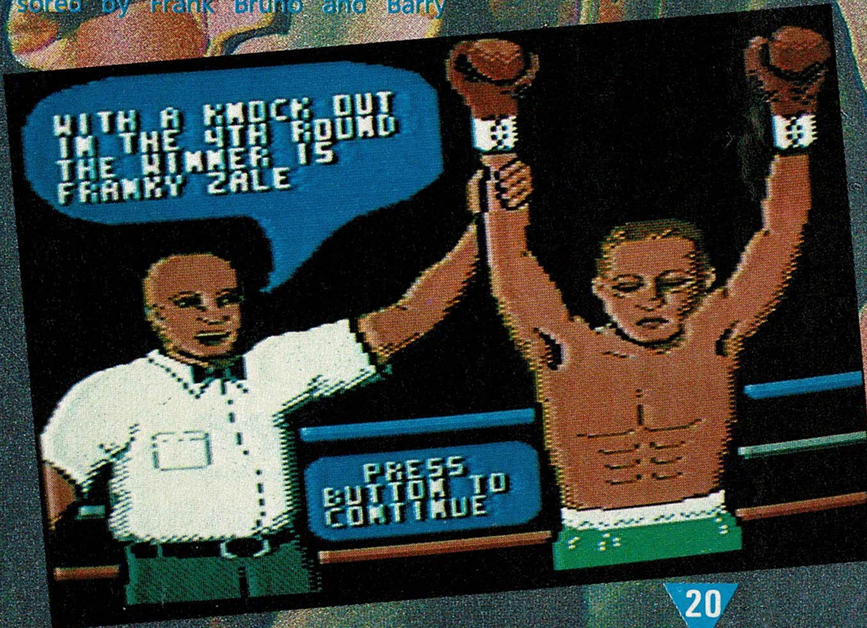
T.K.O. doesn't stand for The Kick Off (which sounds like a title for an ITV footy programme), but Technical Knock Out, a way of winning a bout in boxing. And because of this if you have guessed that *T.K.O.* is a boxing game, I'd say that you could be very pleased with your astuteness.

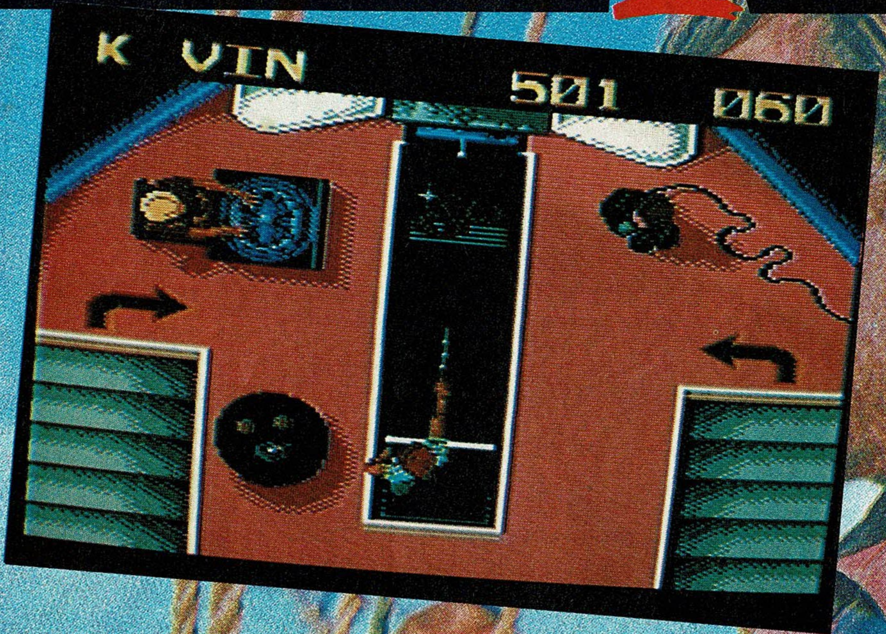
We've seen other boxing games come and go, including ones sponsored by Frank Bruno and Barry McGuigan, which have all satisfied the hunger for fans of the blood sport, but never before have we seen a game that goes into so much detail. The perspective is in wholesome 3D, in contrast to games such as **'By Fair Means or Foul'**, with the two boxers currently in the ring, each occupying half a screen. The gameplay is also different from many other games of this ilk.



Everything must be taken into account during a fight, as otherwise you'll end up getting your face well and truly rearranged. There are two major positions for your boxer to remember, Defense (the manual is American, don't you know!) and Offense, and subsidiaries of these are the actual moves. Defense involves two types of guard position (face protection or body), and there are nine variations of Offensive moves to use (just enough to cause the normal amount of GBH associated with the best fights, ie. any Saturday down Stamford Bridge).

As a one player game there is more strategy involved, unlike the two player version where you are more likely to beat your friends by constantly punching time. To win the title when playing solitaire you must work your way through five of





to Head. The computer player in the Tournament level is very very good, averaging about 140 (and that's only in the first round). In Round the Clock, you can decide to play on singles, doubles and trebles (recommended for expert darts players only). In the two player Head to Head game, you can choose the number of sets you want to play.

The Head to Head game is great fun. It's a typical 501 game, ending with a double or bull. The dart icon moves in a circular fashion about the board and it's up to you to decide when to fire it. At first, it is quite difficult, but eventually you can attain scores of 140 (once!). As in real life, ending on a double is the hardest part of the game.

For a budget game, the graphics are very nice. Simple, but nice. The opening menu screen is colourful, as is the top-down view of your computer opponent throwing his darts. The sound is nothing great, but it is hardly offensive either. The gameplay, as far as I'm concerned, is perfectly adequate. It is tough trying to beat a computer player, but it is very enjoyable playing a friend. I have no real complaints with this game, apart from the detrimental effects of the training on my health. You don't realise just what an athlete Jocky Wilson is, until you try to emulate him.

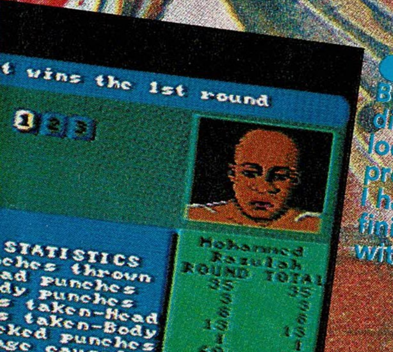
Gameplay 75%

Grafix 69%

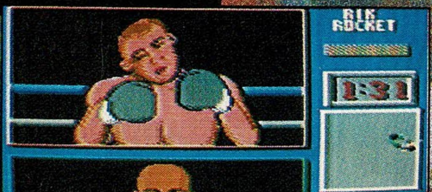
Sonix 61%

Overall

71%



● Pretty Boy Floyd didn't look too pretty after I had finished with him!



● Yo! Adrianne!

FAX BOX

Program: T.K.O.
Version: C64 Disc
Price: £14.95
Supplier: Electronic Arts
Reviewer: Richard Henderson

RELEASE DATES

C64: Out now

the twelve computer controlled characters, beating each one in order, although they get progressively harder. And in the tradition of other Accolade programmed games (ala *Fourth and Inches* and *Hardball*) you are placed in the privileged position of choosing the statistics for your very own fighter.

Every boxer has a different mugshot, whilst the graphics are cartoonlike in appearance (Who Pummelled Roger Rabbit?) but serve their purpose with maximum efficiency, and in the animation stakes there are no other boxing games to beat it. One particularly gruesome note is that on the longer fights, normally the 10 rounder, when the fighters take more and more physical battering they become graphically bruised and even cuts appear after more damage. There is also an overhead view of the fight where you see both fighters dance their ballet of destruction. Sound effects are pretty basic and only just serve their task with dull thuds and bell pings resounding every so often. But it is as a game that *T.K.O.* really works, it is simple to get into, easy to play, but has a whole lot of lasting appeal, "no wot I mean, 'Arry".

STAR

Gameplay 93%

Grafix 89%

Sonix 75%

Overall

88%

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I must admit that, although this may offend some people, the 'simulator' theme drives me up the wall (no pun intended). We've had **BMX Simulator, Jetski Simulator**, even **Ninja Scooter Simulator**, and now to add to the multitudes of car racing simulators comes **Rally Simulator**, from Zeppelin Games.

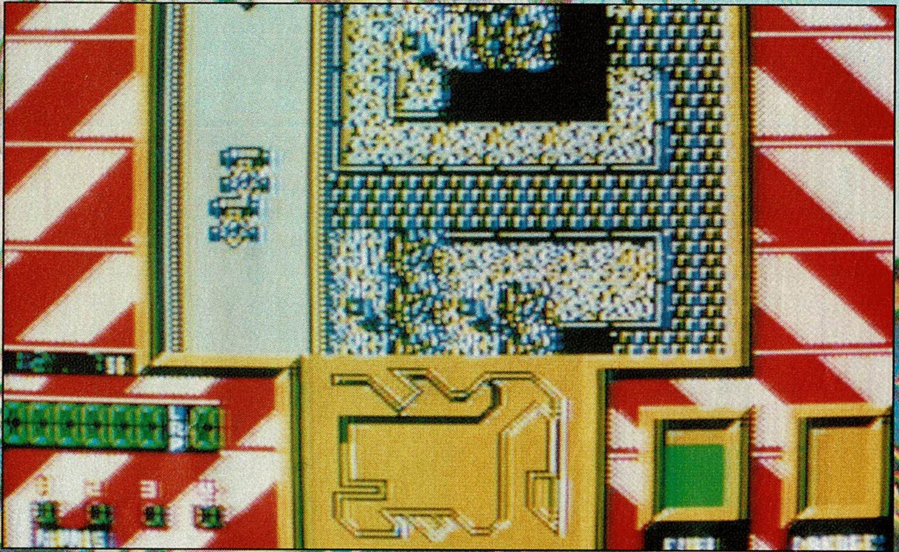
Take all the themes that are commonly associated with car racing software, the 3D perspective, for want of a better example, and build an image in your mind of the type of game that we normally see gracing our British shelves. Now promptly shove all this out of the window, as this new budget game has none of it. Instead it has opted for gameplay akin to **Super Sprint** (and clones) but the programmers have altered it in several ways.

FAX BOX

Program: Rally Simulator
Version: Spectrum
Price: £2.99
Supplier: Zeppelin Games
Reviewer: Richard Henderson

RELEASE DATES

Spectrum: Out now
CPC: Out now



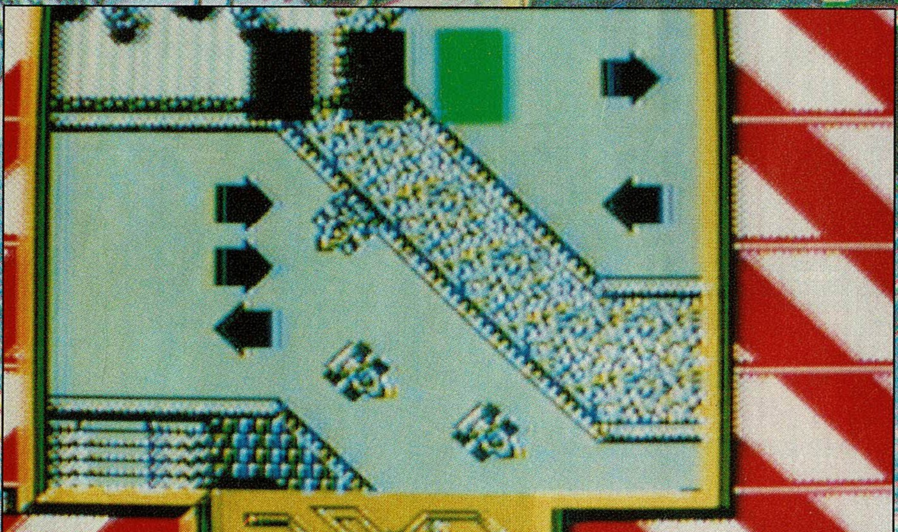
The idea is simple, you must guide your car, which looks more like a formula one racing car than a car of the rally type, around a large course. This you must do with great skill, as you must beat three other computer controlled opponents.

