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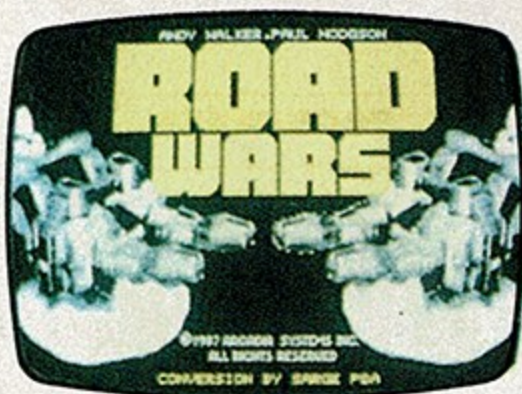
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6 News

Devilish things going on at Psygnosis with Baal, and positively unpleasant things happening at Butcher Hill. Kenny Dalglish gets his own footy manager game (I think he needs it at the moment), and Hellbent looms from Novagen.

12 Up Periscope

Paranoia Complex. Is this based on the well known game of nearly the same name? It looks like it to us, but has anyone told West End Games yet? This and Tank Attack, from CDS, are previewed by the Gamesweek team.

14 Arcade Ace

John Cook proves that you don't have to look cool to be a vid king as he delivers another report from the twilight zone.



Cattle Truck Simulator. No, not a new game from Codemasters, but something BR were playtesting the other day. "We're getting there." Yeah, but an hour late, and with maximum discomfort.

Given that this is such a popular public participation sport, I'm surprised that an enterprising software house hasn't produced a computer version. But enough of that, your fearless Ed has once again been tramping the streets in search of hot exclusives, and once again has come up with the goods.

Next week we have a fabby coin-op conversion, **Tiger Road**, followed by the incredible **TV Football**. Then there's **The Kristal**, and **LED Storm**. Blimey, you aren't half lucky.

Almost as lucky as **P. Butler of Aberdeen** who has won himself a **Televideo**, four **Photon phaser packs**, and a copy of **Speedball !!!!**

The runners up in the great TV/Video Competition, who win a copy of **Speedball**, are **Paul Speed of Lincoln**, **Mrs L. Swabey of Guildford**, **Edward Robinson of 227 Signal Squadron**, **Gary Wright of Nottingham**, **T. Finn of Little Milford**, **Andrew Mason of Lincoln**, **Sheila Rose of Aberdeen**, **M. Dunn of Swindon** and **Andrew Dalli of London**.

Well done, your prizes will be dispatched shortly by Mirrorsoft. The answers for those interested were Houston, Donald Pleasance and Arnie Schwarzenegger.

Duncan Evans

17 On Screen

Emma 'jolly pretty' Norman dies of laughter with a **Fish Called Wanda**. Who's going to write next week's column?

20 Ground Zero

20 Caveman Ugh-Lympics

Billy goes back in time to when men were men and Staff Writers worked for a living.

20 Bombuzal

Big cute graphics, and er, big cute graphics. There must be more to this game than that, surely (don't call me . . .) ?

23 By Fair Means or Foul

I never kicked 'im ref. At least not until you 'ad your back turned! You too can play the **Mike & Robin** simulation.

24 Operation Wolf

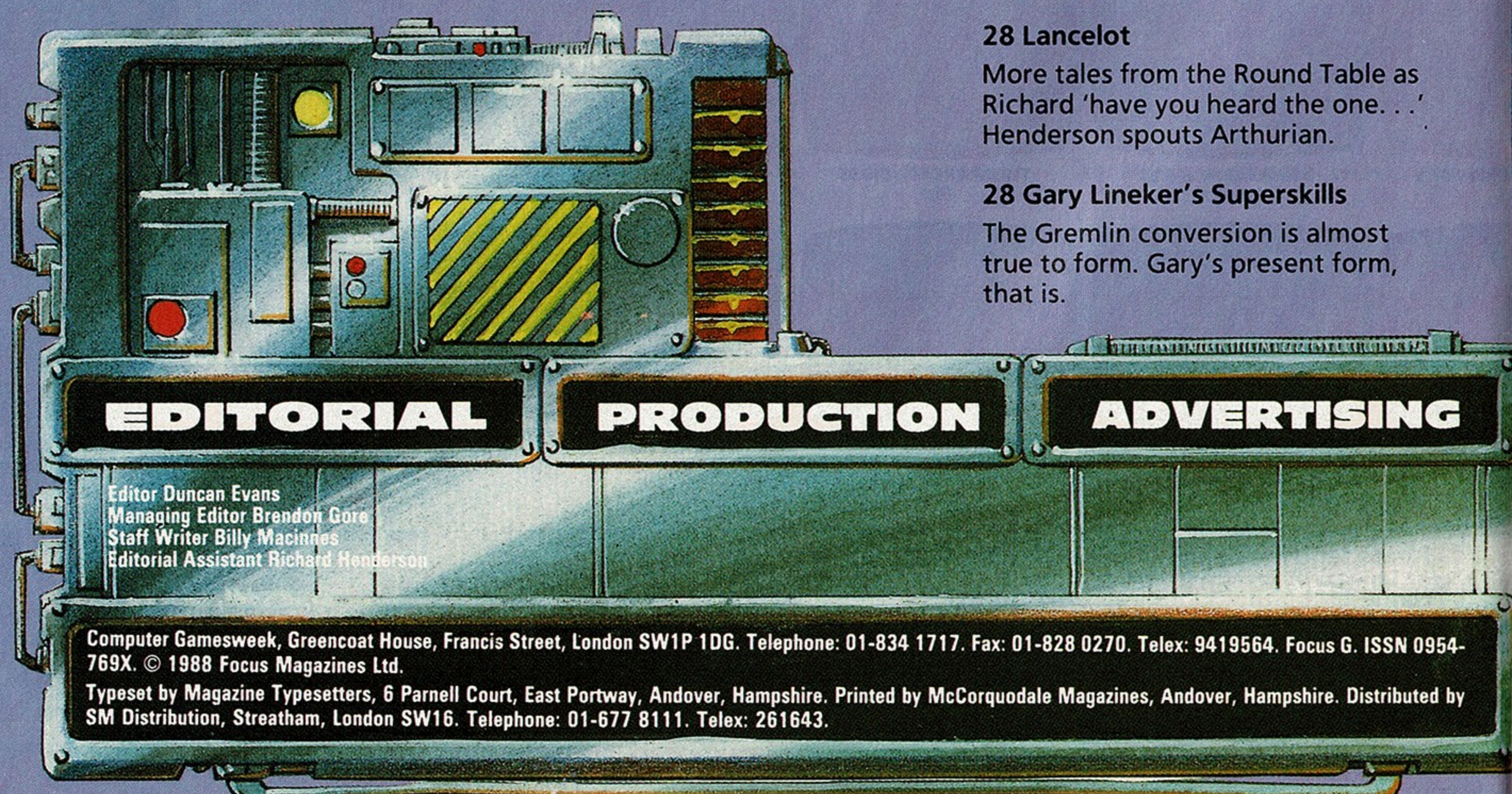
The Ed gets into combat gear and starts mowing them down in the aisles. The big coin-op licence hits a computer near you with nose shattering effect.

28 Lancelot

More tales from the Round Table as **Richard 'have you heard the one. . .'** Henderson spouts Arthurian.

28 Gary Lineker's Superskills

The **Gremlin** conversion is almost true to form. Gary's present form, that is.



EDITORIAL

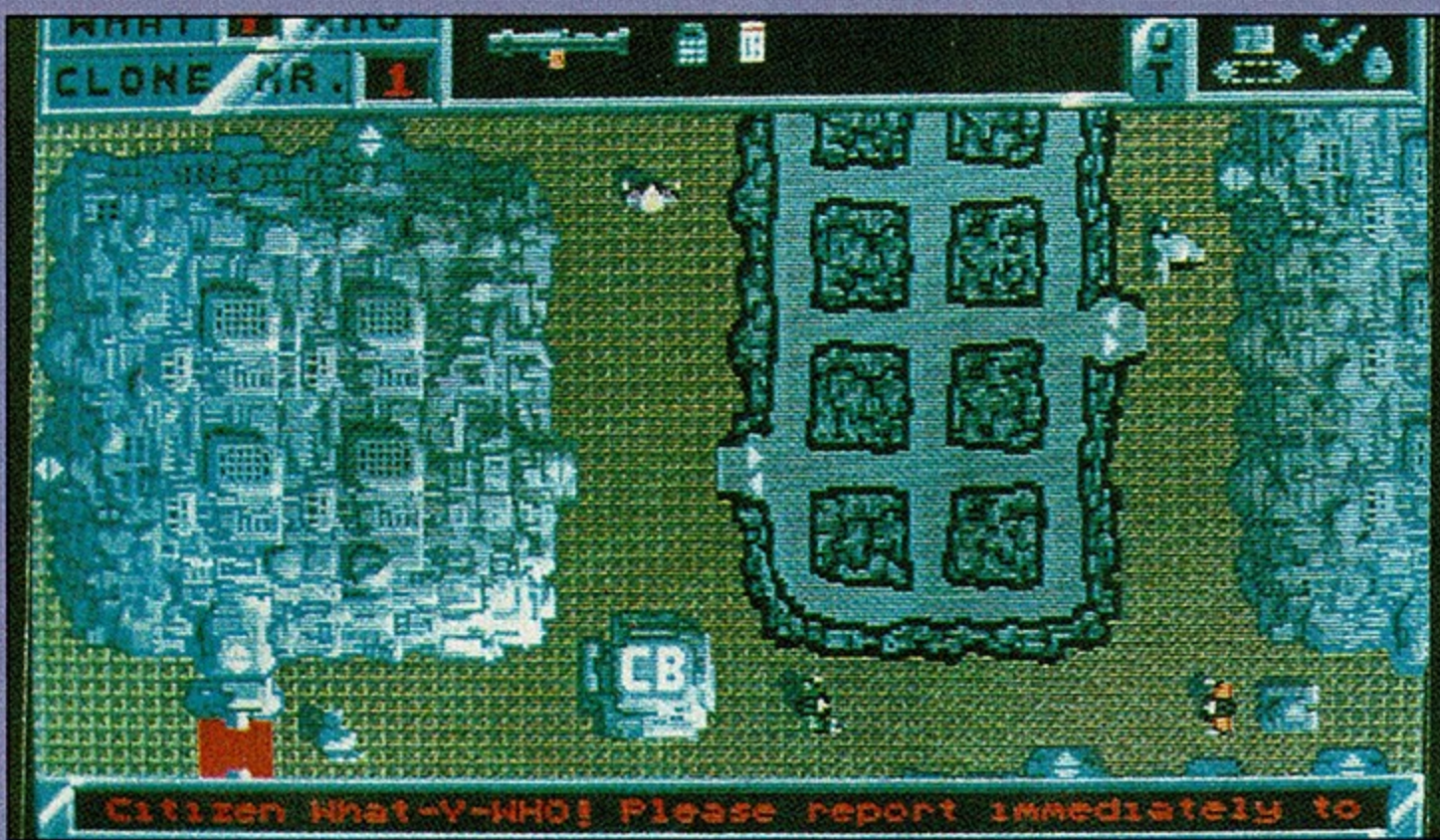
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Computer Gamesweek, Greencoat House, Francis Street, London SW1P 1DG. Telephone: 01-834 1717. Fax: 01-828 0270. Telex: 9419564. Focus G. ISSN 0954-769X. © 1988 Focus Magazines Ltd.

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



● The Paranoia Copcomplex previewed in Up Periscope, page 12

30 Emerald Mine

Emerald Mine, a clone of something? Boulderdash!

30 Driller

The 8-bit versions were great, but a bit on the slow side. Now on the ST, it's pretty, it's fast and it's a real killer.

33 Mini Golf

Seems just a little crazy to us. Great fun for bringing Leaderboard boors down to earth.

33 Fernandez Must Die

Now on the ST, it's almost a different game entirely. In fact I'm surprised Image Works didn't call it Son of Fernandez.

34 Adventure Bridge

Our Tony waffles enthusiastically about the Ultima series, especially Ultima V. Party time in pixie land.

40 C.I.A.

Hints and tips for Tracksuit Manager. IO, Beyond the Ice Palace, Football Director 2, and a map for the 16-bit version of Cybernoid.

42 Gamescan

Charts, charts, charts, charts. Yes, it's the charts!

44 Eating Arizona

Want to know how to make your game stand out from the pile? Want to know how to get into the big league? Follow Andrew 'Specky Flying Shark' Whittaker's advice and fame could be yours.

46 Letters

Send those letters in and win cash prizes! From now on the Star Letter each week wins a signed cheque for £25. Send 'em in to Duncan Evans, Letters, Gamesweek, Francis Street, London SW1P 1DG.