Only small portions of the course are shown on the screen at any one time, but there is a rather helpful map at the bottom of the display which shows you how far there is to go (there is also a map printed in the instructions to make life a little bit easier). Placed around the course are various buildings, which damage you if hit, fuel depots and repair shops, both of which must be visited to reduce your danger levels. Other than these, there seem to be no other harmful obstacles (apart from the opposition that I've already mentioned).

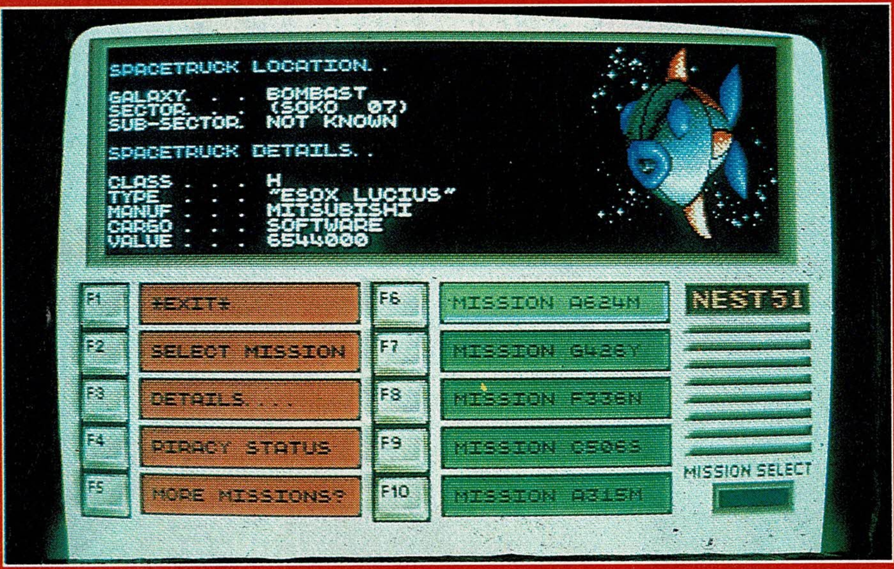
Graphically it is unimpressive, and is only saved by the fact that it has smooth scrolling, the buildings are rather nondescript, all the cars are identical in the way that they are presented (making life difficult in the crowded situations) and there is no real feeling of speed when travelling at your absolute fastest. Sound effects are not much better, bearing very little relation to the noisy, greasy world of rally car racing.

● **Truth be told, I would be too scared to get in a real rally car!**

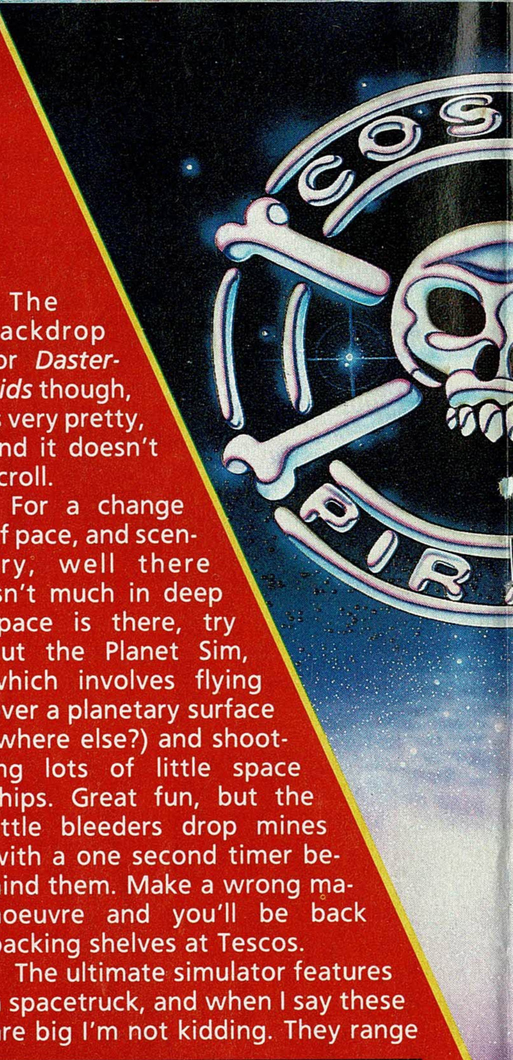
Gameplay is not as good as many of the other top-down games, and is mainly marred by the awful control method, which unless you have a joystick proves to be completely useless. **Rally Simulator** is a mite disappointing for the company that won the budget software house of 1988, and it would be hard to say that it even warrants a humble £2.99 price tag.



Gameplay 52%
Grafix 54%
Sonix 60%
Overall
56%



SPACETRUCK LOCATION. .
GALAXY. . . BOMBAST
SECTOR. . . (SOKO 07)
SUB-SECTOR. NOT KNOWN
SPACETRUCK DETAILS. .
CLASS . . . H
TYPE . . . "ESOX LUCIUS"
MANUF . . . MITSUBISHI
CARGO . . . SOFTWARE
VALUE . . . 6544000



If you read our preview in the Christmas issue you'll know roughly what to expect from the latest release from the men that brought you the excessively tasteful *Barbarian* series.

Sad to say Maria doesn't feature in this latest pixeloid epic, but you do take the role of another macho individual, this time by the name of Guy Manly. I suppose female players can pretend to be Girl Womanly.

Okay, so you're a would be space pirate, but with the Council controlling such activities you must operate through them. For a reasonable fee they will provide you with the location, cargo and armament detail of a Spacetruck. The Council's idea of a reasonable fee is 90%–98% of the profits. However, they're not going to give out valuable information to an unproved oik like you, so you must prove yourself on the video simulator first. It's a scrolling version of *Asteroids* basically, (line graphics and all that) with streams of simulated aliens, racing in and pumping simulated bullets into your simulated ass. But hey, be careful, it may just be a game but if you screw up here the Council isn't going to give you the time of day, never mind a mission.

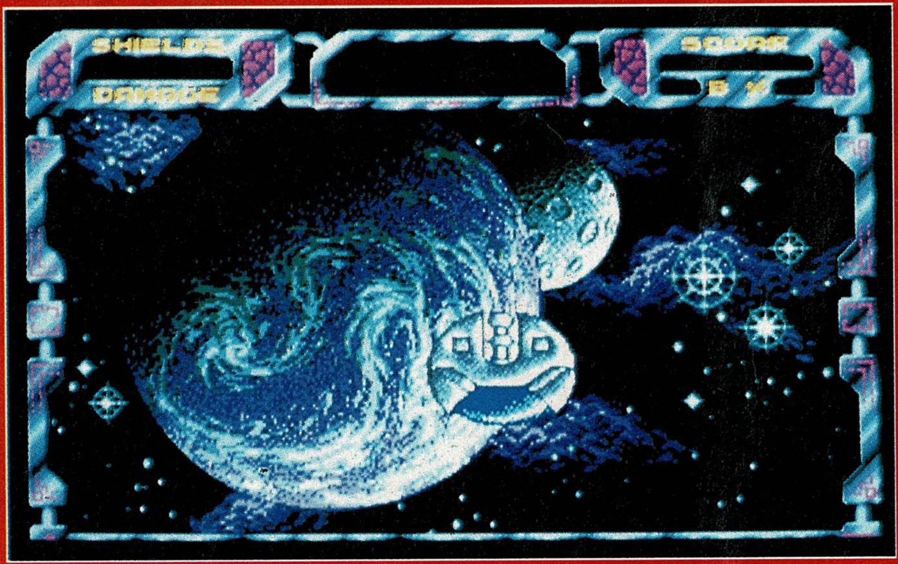
You are armed with a pokey laser cannon and a self-replenishing shield but once you get out into the real world and start earning regular dosh you can buy all sorts of big wobbly bits to turn your space junk into a real mean fighting machine.

While some of the simulators are free, so obviously you have to play on those first, if you want a real mega-bucks mission then you need to impress on one of the sims that carries an entry fee. One of the simulators was almost the cause of a legal fracas between Palace and Mirrorsoft, being labelled as it is, *Dasteroids*. Any similarity to *Blasteroids* was I'm sure, a complete surprise to the Palace programmers.

The backdrop for *Dasteroids* though, is very pretty, and it doesn't scroll.

For a change of pace, and scenery, well there isn't much in deep space is there, try out the Planet Sim, which involves flying over a planetary surface (where else?) and shooting lots of little space ships. Great fun, but the little bleeders drop mines with a one second timer behind them. Make a wrong manoeuvre and you'll be back packing shelves at Tescos.

The ultimate simulator features a spacetruck, and when I say these are big I'm not kidding. They range



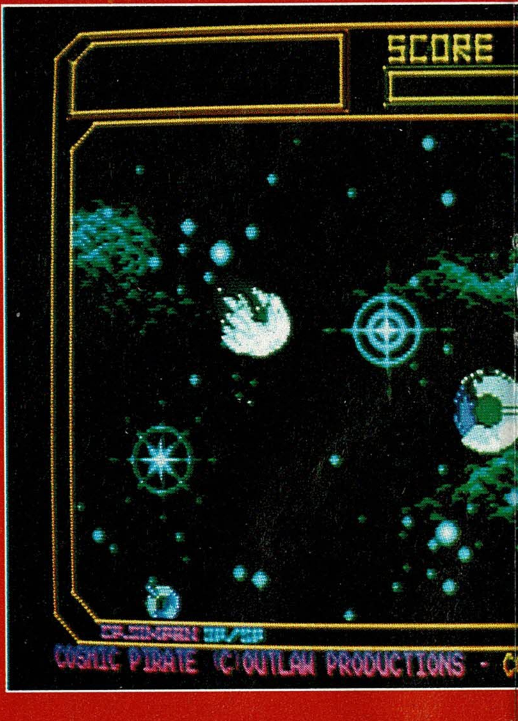
● **Approaching Planet fall – get your yorkie bar out, space trucker**

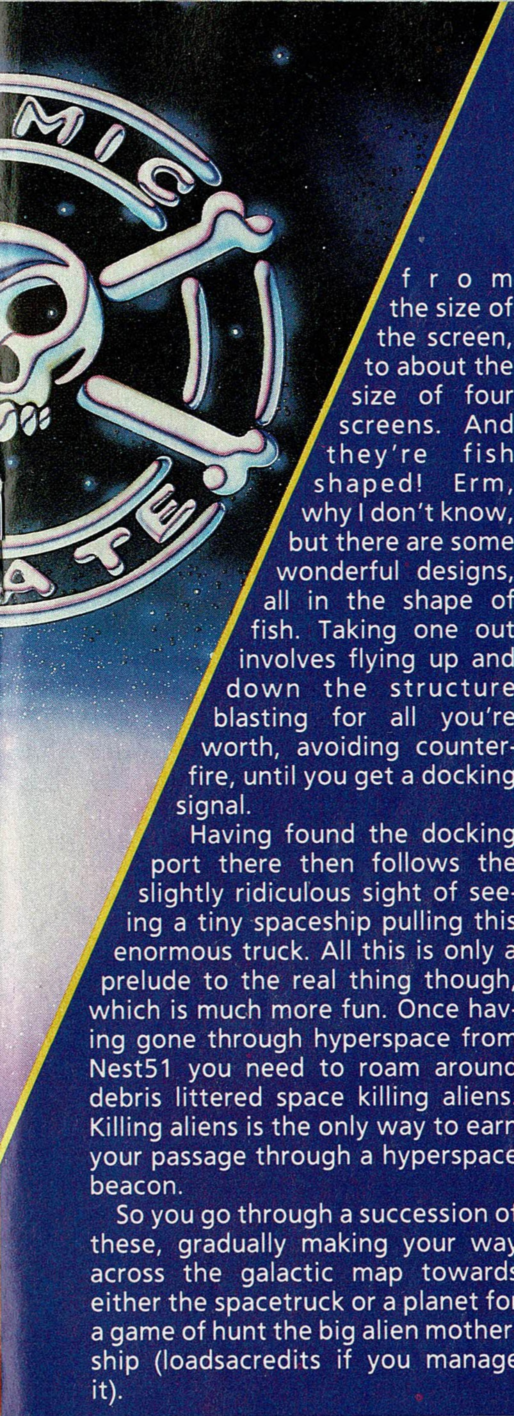
F A X B O X

Program: Cosmic Pirate
Price: £19.95
Version: Amiga
Supplier: Palace
Reviewer: Duncan Evans