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STARS

Kop that! Dalglish digitalised

DIGITAL INSPIRATIONS, a company set up by David Lester and a large development house, to produce full-price and budget games for 8-bit and 16-bit formats. The new company has already signed its first deal with Zeppelin to produce 24 budget games in a year. It has also signed back catalogue deals with Real Time Games and Design Design. Eight back catalogue titles have already been agreed, including **Nexor** and **Forbidden Planet**. Three original budget multi-format titles are due for release, **Ninja Space Warriors**, **Scuba Warriors** and **Combat Droid Simulator**. The titles will cost £1.99.

Digital Inspirations is an equal partner with Zeppelin in a new full-price label, Cognito. The label's first release is **Draconus** on Atari 8-bit. Cognito's big Christmas release, **Kenny Dalglish Football Manager**, is due for release in November on all formats. It is described as a hot, graphically based football managing game and David Lester says that "people who like **Football Manager** will be very surprised with what we have managed to achieve". 8-bit versions will retail at £9.95 and 16-bit versions will retail at £19.95.

Apocalypse pretty soon now

BUTCHER HILL, a game set in the Vietnam war, is due for release in mid-January 1989 by Gremlin Graphics.

The game is divided into three sections. In the river section, the player navigates his motorised dinghy through

● We begin bombing in five minutes . . . Butcher Hill.



the murky waters deep in the Vietnamese jungle, seeking out vital supplies and ammunition, while taking care to avoid enemy mines and aerial bombardment. In the jungle section, he leaves his launch behind and travels through the jungle maze on foot, which is littered with mantraps and enemy soldiers. In the final section, a village appears, but to get there you have to survive Butcher Hill. I just hope that you don't treat the villagers as badly as the soldiers did in Platoon.

Butcher Hill will be available for the Spectrum (£7.99 cass/£12.99 disc), C64, Amstrad CPC (both at £9.99 cass/£14.99 disc), Atari ST and Amiga (both at £19.99).

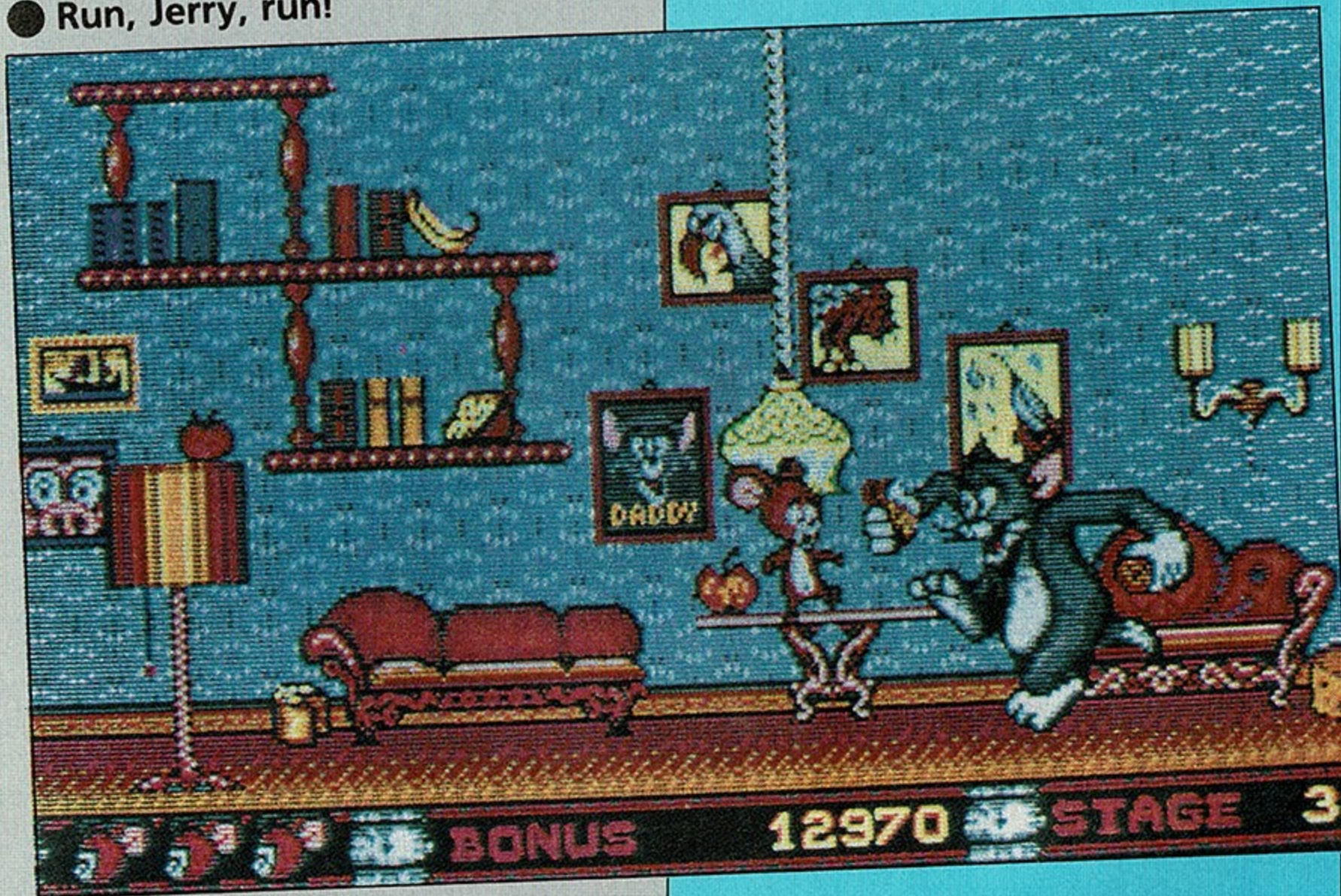
Gremlin Graphics have also signed an exclusive promotional deal with the makers of Chewits, Elizabeth Shaw Ltd. The tie-in is with a game called **The Muncher**, based on the monster featured in the Chewits television adverts, which chewed his way through second world-war London and ripped 1950's New York to bits. The New York advert ran for 15 years, making it the longest

running television commercial campaign in British television history. Elizabeth Shaw are launching a four-pack which will be marketed from November to promote the computer game. The company expects to sell 8.5 million packs over a six month period. **The Muncher** is due for release in November for C64 disc and cassette and Spectrum disc.

Magic bytes back!

THE GERMAN SOFTWARE HOUSE, Magic Bytes, producer of **Pink Panther** and **Western Games**, has announced several new releases for the future. **Minigolf**, which is due for release on November 21 for Amiga, Atari ST and C64 (see review in this issue) and **The Paranoia Complex** (see preview in this issue), which is due for release on February 15 for 8 and 16-bit

● Run, Jerry, run!