RELEASE DATES

Amiga: Out now

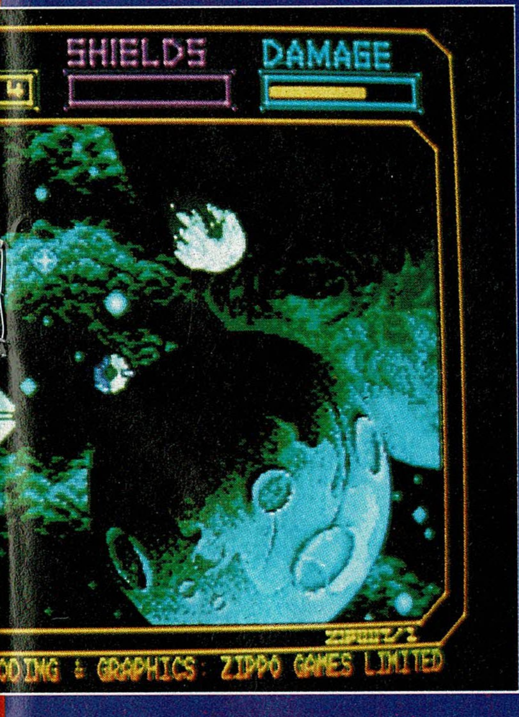


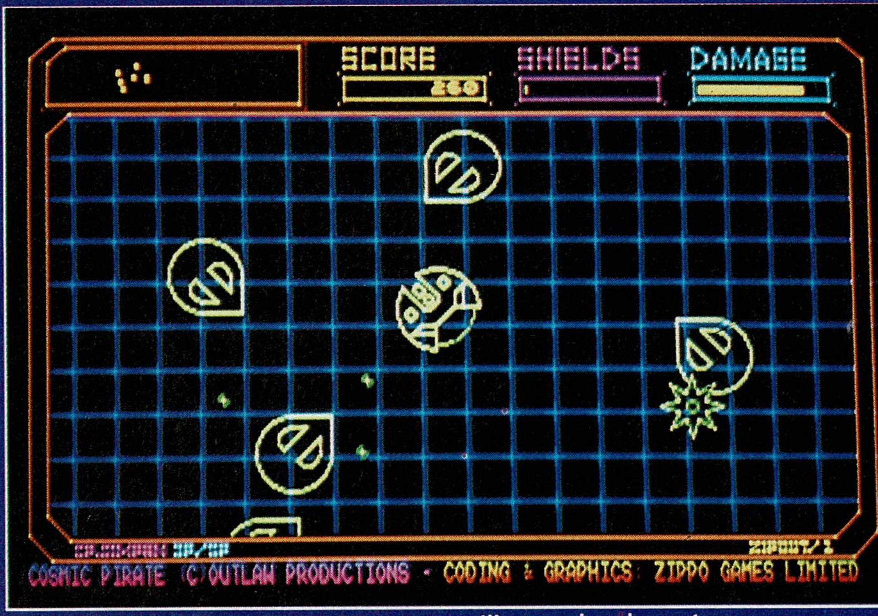


from the size of the screen, to about the size of four screens. And they're fish shaped! Erm, why I don't know, but there are some wonderful designs, all in the shape of fish. Taking one out involves flying up and down the structure blasting for all you're worth, avoiding counter-fire, until you get a docking signal.

Having found the docking port there then follows the slightly ridiculous sight of seeing a tiny spaceship pulling this enormous truck. All this is only a prelude to the real thing though, which is much more fun. Once having gone through hyperspace from Nest51 you need to roam around debris littered space killing aliens. Killing aliens is the only way to earn your passage through a hyperspace beacon.

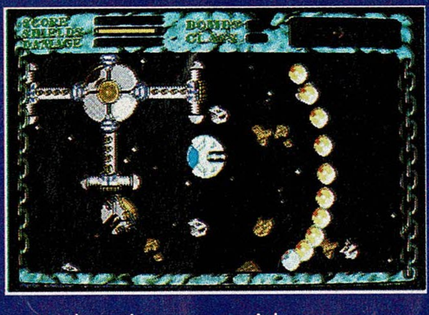
So you go through a succession of these, gradually making your way across the galactic map towards either the spacetruck or a planet for a game of hunt the big alien mothership (loadsacredits if you manage it).




SCORE
260
SHIELDS
DAMAGE
ZIPOUT/1
COSMIC PIRATE (C) OUTLAW PRODUCTIONS - CODING & GRAPHICS ZIPPO GAMES LIMITED

● Cosmic Pirate on the Spectrum – pillage, plunder, etc.

While strutting your stuff in space, dying aliens will disgorge their cargo, which can be collected for temporary benefits, including shield repairs and smart bombs.



And so it goes, with some wonderful static graphics, and some very nice aliens, and not forgetting those spacetrucks of course. Best of all though are the sonix, which range from a spacey type pirate ditty, to nose biting crunches and explosions.

So haul up the Jolly Roger, pull on an eye patch, and prepare to launch yourself on a hearty, fun filled quest, to relieve hardworking spacefolk of their very heavy wallets.

Gameplay 90%

Grafix 94%

Sonix 95%

Overall

92%

The *Gamesweek* office is awash with pirates and things of the buccaneer tendency at the moment. Nevertheless, in a spirit of unpirate like generosity, the creators of **Cosmic Pirate**, Palace Software, are offering a fabulous prize for one of you lucky Gamesweek readers. The first name drawn which has the correct answers to the following three questions will win a weekend for two in the Big Smoke (London) with trips to The London Dungeon, The Space Adventure and The Cutty Sark, plus a copy of the game. Howsabout that then?

In an act of unprecedented generosity, which would make seasoned privateers like Captain Blackbeard blush with shame, Palace is offering ten runners up prizes of copies of the game.

1. How many men were on a deadman's chest?
a) three million nine hundred thousand and twenty-six
b) fifteen
c) one, along with his dog, cat, and Nellie, his ten ton pet elephant
2. What was the name of the main pirate character in Treasure Island?
a) Short Fat Ernie
b) Very Angry Rupert
c) Long John Silver
3. What's a pirate's sword called?
a) a cutless
b) Bessie
c) John

Entries should be sent to Cosmic Pirate Competition, Computer Gamesweek, 3rd Floor, Greencoat House, Francis Street, London SW1P 1DG, by February 8, 1989.

FAX BOX

Program: Zak McKraken and the Alien Mindbenders
Version: PC
Price: £19.99
Supplier: US Gold
Reviewer: Billy MacInnes

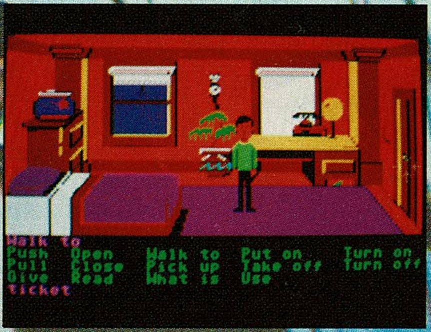
RELEASE DATES

PC: End of February
C64: End of February

Now let's see . . . **Zak McKraken and the Alien Mindbenders** . . . that's a title to conjure with, isn't it? For a start, it's a long title. Then there's our hero's incredibly funny name, Zak . . . what kind of people were his parents? Didn't they like the poor baby? I call it cruel myself. Very cruel.

This game comes to a monitor near you via the good offices of Lucasfilm games. It's billed as a comedy thriller and the packaging of the game comes complete with a copy of the newspaper for which our hero works, The National Inquisitor. This is a paper which has the same high journalistic standards as The Sunday Sport. It has headlines such as "Alien Amusement Park Found on Mars" and "Two-Headed Squirrel Attacks Two Campers At Once".

The game begins with Zak waking up in his bedroom after having a weird dream. It is 1997, space aliens have created a stupidity machine which is slowly reducing everyone's IQ to single figures (they must have been hard at work in the *Gamesweek* offices!). Naturally, no one believes Zak, because he is always making up stories about aliens and such, anyway. Only three people are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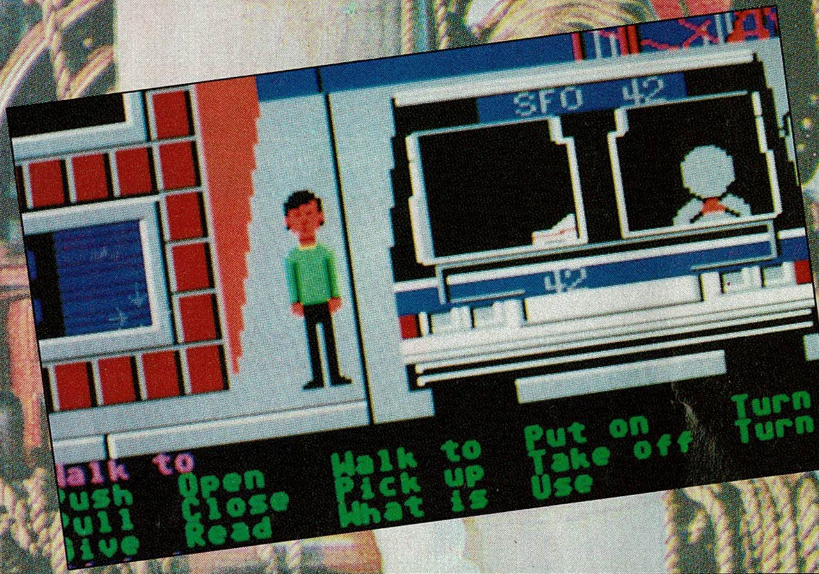
Push Open Walk to Put on Turn on
Pull Close Pick up Take off Turn off
Give Read What is Use
ticket

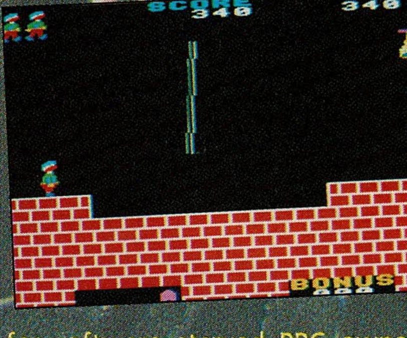

SFO 42
42
Walk to
Push Open Walk to Put on Turn
Pull Close Pick up Take off Turn
Give Read What is Use

There was a full moon shining brightly in the midnight air. A figure in a beige overcoat stood on the corner of 42nd, as smoke wafted from his hand-rolled cigarettes. His eyes darted, as a man strolled confidently up to him.

"What is your name dear fellow?" The bemused one asked.

"Why, Sam of course!" Came the reply, and he was right.

Sam is back, and so is Superior Software, with another compilation for software starved BBC owners. They really have a knack of producing them at affordable price, just don't ask for an original name for the set, as this request would fall on deaf ears.