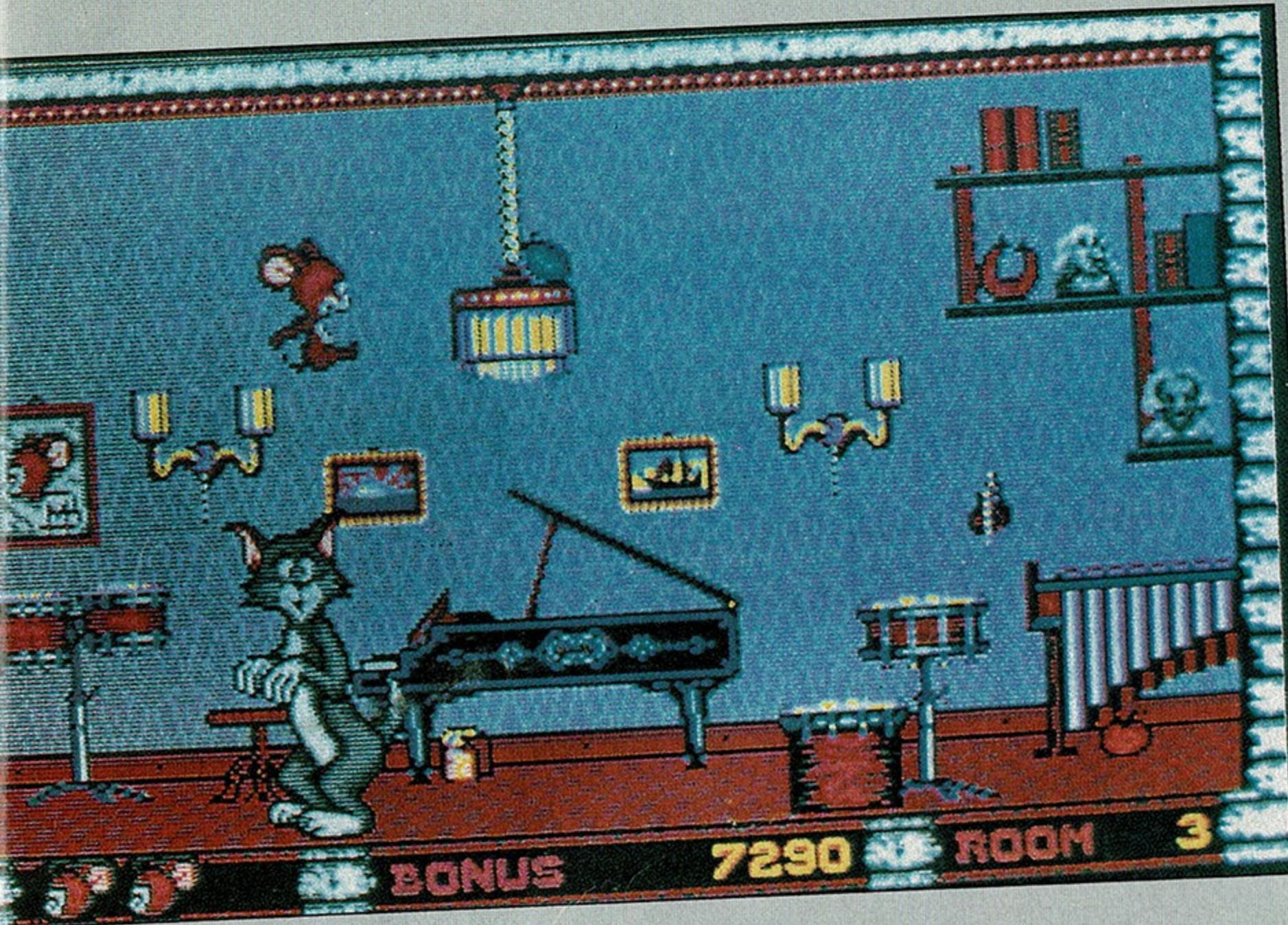
formats, are two of the forthcoming games.

Tom and Jerry is due for release on February 15 for Amiga, Atari ST and C64. Spectrum and Amstrad CPC versions will follow a month later. The game takes place in a big old house with a variety of rooms. It has a two-player option, giving players the opportunity to be Tom or Jerry. **Night Dawn** (Amiga, Atari ST and C64) is due for release on March 1, **Wall Street** (Amiga, Atari ST, C64, Amstrad CPC and Spectrum) and **USS John Young** (Amiga, Atari ST and C64) will be released on April 1 and **Persian Gulf Inferno** (Amiga, Atari ST and C64) will be released in June/July. The prices for all of the games will be as follows: C64 and Amstrad versions will retail at £9.99 cass/£14.99 disc, Spectrum versions will retail at £7.99 cass/£12.99 disc, and Amiga and Atari ST versions will retail at £19.99.

Marketing and distribution in the U.K. is being handled by Gremlin Graphics.

NEWS

Gamesweek on the street



A Branson expansion

FOLLOWING ON FROM ITS acquisition of 45% of the Mastertronic Group in October 1987, Virgin has now bought the other 55% of the Group to form a new company, Virgin Mastertronic. Virgin Mastertronic will be based in Virgin Record's offices in Portobello Road and retains all the management from both companies. With sales of over £30m per annum, the company has become one of the largest companies in the computer games industry in the world.

The company's activities break down as follows: arcade machine software and hardware development (Arcadia), full price home computer software publishing (Virgin Games, Leisure Genius and Melbourne House), budget home computer software publishing (Mastertronic, Ricochet, Bulldog and M.A.D.) and home software distribution in association with Entertainment UK Ltd. (Entertainment Distribution).

● That expression on Tom's face is great!

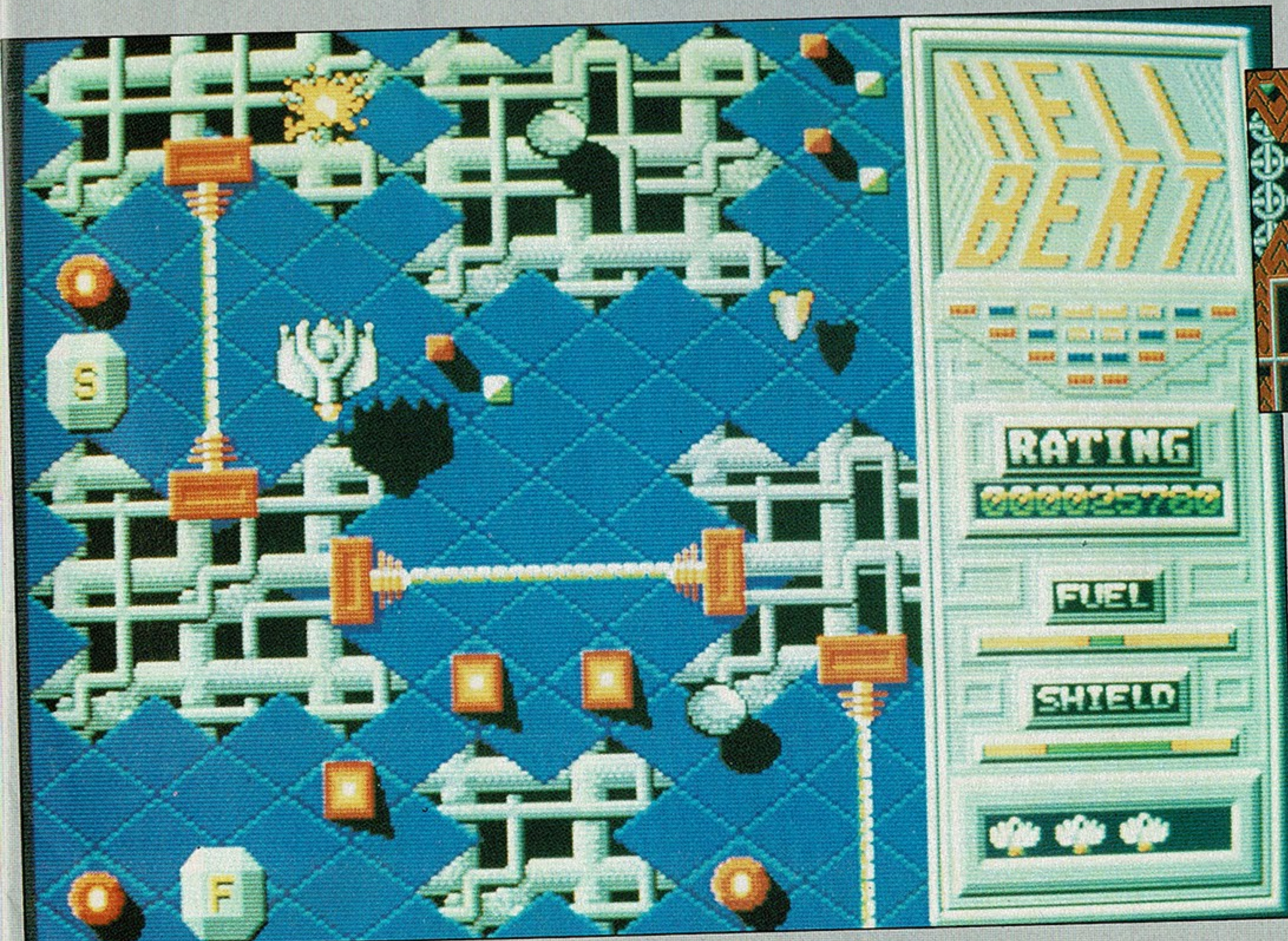
Hellbent on Genocide

NOVAGEN HAS ANNOUNCED the release of **Hellbent** which was previewed at the PC Show. In 3530, Stellar Fleet Captain Drak Hellbent achieved total annihila-

tion of Kraellian usurpers of Aldon system. Relive the legendary action through this computer representation. The game has more than ten levels, as well as a few surprise ones, with "a

luscious variety of graphics", fast action and speedy scrolling.

Hellbent is the company's third 16-bit release, following in the tracks of **Mercenary** and **Backlash**. It is the first game to be programmed by newcomer, Donovan Prince. **Hellbent** is due for a pre-Christmas release for the Atari ST and Amiga formats, priced at £19.95.



● "Remember, we come in peace but if anyone even makes the slightest move they get wasted. And their family gets wasted. And their planet gets wasted too." You can do some wasting as well in Hellbent!

NEWS

Gamesweek on the street

GAMES

Update

the computer or two teams of two. It will retail at £19.95.

THALAMUS WILL be releasing one of the most successful C64 titles of 1986 for the Spectrum. **Sanxion 88: The Spectrum Remix** will hit the streets in early December. It will retail at £8.99 cass/£12.99 disc.

PLAYERS, PART of the Interceptor Group, has released four titles this month. **Powerplay**, the game of the Gods, which combines arcade action and trivia challenge, is now available for the C64, Amstrad CPC and Spectrum, priced at £1.99. The BBC/Electron version of **Joe Blade II**, priced at £1.99, is now out there in the market place.

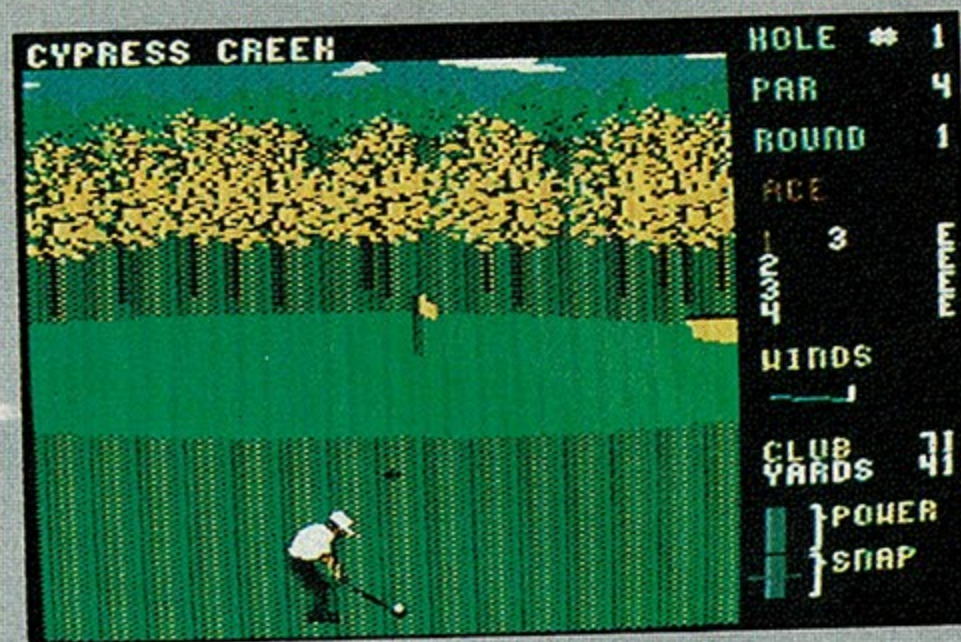
IT HAS BEEN REPORTED that there were queues when the ST version of **Elite** hit the streets. Meanwhile, **Starglider 2**, which is also a Telecomsoft product, became the first 16-bit game to top the Multi-format Gallup chart. The company has also just signed Geoff Crimmond, the programmer responsible for **Sentinel**, to produce one game within the coming year.