FAX BOX

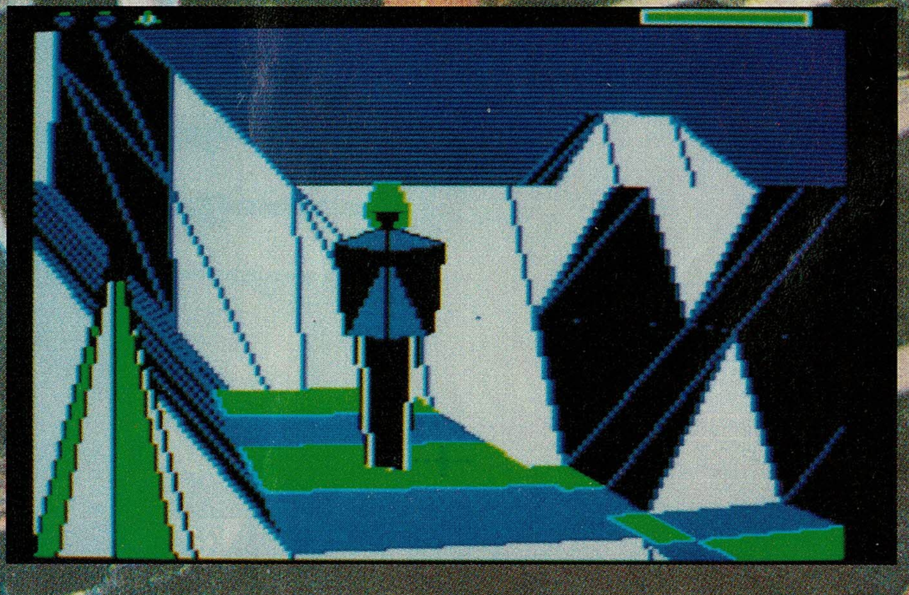
Program: Play It Again Sam 6
Version: BBC Disc
Price: £11.95
Supplier: Superior Software
Reviewer: Richard Henderson

RELEASE DATES

BBC: Out Now
Electron: Out now

First on the disc is **Galaforce 2**, which is a shoot-em-up. Don't groan straight away because, unlike any other blaster on the BBC, this is very fast indeed. It is reminiscent of old arcade classics, such as **Galaxians** and **Phoenix** and it proves to have more action than most other BBC games put together. The graphics are pretty colourful, and the whole game is as smooth as they come.

Hunchback is a totally different kind of game, but no less enjoyable. I remember having the Spectrum version many years ago, and playing it constantly until I had completed it. On the BBC it is just as good, and



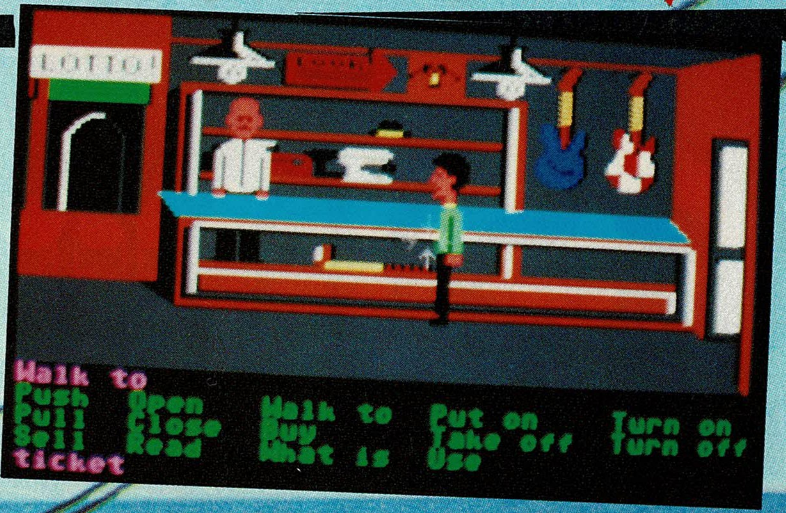
prepared to help Zak: Annie, Leslie and Melissa. It's up to our four intrepid heroes to piece together the fragments of an ancient puzzle (so what's new?), discover the aliens and destroy their stupidity machine.

From time to time, as you are picking your way through the puzzles, animated scenes will appear which show you what's going on elsewhere in the world. For example, there is a sort of comedy sketch involving two aliens by the stupidity machine. There are also lots of clues in the copy of the National Inquisitor.

The controls for the game are actually quite simple, with different letters on the keyboard standing for different actions. For instance, "Q" stands for "push" and "A" stands for "pull". The manual contains a few helpful hints, including the old familiar standby "pick up everything you can" because, as is to be expected, you never know when it might come in handy. It is also incredibly difficult to get your characters killed (good news!).

Although I am not a massive fan of adventure games, this one is reasonably entertaining. The graphics are quite nice, with a decent array of colours and backgrounds. It does have a reasonably "wacky" (with all the connotations of the word) sense of humour. The sound is fine.

Personally, I find it immensely difficult to be gripped by a game which involves a lot of keyboard work. It's probably because I'm too lazy to try and work things out. That said, this isn't too bad at all. Not something that I would play every day, but probably a game that would appeal to a lot of people out there and provides them with lots of entertainment and diversion.



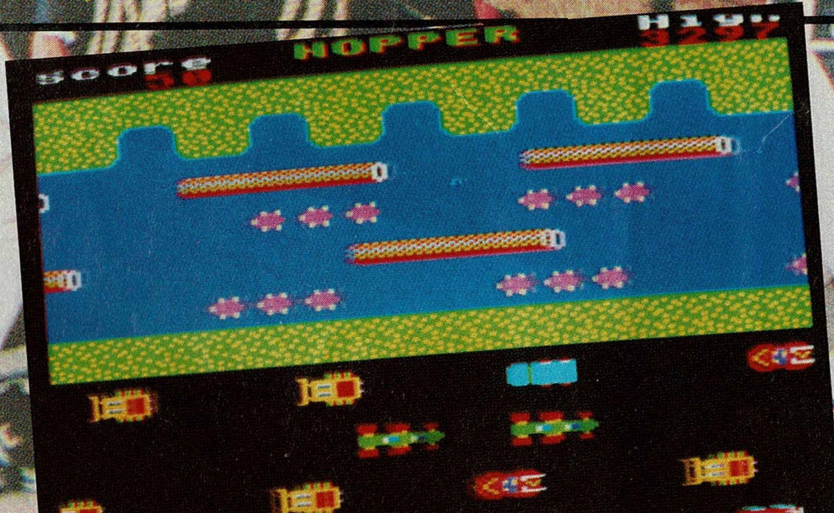
Gameplay 87%

Grafix 56%

Sonix 52%

Overall

82%



all the playability has been retained, the graphics are pretty jerky, and not too defined, but the game is beyond such 'trivial' matters. The point is to rescue Esmeralda from a castle by leaping pits, dodging fireballs, and avoiding guards in true 2D action. It's for yoohooooo!!!

The next game, **Hopper**, can be summed up with simple word . . . **Frogger**. It is a very good version of the ancient arcade machine, and one that many people can play for it's sheer simplicity. The graphics are very old fashioned but fast, and the progressively difficult playability surely makes the game. You must guide your frog from the pavement at the bottom of the screen to the lily pads at the top, whilst avoiding the cars on the road, and jumping across the river using logs and turtles. Truly great, simple, fun.

Lastly is **Sentinel**, a game which won the heart of many a C64 owner about a year ago. It is full of strategy, great graphics, and frustration, it's just a pity that it's so slow on all of the 8-bits. It involves robots, trees, boulders, and many numerous landscapes, but unfortunately it is far too long winded to go into depth here. A classic game, just not one to return to.

Play It Again Sam 6 is undoubtedly the best collection of Beeb games, and you should get this pack for the nostalgia if not anything else.

Gameplay 85%

Grafix 79%

Sonix 73%

Overall

82%

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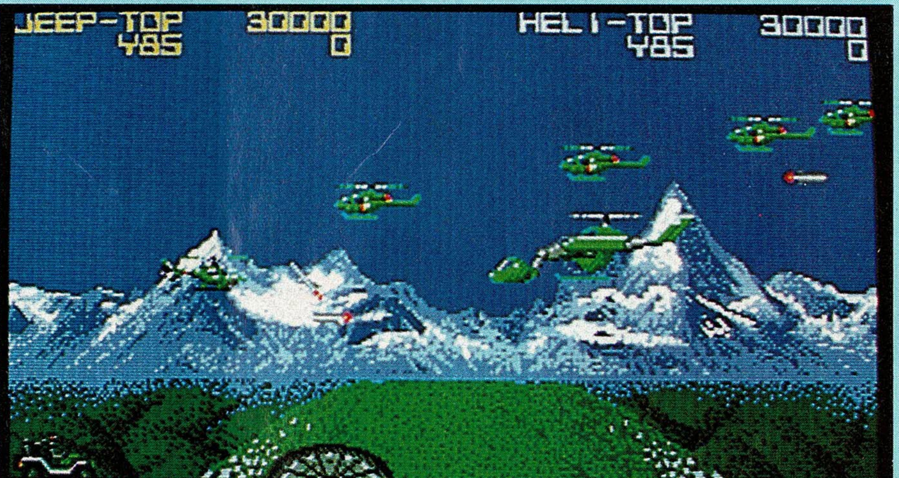
Up Periscope

Silkworm

At last it has happened! Many people have doubted it, many have discussed it, many have denied it, but to date nobody had done it.

I'm not talking about Billy buying a round, but the issue of smooth horizontal scrolling on the ST. I always thought it impossible, but I am the first to admit that I was hopelessly wrong. Just when we all thought that **R-Type** was the best to come, **Silkworm**, a coin-op conversion from Rebel, is about to arrive.

Silkworm not only has smooth horizontal scrolling, but also has more than a hint of parallax in the background. It is based on the none-too famous arcade machine of the same name, which I remember residing in the most discreet places of London's arcades. All said and done though, the game was very good, just not too popular.



● **Your chance to be a slanty-eyed 'Hawk' Stringfellow (you know, the guy from Airwolf)**

The gameplay is of the modern kind, ie, loads of nasties to blast. It is also up to date for the fact that it allows two players to play simultaneously, one plays a tank, whilst the other finds himself in charge of a helicopter. Both must work as a team, and have slightly different tasks to perform. Enemies include missile launchers, squadrons of jets, and rival choppers, and they all have the sole desire to make your life hell.

Extra firepower and bonuses can all be collected during the game, so in all, **Silkworm** has all the features of most other arcade games, all rolled up in one joy bundle. The graphics are very smart, with several different backgrounds included (for several different levels), and the end-of-level nasties are incredibly well defined (they're a swine to defeat too).

Silkworm will be released early in the new year for the ST, Amiga and the C64. So far all are looking very good indeed.

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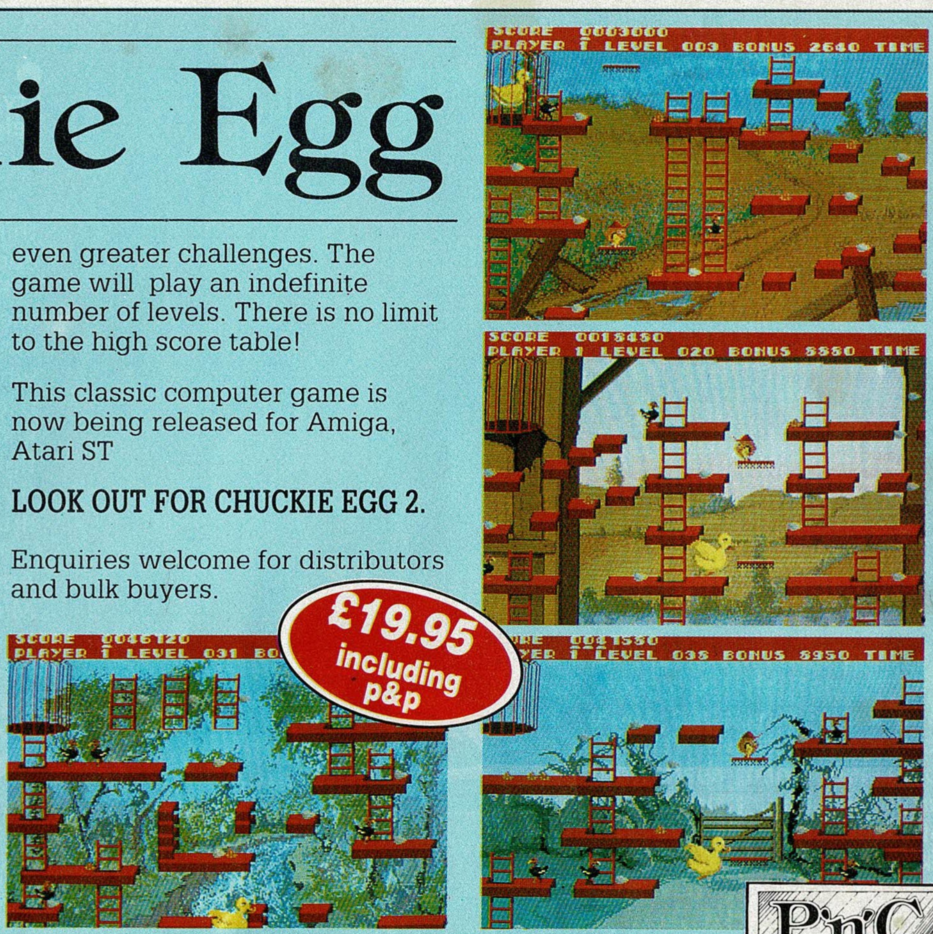
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On SCREEN

Space Cadet Emma Norman took one small step for Gamesweek, one giant leap for Mankind when she reviewed Moonwalker, Michael Jackson's fantasy epic

● **Running with the Pack, Jack! Stylish, evocative camera work help to create the right mood**

Michael Jackson, while possibly the biggest star in the world today, is also the most elusive. Very little is known about him, apart from the scurrilous rumours printed in the tabloids from time to time: Michael Jackson sleeps in oxygen tent; Michael Jackson to buy Elephant Man's bones; Wacko Jacko builds shrine to Elizabeth Taylor.