● **Star Glider 2** now Top of the Pops with Gallup!

PALACE SOFTWARE IS releasing the PC version of **Barbarian** (£19.99) this month. The Spectrum (£9.99 cass/£14.99 disc) and ST (£19.99) versions of **Barbarian II** will also be in the shops this month. **Outlaw**, Palace's sister label, is releasing the Amiga version of the Shoot 'em-up Construction Kit (£24.99).

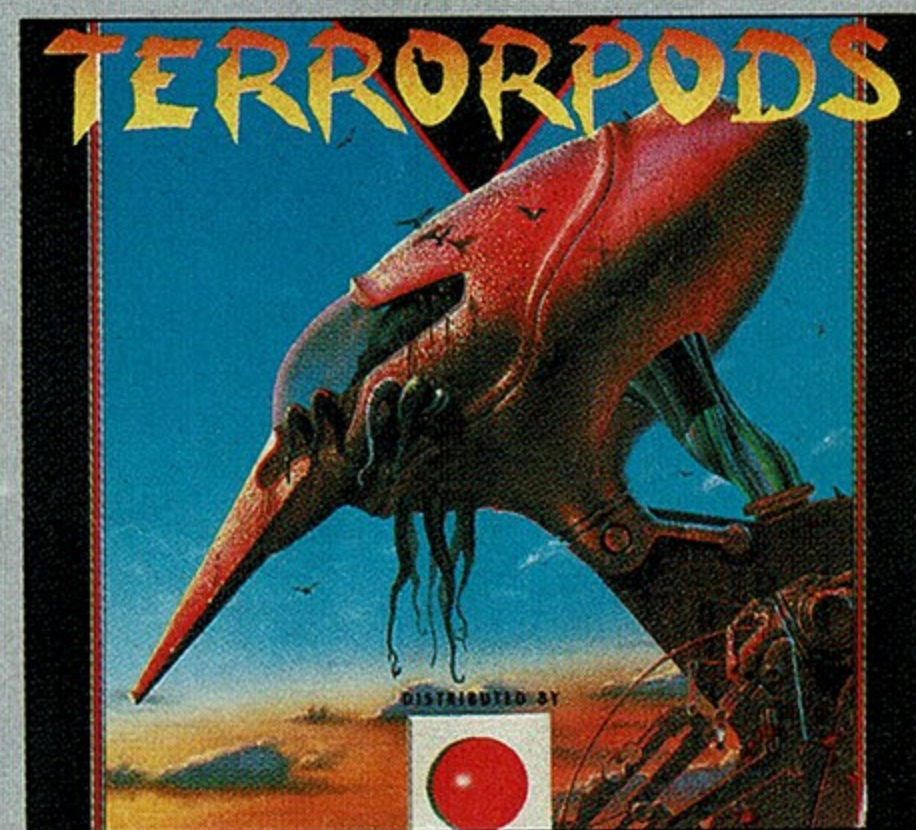
KIXX, THE BUDGET LABEL, will be releasing **Leaderboard** and **Way of the Tiger** this month. **Leaderboard** will be available for C64,



● **Leaderboard** on Budget label

Spectrum and Amstrad CPC. **Way of the Tiger** will be available for all of the above formats plus the BBC. All versions will cost £2.99.

PSYGNOSIS HAS JUST released the C64 version of **Terrorpods**, which is being distributed by Melbourne House. It will retail at £14.99 disc/£9.99 cass.



Night of the Demon

FROM THE MAKERS of **Menace** and **Chrono-Quest**, Psygnosis, comes news of another new game, **Baal**, on the Psychopulse label.

Baal, the supreme God of Evil, has despatched his army of undead to steal a dreadful weapon of destruction, the War Machine. Only you, as leader of the elite "Time Warriors", can save the world. In order to do this, you must guide your men through three different domains, each one full of demonic beasts. It's kill or be killed time again.

Baal has hidden 18 different components of the War machine in two of the levels. You need to collect them all to be able to progress onto the third level, where the awesome fire-power of **Baal** awaits you.

The game features 8-way smooth scrolling, over 250 highly detailed screens and more than 100 monsters and 400 traps. It is the brainchild of Wayne Smithson, a committed 16-bit programmer. The ST version is available now and the Amiga version will follow in the next week or so. Both formats will retail at £19.95.



VIRGIN MASTERTRONIC is releasing several of its established products on other formats. **Xenon** will be released on all 8-bit formats and **Risk** will be available for all 8-bit and PC formats by the end of November. **Rogue** will be released for the Atari ST on November 3, as will **Stormbringer**. The Amiga version of **Sorcery Plus** is out now.



MICRODEAL IS to announce the release of **International Soccer** for the Amiga. It is only the third game available that can be played with the four player adaptor, which allows for three players against




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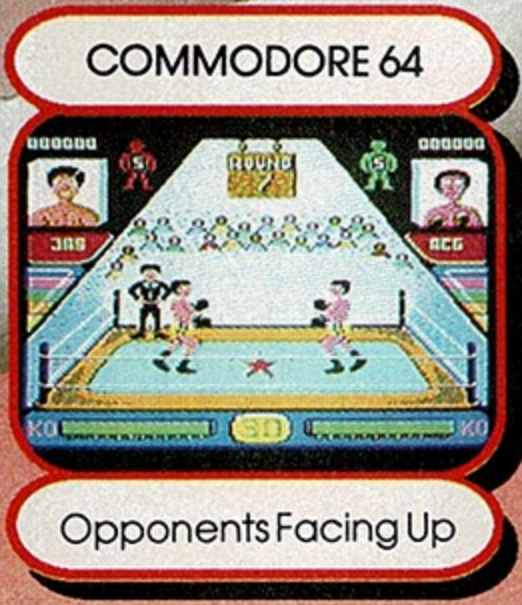
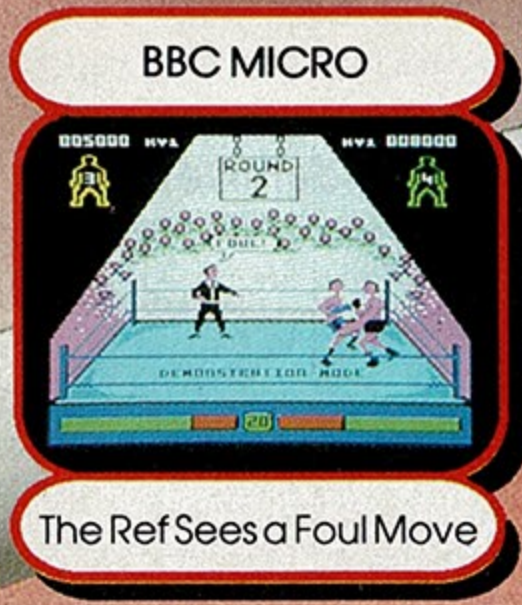
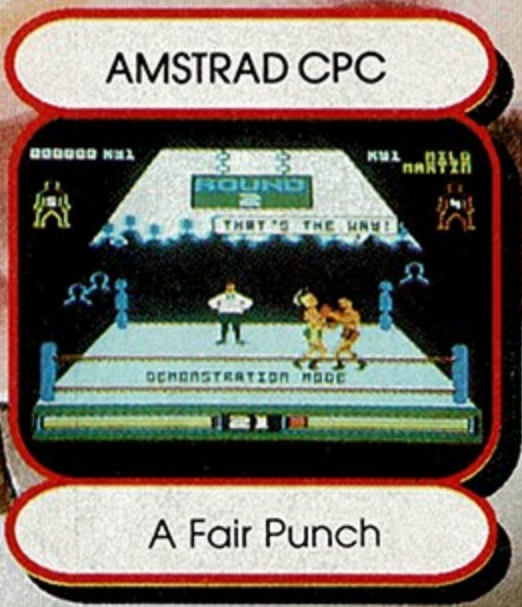
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Up

DEAR

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

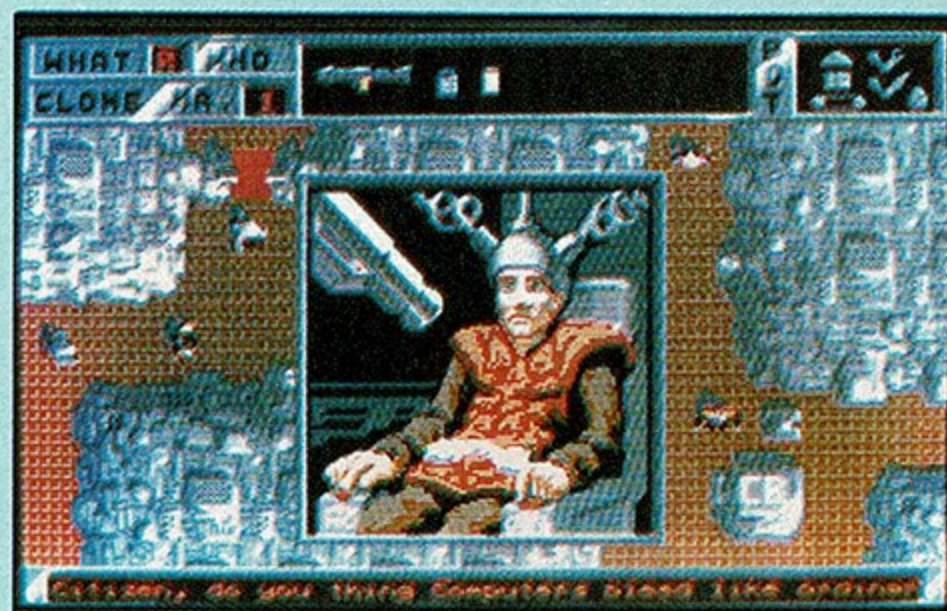
The Paranoia Complex

Serve the computer, the computer is your friend. Citizen, I am here to protect and support you, I am the computer, and you are happy. If you are not happy, please report directly to the treason bay to be terminated, if you do not report you will be terminated, if you avoid termination you will be treated as a traitor, be hunted down and terminated. Serve the computer, the computer is your friend.

The **Paranoia Complex** is designed to provoke two reactions, the first is to bring out a severe case of paranoia, the second is that it will most certainly give you a complex. The reason for this outburst goes something like this . . .

You are a citizen of Alpha sector, which is mysteriously controlled by a mechanical dictator. The name of this all-encompassing ruler is simply 'The Computer' and I'm afraid that its commands must be obeyed. Sometimes these commands can be totally ludicrous, but they must be carried out or a trip to the local termination centre is imminent.

The fortunate aspect of **Complex** is that you start the game with 6 clones who each appear after the last clone's demise. Obviously the