Such headlines scream regularly from the news stand, but the truth behind them is dubious, to say the least. Watching **Moonwalker,** a film based on a story written by the living legend, one gains a fascinating insight into the man himself which reveals more about the real Michael Jackson than a thousand front page exclusives.

The film opens with shots of Jackson on his recent and highly acclaimed world tour, interspersed with shots of some of the great, powerful and controversial men of modern times. Now, many critics have perceived these clips as deliberate comparisons between them and MJ, but it strikes me that they are doing him an injustice. Far from comparing himself with them, the opening is a blatant demonstration of his political awareness, featuring as it does Nelson Mandela, Gandhi, and footage of the starving children in Africa.

This is followed by a very interesting scene, featuring MJ on a beatle-like plane, travelling through his own mind, pointing out all the things the papers have reported about him and mocking them.

From thereon in, the story line of the film starts; Michael Jackson is an alien of sorts, a star as in Astra, who, with the help of his three child friends, including Sean, better known as the young Mr Lennon, is fighting an evil drug baron, who is trying to force children to take drugs.

The film is a very brave attempt. Adults who want to see a lot of Michael Jackson and his dancing may be disappointed, although he does strut his stuff frequently (and no-one struts it better), he changes into cars and spaceships with too much regularity and such guises do not really suit him. For children it is a fantasy film which, while rather strange in concept, is very well made with brilliant special effects, excellent animation and a happy ending.

My overall impression of the film was that if you cut it into five segments, you would have five brilliant videos, but as a feature length movie somehow it doesn't quite work.

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The Prince of Pixe Pandemonium, our very own Tony Bridge, seems to be spending an unhealthy amount of time in Public Libraries (oo-er!). That's 'cos he's immersed himself in Public Domain Software. Find out more through the . . . square window.

Adventure Br

As you'll probably know without me telling you, PD software is in the Public Domain, which means that it is free of charge. Although you can find advertisements from individuals who want to swap PD, the more usual way of distributing PD software is through libraries, the better ones mostly being full-time operations which can keep up with all the releases and collate them into meaningful collections. You'll find the addresses of just a couple at the end of this week's column – there are many more, most of which concentrate on a particular machine (these two are for the ST, but the Amiga and PCs also have their own).

The whole point of PD is that programs are free and you pay just for the blank disc plus whatever the library feels is a just return for postage and their efforts in collating information and so on. The typical price (for ST disks) is £2–£2.50 – some charge more than this, but I can't see the justification for it, and you should question the morals of any library that charges more than £3.

My particular favourite is the ST-Club, who are always very willing to help with problems (but then they all are) and they also run a good club (as its name suggests) with an extremely good Newsletter – well worth the modest annual sub. However, there are plenty of others, and most of them are worth a look. What's in the libraries for adventurers? First of all, my knowledge of the PD is, as you may have guessed, based on the ST lists: while Amiga owners have an even better choice, and IBM-ers have thousands of programs available (why no 8-bit PD? I haven't the faintest idea!). The number of adventures is very small, and the two or three most successful have been ported across to most formats. The most famous of all adventures ***Colossal Cave*** *is represented on the disk from the ST Club, number GAM12. The disk also includes a "joke" text adventure,* ***Ogre, Pong*** *and a Star Wars clone,* ***Missile,*** *so you can see that it's great value for money.*

One of the oldest and most respected adventures in PD is ***Hack*** *(Disc No. GAM03). Originally written in Unix, it's a graphic dungeon-based Hack 'n' Slay as the name suggests.*

idge

Your character moves around the floor plan of the dungeon, descending through ever-harder levels in the quest for gold and experience points. You'll find all the obligatory monsters like Kobolds and Giant Bats here along with the usual Slime and Magazine Editors. You can also pick up Wands, Scrolls, Food and Potions as well as stumbling over traps and so on – weapons and armour are lying around too, so that you can select the right combination for combat.

We've become used to stunning graphics in modern programs, but those in ***Hack*** *are built from characters available from the standard set (although the ST version allows for a certain customisation by the player), and your character is a @ moving around a lot of In and :s. Despite this, the game is one of the most addictive I've come across, being a rather primitive ancestor of* ***Dungeon Master.*** *Combat is frequent and the outcome very quick – unless your character is extremely weak or the enemy very strong, the result is usually in your favour. An on-screen record of your current gold and EPs is a good incentive to keep going and explore deeper and deeper as your character evolves.*

Although ***Hack*** *is in PD, it has recently been released in a full-blown (budget) commercial version – the PC disk has the same graphics as the one you get for free, but the ST version has, from the screen shots I've seen in this very mag, had a lot of work done in the graphic department and looks very nice.*

If you don't fancy a graphic RPG, there's still a good alternative in PD for you. The ST Club's disk number GAM11 contains LARN as well as the Infocom sampler mentioned earlier – ***LARN*** *is Role-Playing in text. After you've chosen your character's stats, you progress to the Main hall, where you learn Spells, Weapon techniques or equip yourself with armour and weapons. Then you venture forth into one of the three adventures on the disk where you can guide your character through varying scenarios set in the past, present and future.*

The location descriptions are eloquent and witty – more so than in many full-price efforts – and the responses are lightning-fast. The stories fairly bound along, and if there's a fault, it is that combat seems to dictate the course of events for much of the time. For example, if you enter a location where there is a likely enemy, you can't exit until you've vanquished the foe or died in the attempt. On the other hand, word-matching doesn't play too large a part, and you can call up a list of commands at any time to help you find the right words.

One of the most recent uses for PD is for demos of new games and utilities. Incentive, for example, have a disk full of pictures created with STAC as well as a complete and playable adventure, ***Shymer.*** *Disk Number GAM11 has excerpts from three Infocom adventures, while GAM08 and 09 contain limited-play demos of Sierra On-Line programs* ***King Quest*** *and* ***Black Couldron.***

The two discs ADH 02 and 03 are filled to overflowing with adventure help, including hints and solutions to the Ultima series, lots of Infocoms, Scott Adams and so on.

Is this all? Not on your life! But we've run out of room this week, and I'll go on to look at more free adventures in the Public Domain later.

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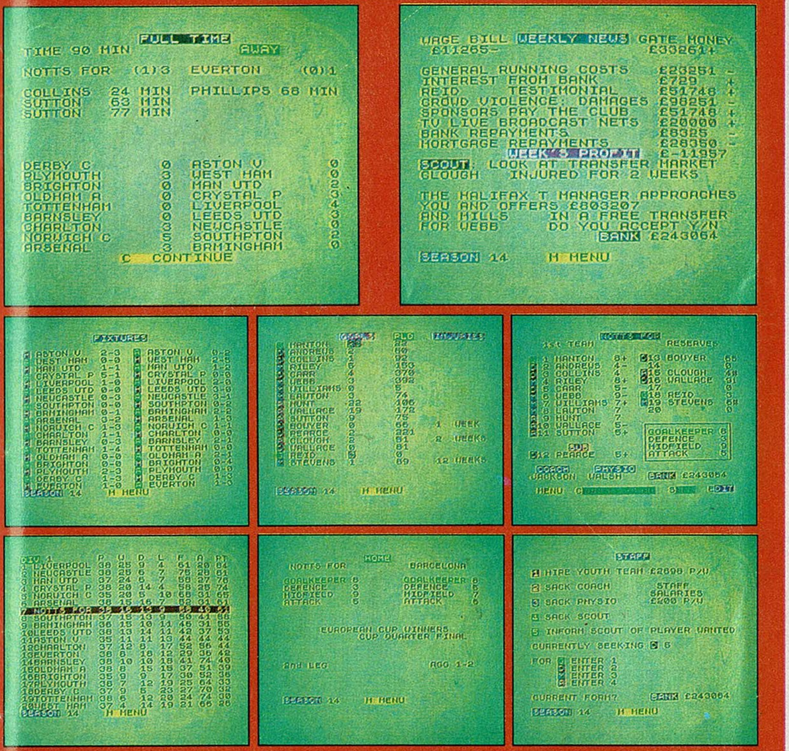

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              FULL TIME
TIME 90 MIN                    AWAY

NOTTS FOR   (1)3   EVERTON      (0)1

COLLINS   24 MIN   PHILLIPS 68 MIN
SUTTON    63 MIN
SUTTON    77 MIN

DERBY C           0   ASTON V        0
PLYMOUTH          3   WEST HAM       0
BRIGHTON          0   MAN UTD        2
OLDHAM A          0   CRYSTAL P      3
TOTTENHAM         0   LIVERPOOL      4
BARNSLEY          0   LEEDS UTD      3
CHARLTON          3   NEWCASTLE      0
NORWICH C         5   SOUTHPTON      2
ARSENAL           3   BRMINGHAM      0
           C  CONTINUE
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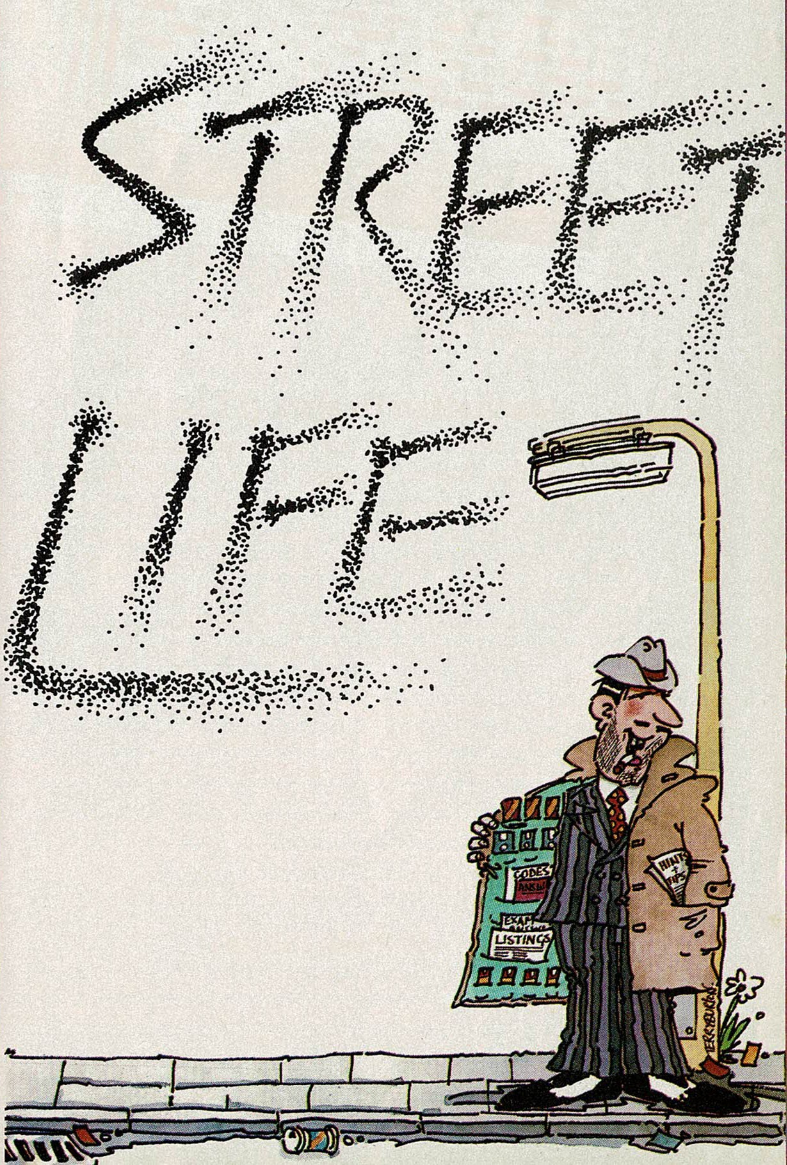


More tips, etc. wind their way toward this regular column, and I feel it is time to remind all that there is real cash to be won by sending in original tips. A considerable £10 goes to all who see their hints printed, and the person who is deemed to have sent in the Tip of the Week, is titled Tipster of the Week (makes sense dunnit!) and wins £30. Oh well, send em in coz it's on with the show . . .

TIPS

Double Dragon (C64)

Danny Dickson from **Co. Down, Northern Ireland,** has found a small bugette in this immensely popular game from Virgin Mastertronic.

When your opponents come towards you, make your way to the top of the screen and they should follow. Jump over them and they will, miraculously, become stuck to the wall. Also if you get to the last screen and meet the man with the machine gun, don't worry because he'll not use it.

00000
55
00000

● Double Dragon – with noodles and soya sauce, courtesy of Danny Dickson

Manhattan Dealers (ST/Amiga)

Another set of hints for another beat-em-up, this one being by **Norm Tierney,** from **London N16.**

For a start, a good tactic is to kick the punks down stairs as often as possible, due to the fact that when they recover it is easy to kick them down again. This tactic also works on the woman with the whip (apart from the fact that she falls in the river).

On the alleyway, quickly duck into the gaps in the middle until the two thugs come (this stops you from getting injured by objects thrown from the windows).

On room with Samurai a useful trick that I have found enables you a bit of a breather before the final fight. Upon entering the room go straight to the samurai and kick and punch him a few times. By doing this you 'stun' him, allowing you valuable time to kill the others before he attacks you.

Shinobi (Sega)

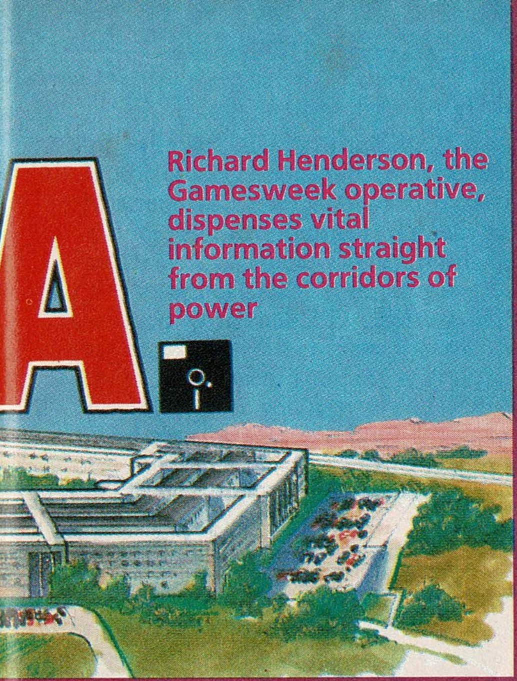
Following up on the tip printed in the Chrissy issue, **Matthew Cox,** who resides from **Sutton, Surrey,** has supplied us with this small cheat.

When on the title screen, push the controller up and to the right, then press fire button number 2. After this small task has been completed you will be able to select which screen you wish to tackle.

Total Eclipse (All formats)

As promised, here is the second half of the solution to the game, care of **Daryl Baker, Somerset.**

51 Go south.
52 Go south.
53 Go through left door on north wall.
54 Go down stairs and through west door.
55 Collect ANKH symbol. Go through slim door at top of stairs.
56 Go south.

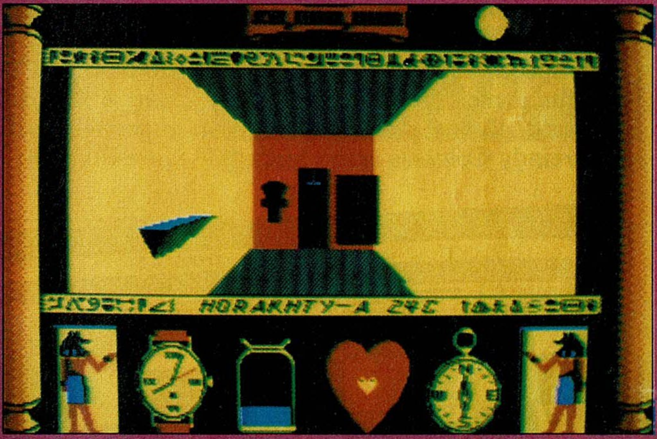


Richard Henderson, the Gamesweek operative, dispenses vital information straight from the corridors of power

57 Go through door under stairs.
58 Go across walkway and through door.
59 Go west through door.
60 Go forward and fall off platform, then go through north door.
61 Go through 4th door.
62 Go through 2nd door, not the one you came out of.
63 Walk down the steps to the floor and push the block to fill the gap, go south.
64 Shoot blocks and exit east.
65 Go north.
66 Go north.
67 Go to the front of the pyramid and enter it.
68 Go north.
69 Go west.

● **Ankh you very much for the Total Eclipse tips, Matthew Cox!**

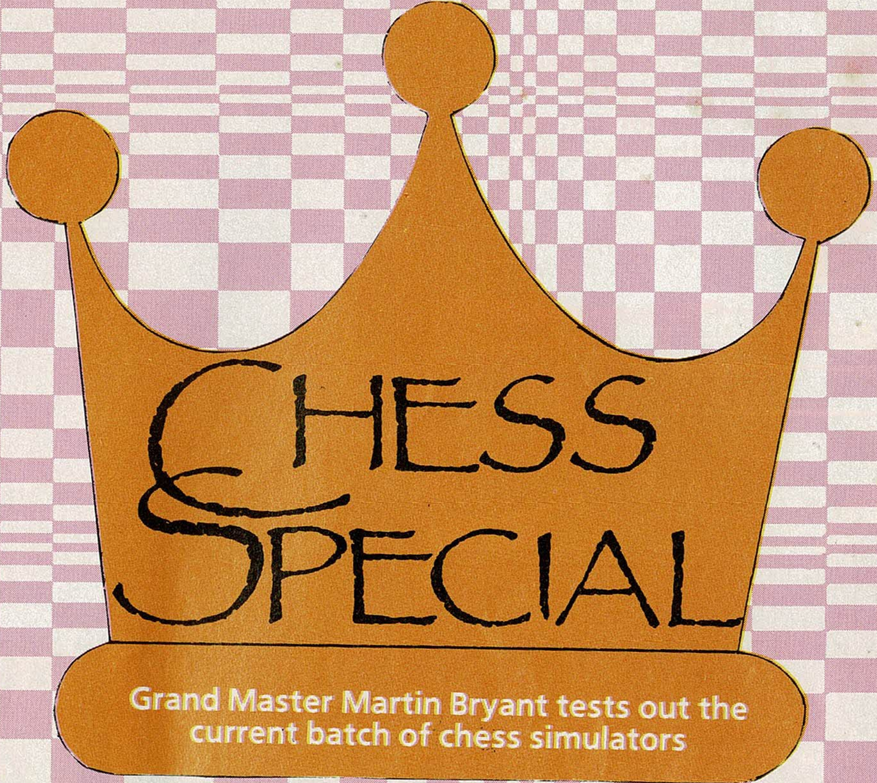
70 Go through slim door.
71 Go south.
72 Go through door that is under stairs.
73 Go across walkway and through door.
74 Go west.
75 Go forward and fall off platform then go through north door.
76 Go through 4th door.
77 Go through 2nd door, not the one you came out of.
78 Walk to other side.
79 Shoot head.
80 Go back through middle door.
81 Go south.
82 Go south.
83 Go south.
84 Shoot walkway so that you can walk on it. Move it to the middle. Face downwards and fire. Now walk towards the other door and go through.



85 Shoot block.
86 Go west.
87 Shoot walkway so that you can walk onto it. Move it to the middle. Face downwards and fire. Now walk towards the other door and go through.
88 Walk into the block on the wall and eventually you will be transported.
89 Go through slim door.
90 Go upstairs and through door.
91 Face east.
92 Shoot top door and walk up stairs before they disappear and go through this door.
93 Go east.
94 Go south.
95 Go up stairs and through door.
96 (Save game). Walk up stairs till you can go no further.
97 Duck down and go forwards oncle only.
98 Press 'H' once, the passage will now open.
99 Now press 'H' to go to the shrine.
100 Make sure that you cannot be shot by the gun which is on the ceiling, this will involve moving close to the statue. Now start firing at it for a long time.

Well that's about it for this week, **Daryl Baker** gets **Tipster of the Week** for the second week running. Remember send those hints to: **RICHARD HENDERSON, CIA, COMPUTER GAMESWEEK, FOCUS PUBLICATIONS, GREENCOAT HOUSE, FRANCIS STREET, LONDON SW1P 1DG.**

Next week we should see the return of Pokes, till then, be careful out there (copyright Bad Cliches Ltd.).



CHESS SPECIAL

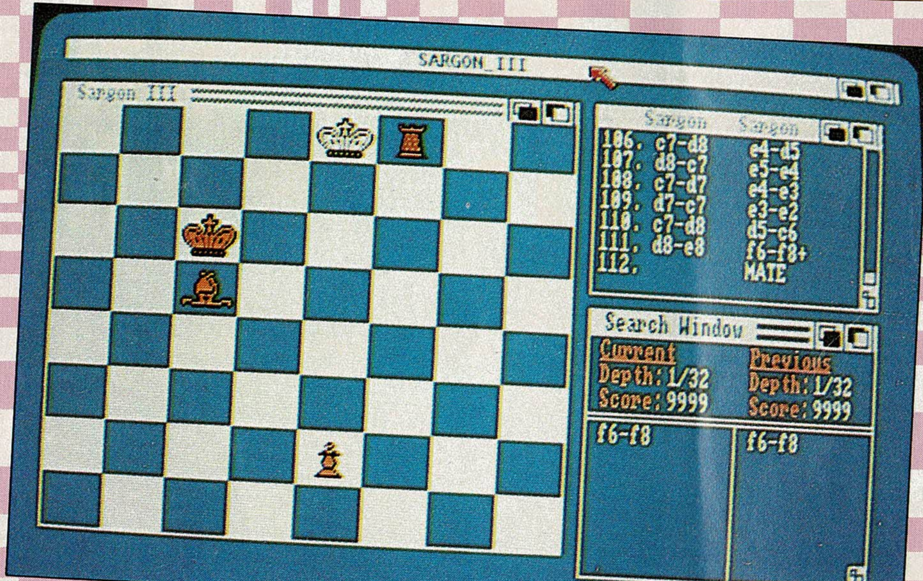
Grand Master Martin Bryant tests out the current batch of chess simulators

In this article I'll take a look at the four major chess programs available on 16-bit machines. They are: Colossus Chess X and Chess Master 2000 both on the Atari ST and Battle Chess and Sargon III on the Amiga.

Colossus Chess X

The latest version of the Colossus Chess program is now available on the Atari ST computer. The program was developed from the very popular Colossus Chess 4.0 (available for most eight-bit micros) with many interesting, new techniques added to make it the most exciting chess program released for years.

The enhancements include – tilt and rotate for 3-D board, four piece sets, four board orientations, languages, adverts, speech, music, user-settings, opponents name, "book-keeper"-utility, increased playing strength and most importantly Colossus is the first commercially available chess program to be able to LEARN either from the user or from its own experience.



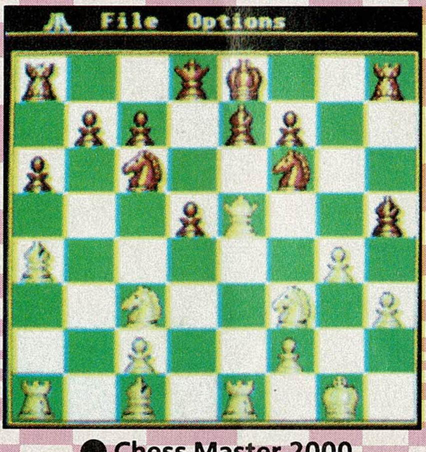
```
SARGON_III
Sargon III
        Sargon      Sargon
106.  c7-d8       e4-d5
107.  d8-c7       e5-e4
108.  c7-d7       e4-e3
109.  d7-c7       e3-e2
110.  c7-d8       d5-c6
111.  d8-e8       f6-f8+
112.              MATE

Search Window
Current           Previous
Depth:1/32        Depth:1/32
Score:9999        Score:9999
f6-f8             f6-f8
```

● Sargon III being put through its paces, although Martin has only mastered playing with five pieces so far

Chess Master 2000

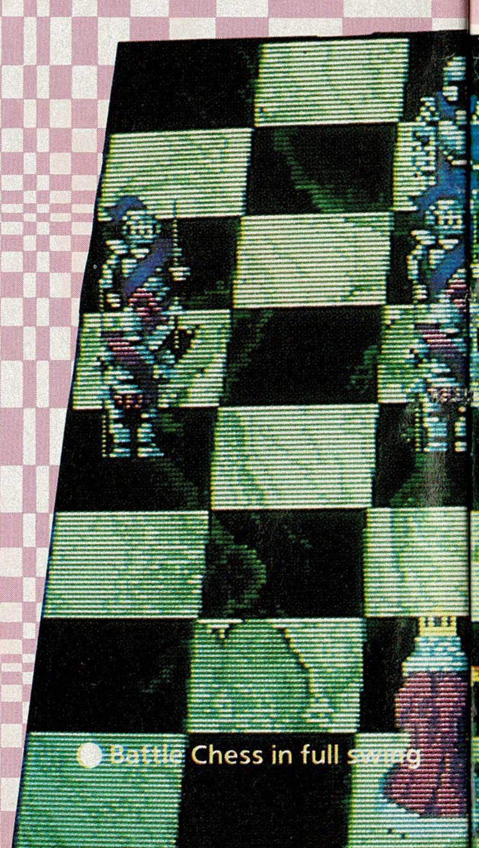
This program has been out the longest and perhaps suffers a little because of that. Chess programs are constantly moving forward and can soon become out-dated. Its graphics are not as sharp as the others and when "dragging" a piece it visibly lags behind the mouse movement. However, it does have an "American" digitised voice and most of the other usual features you'd expect from a modern chess program. Chess Master 2000 does contain some minor bugs and did actually hang on me a few times.



● Chess Master 2000

Battle Chess

If spectacular, animated graphics turn you on then Battle Chess is for you. Pieces walk across the board and do battle with every capture. It has to be seen to be fully appreciated. Even the menus are rolled out as medieval 'scrolls'. It has all the major features expected but few of the more interest-



● Battle Chess in full swing

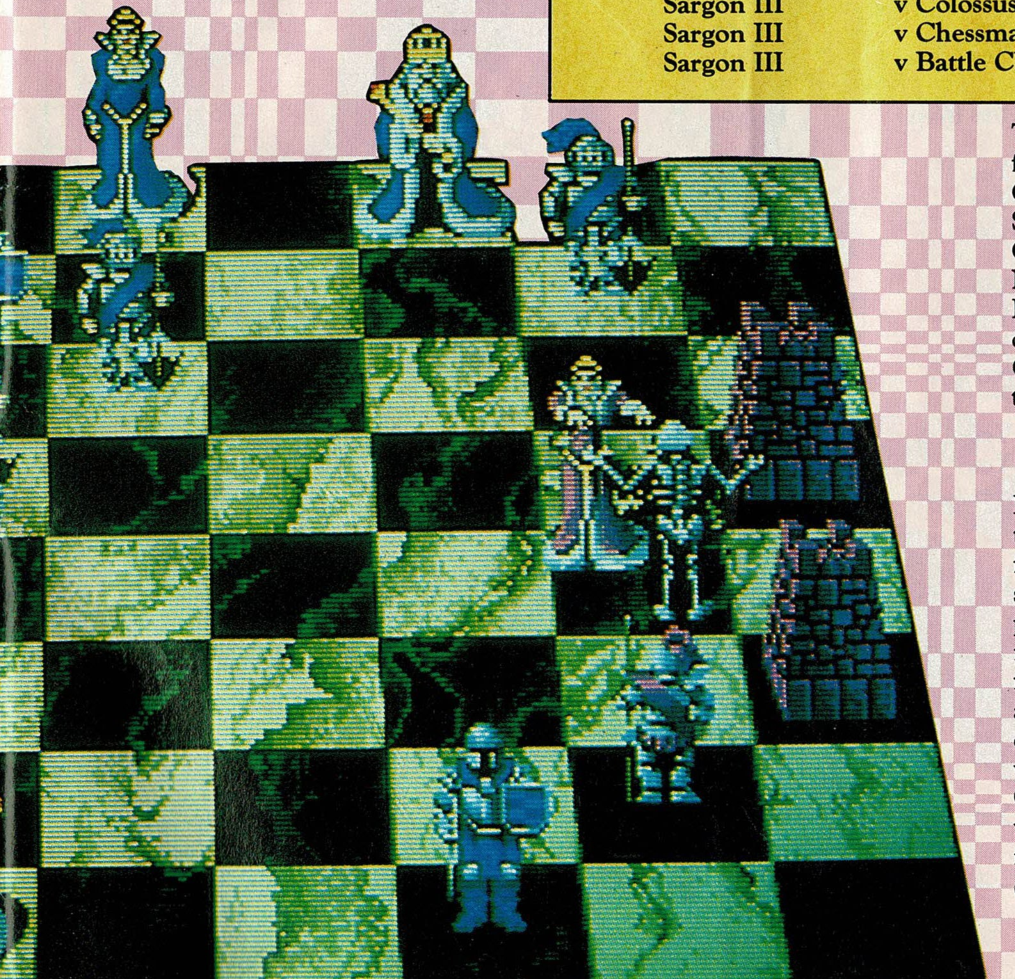
ing ones available on the other three. Unfortunately its playing strength really is very weak compared to the others and its forte (the graphics) do become rather slow and tedious when trying to play a serious game, even so, you can switch to a normal 2-D display if you prefer. Also certain finer points of chess have been ignored, e.g. using Setup-Position you can create illegal positions, for instance putting pawns on the eighth rank, which it doesn't notice when you return to the game.

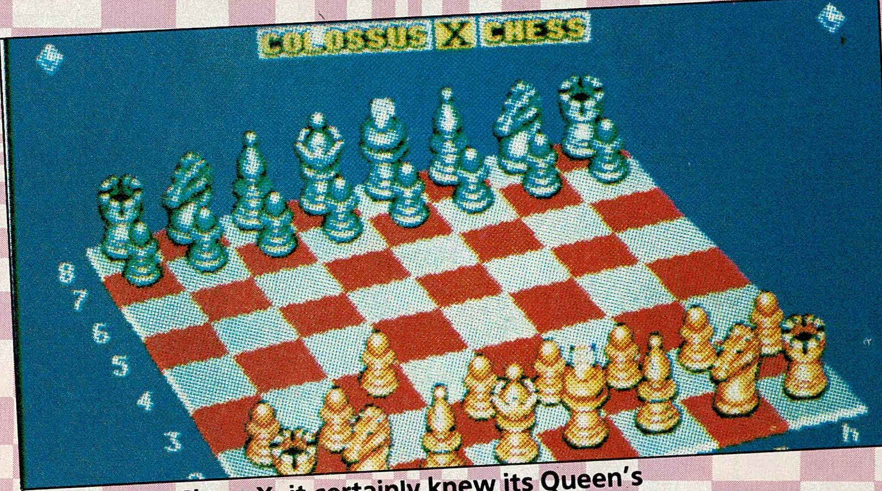
Sargon III

This program has no 3-D graphics at all which really lets it down, but it is the only one to use the 'windows' style of display which may appeal to some. It has a good selection of features and the playing strength is pretty good. Also the long history of this program ensures a solid, robust program written by reliable, experienced programmers.

Comparison Table

The programs' abilities are compared in the table on page 44. Of course an overall verdict of the best program is impossible, because people have different requirements e.g. a young learner may be hypnotised by the **Battle Chess** graphics, where as a serious player would prefer the playing strength of **Colossus** or **Sargon**.

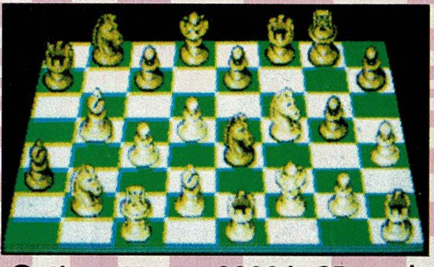




● Colossus Chess X, it certainly knew its Queen's Gambit from rice pudding!

Tournament

I conducted an all-play all-double round tournament (one white and one black) for each program to give a rough guide to the relative playing strengths of the programs. The results were as follows:



● Chess Master 2000 in 3D mode

Colossus Chess X	v Chessmaster 2000	Draw
Colossus Chess X	v Battle Chess	1-0
Colossus Chess X	v Sargon III	1-0
Chessmaster 2000	v Colossus Chess X	0-1
Chessmaster 2000	v Battle Chess	Draw
Chessmaster 2000	v Sargon III	Draw
Battle Chess	v Colossus Chess X	0-1
Battle Chess	v Chessmaster 2000	0-1
Battle Chess	v Sargon III	0-1
Sargon III	v Colossus Chess X	Draw
Sargon III	v Chessmaster 2000	Draw
Sargon III	v Battle Chess	1-0

This gives us a points table as follows:

Colossus Chess X	**5**
Sargon III	**3.5**
Chessmaster 2000	**3**
Battle Chess	**0.5**

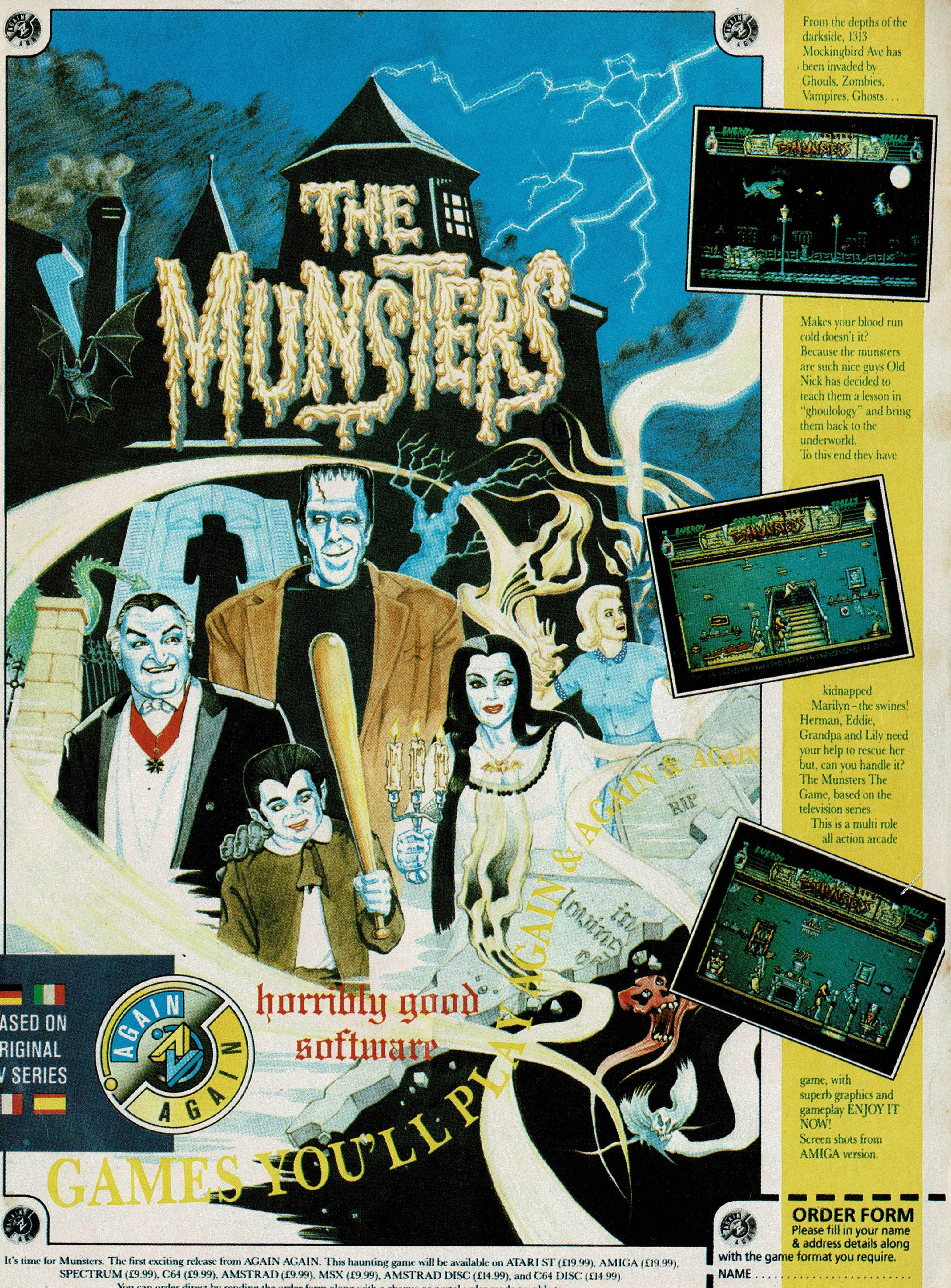
It can be seen that *Battle Chess* is clearly the weakest player and that *Colossus* has an edge over the other two.

Conclusions

Home computer chess programs continue to improve in playing strength, features, sound and graphics. Each year sees updates worthy of their dedicated programmers. Which one you choose really depends on what you're looking for in a chess program. So shop around and examine the instruction manuals carefully before buying, to see what you're getting (and what you're not). Get your local computer store to give you a few demos. You should be impressed.

Continued on Page 44

Feature	Colossus Chess X	Master Chess 2000	Battle Chess	Sargon III
Graphics (overall)	Good	Fair	Excellent	Poor
Sound (Variety/use)	Excellent	Good	Good	Poor
Analysis display	Good	Good	None	Good
Book (size/use)	Excellent	Good	Good	Good
Manual	Good	Poor	Fair	Good
Playing Strength	Good	Fair	Poor	Good
Adverts	Yes	No	No	No
Alter position	Yes	Yes	Yes	Yes
Back-/For-ward Step	Yes	Yes	Yes	Yes
New game	Yes	Yes	Yes	Yes
Replay game	Yes	No	No	Yes
Legal moves display	Yes	Yes	Yes	No
Clocks	Yes	Yes	No	No
Clocks Adjustable	Yes	No	No	No
Force move	Yes	Yes	Yes	Yes
Types-of-play levels	1000/s	12	11	9
Anticipate	Yes	Yes	No	Yes
Play to win	Yes	Yes	Yes	Yes
Play to draw	Yes	No	No	No
Play to lose	Yes	No	No	No
Next-best move	Yes	No	No	No
Orientation change	Yes (four)	Yes (four)	No	Yes (two)
Rotate board	Yes	No	No	No
Tilt board	Yes	No	No	No
3-D board	Yes	Yes	Yes	No
2-D board	Yes	Yes	Yes	Yes
Blindfold play	Yes	No	No	No
Different piece sets	Yes (four)	No	No	No
Playself	Yes	Yes	Yes	Yes
Supervisor	Yes	Yes	Yes	Yes
Opponents name	Yes	Yes	No	No
Load/Save user games	Yes	Yes	Yes	Yes
Games Library	Yes	Yes	Yes	Yes
Printer	Yes	Yes	No	No
Modem	No	No	Yes	No
Load/Save settings	Yes	Yes	No	No
Boost/Promote	Yes	Yes	Yes	No
Speech	Yes	Yes	No	Yes
Music	Yes	No	No	No
Languages	Yes	No	No	No
Learning by rota	Yes	No	No	No
Learning by experience	Yes	No	No	No
Menu driven	Yes	Yes	Yes	Yes
Optional driven	Yes	Partly	Partly	No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I am sick of the varying and apparently endless list of letters with some sort of petty complaint against the mere word "Spectrum", that creeps into the letters page each week! Most of these come from the unfortunate owners of Commodore computers, and I immediately think "Have these people ever seen a C64 screen shot?" For instance, in issue 14 the C64 review was supposed to be (according to the title) "Batman – the caped crusader". It is quite beyond me how anyone could consider that random bunch of pixels (if that isn't too technical for any Commodore readers) to be a Figure, let alone a caped Figure. The same goes for Exploding Fist +, Rambo III, R-Type, Tiger Road, Thunder Blade, Microprose Soccer, WEC Le Mans, Emlyn Hughes Soccer, Tank Attack, Times of Lore, etc. etc.
Andy Smith, Wakefield

Ed says: You obviously had too much to drink at Christmas.

Please could you tell me the cost of the game WEC Le Mans, which you featured in your magazine recently. My computer is an Amstrad CPC. Thanks.
Daniel Brown, London N12.

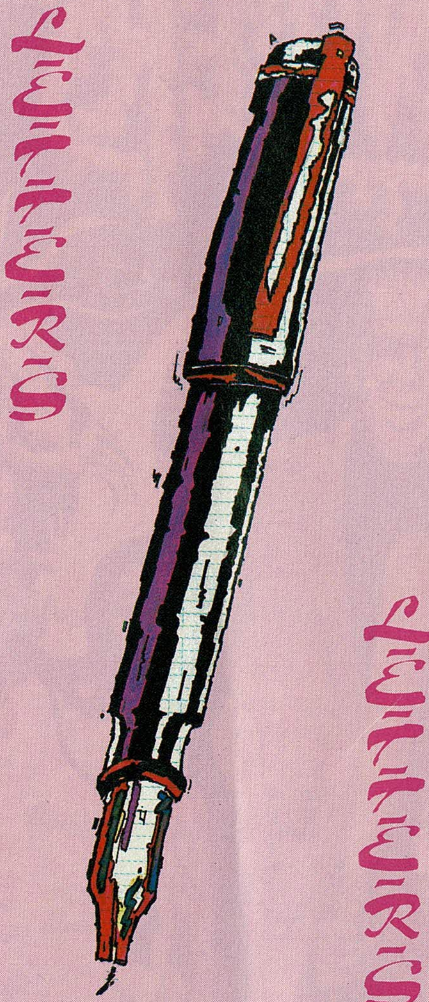
Ed says: On tape it's £8.95.

Computer Gamesweek is brill except for a small blemish in the Christmas Buyers Guide No. 17. The Spectrum +2 was total bias: The joysticks ports are standard (i.e. Cheetah and Cheetah 125) as all games on the Speccy include Joystick options for the ports. I don't know about the RS232/MIDI being non-standard or what, but you never mentioned the keypad, the RGB or the Sound port for the tape to tape. You lot also said and I quote, "Really awful graphics", Bish, what are you talking about. Let's take R type for example, fast, colourful, smooth and playable. Compare that to the Commodore. All that apart, you're brill, second only to Your Sinclair.
Groovy Word Bender, Snodland, Kent.

Ed says: That's why most joysticks now have two plugs – one for the standard Atari/Commodore set up, and one for the Spectrum +2 specifically. That aside it's true that some people have been able to simulate the standard via software.

What keypad? I've scanned our +2 but I still can't find one. True there's a port but have you seen a keypad to connect to it?

It's a fair cop on the RGB and sound but R-Type 'smooth' – give us a break. If you call 8-colours (and only having 2 to each character square) colourful then I suggest you see a doctor.



With regard to the letter by Iain Small (issue 18), isn't it clear to this fool that the ST can do just as well as the Amiga. Take FA-18 for example. On the Amiga, the games graphics are blocky and slow, but if you take a flight simulator such as Falcon on the ST, you can see clearly that the ST offers better graphics than the Amiga. Probably the centrepoint of all the arguing between ST and Amiga owners is the sound. Okay, so the ST isn't by any means a Midi-system, but when the machine samples sound, it can do just as well as the Amiga, if not better.
Yours faithfully.
Allan Miller, Brora, Scotland.
PS. I thought it unruly of Iain to use the remark "mad" in issue 18 as, after all, he is one of the people who bought an Amiga.

Ed says: Now, now boys. The Amiga has better graphics capability – whether the programmers make use of them is another matter. I think you've got your sound facts the wrong way round totally.

I am writing to inform you that on page 45 of issue 17 you mix the names and pictures of two new games. One in the sport section called Speedball which showed a picture of Lancelot, and the other in the adventure section called Lancelot, which showed a picture of Speedball. I was wondering if you could correct this in future, as it could confuse people not so bright as us Speccy owners.
Yours,
D. Asser, Enfield.

Ed says: If a Speccy owner can spot one of Simon's cock-ups then I'm sure everyone can.

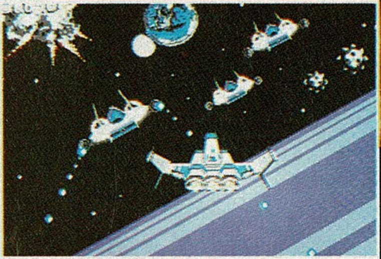
Bland graphics and sound on the Nintendo?!! How about the graphics in Super Mario Brothers, the animation in Mike Tyson's Punch-out, the super scrolling in R.C. Pro-Am? How about the tunes in S.M.B., R.C. Pro-Am, Metroid? Don't you know Nintendo has adventures? How about the mega-scrolling brilliant Legend of Zelda? No strategy? How about Top Gun? The list just goes on and on to prove that Nintendo is definitely better than the Sega. I used to respect you from PCW to CGW as one of the best writers, but now it seems that you have missed out on many things during your mysterious holiday.
Yours sincerely,
Derek Wong, Thornton Heath.

Ed says: Whine, whine, whine. This was a comparison between all the available hardware, and compared to the Amiga the graphics and sound are bland.

I still think the Sega is the better system but how's this for fairness Derek, when we next do a console games round-up we'll commission you to write the Nintendo half.

There was nothing mysterious about my holiday – it just took me a while to get out of the strait-jacket.

GALACTIC
conqueror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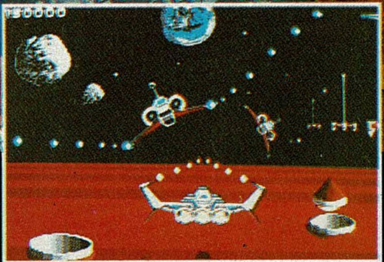
COMPATIBLES VERSION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