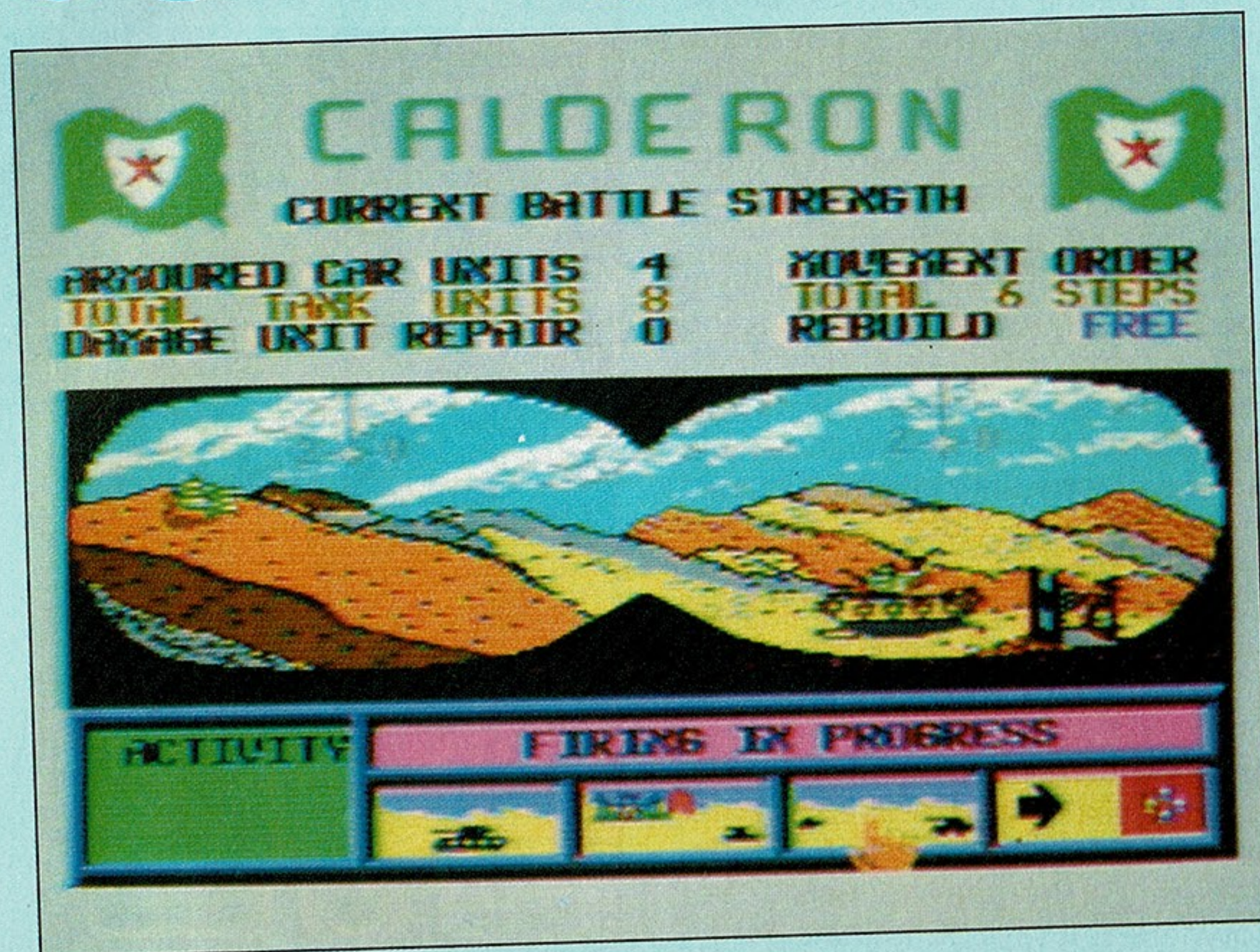


game is over when the sixth and final carbon copy kicks the proverbial bucket. The game also ends when you have completed your own personal task, the task of escatology. Once you are out of the complex you will be free, or will you?

The **Paranoia Complex** will be released on all of the major formats (from Amiga to Spectrum) in the middle of February. From what I've seen of the Amiga and ST versions it is absolutely stunning in presentation, and the animation is great. Sound had yet to be included, but the whole feel of the game is brimming with humour. I'm sure, though, that all of us hardened RPG hacks will recognise the theme from somewhere else . . .



ISSUE



TANK ATTACK

War has been declared. General MacInnes, alias General Failure, takes to the field of battle with his crack (or should that read "cracked"?) Tank Corps. His enemies tremble – with laughter.

All this General madness is a result of my playing **Tank Attack**, a new interactive, computer/board game for two to four players from CDS Software. Each player takes the role of a General commanding a Tank Corps of one or more armoured divisions. Each division con-

sists of eight tanks and four armoured cars. The tanks and armoured cars are graded in five levels of firepower, by means of notches on the back. A tank with two notches is the most powerful, an armoured car with no notches is the weakest piece. Each player lays out his pieces on the board anywhere he likes within his territory, although he cannot place tanks on squares with buildings in them or mountains on them. Once each player has assigned his pieces to their squares, the game begins. The computer screen flashes up a War News newspaper type image. This screen gives you various bits of information, including the weather conditions, which affect your mobility during the next round of play. If it is foggy, you will not be able to move as far during your turn. Each round represents a day in the war. At the beginning of each day a War News report will appear, summarising the war situation and giving the day's weather forecast.

Once you move on from the War News screen, the computer will randomly pick one of the countries to begin the game. Move the pointer to the first icon. The computer will then flash up the day order which tells you just how many moves you can make in that turn. You can move any of your pieces. A tank moves one square at a time and an armoured car moves two squares. If you are in range of an enemy armoured vehicle, which is four squares, you can choose to attack. Although you know the worth of your own vehicle, you will not know the strength of your ene-

my's vehicle, because the indicator is on the back of the vehicle. You attack by clicking on the attack icon. The attacking player lets the computer know who he is attacking, what the range is and how powerful his vehicle is. The defending player will then let the attacker know the strength of his piece, which he keys into the computer.

Once all of the information is fed into the computer, a screen will show your tank trundling into range and then letting fly at its target. Unfortunately, the defender gets to shoot back.

The computer gives the result of the engagement. If your tank has been damaged, you may place it on one of the two repair squares. It will stay there until the computer lets you know that the repair work is complete. If the repair squares are already occupied, then the piece is destroyed and removed from the board. If the vehicle has been destroyed, it leaves the board, unless the computer allows you to place it on the rebuild square, in which case



my's vehicle, because the indicator is on the back of the vehicle. You attack by clicking on the attack icon. The attacking player lets the computer know who he is attacking, what the range is and how powerful his vehicle is. The defending player will then let the attacker know the strength of his piece, which he keys into the computer.



it will be restored when the computer decides.

I was impressed with this game. The combination of board and computer game was very effective, making it easier to move your pieces and see where they are, while allowing the computer to handle the random elements of the game. I must admit that even a battle-hardened veteran like myself (who am I kidding?) jumped up in the air when I won an engagement and wept when my glorious division suffered casualties. **Tank Attack** will be released for C64, Spectrum, Amstrad CPC and BBC/Electron in late December. Atari ST and Amiga versions will follow in January 1989.

Tropical or what? The miracle of modern technology brings you the **Computer Games-week** report from the Associated Leisure Preview '89 almost before it's over – at least before the queue of artics around the Novatel Hammersmith ready to take the millions of display machines away subsides.

Preview '89 it's called – in fact, it's the last big show of the year in the coin-op business that puts on display many of the machines that are set to make an impact in the arcades during those Long Winter Months.

Pride of place must go to Sega's **Power Drift** – strangely enough, reviewed in these pages not so long ago. The operators have identified **Power Drift** as the next **Outrun**, and the manufacturers can't make enough of them to keep up with the orders.

The Sit-In version is a bit pricey for the average arcade at around £10,000, but a new upright version was on display there for the first time – and the game doesn't lose one bit of excitement in the trans-

Donning his Armani jacket, slicking back his full head of male hair, suave John Cook guns his motor into overdrive

ference. Come to think of it, your breakfast might thank you for skipping the sit-down, such is the violence of the movement, although your wrists won't – due to the extreme vibration of the steering wheel on the upright. Destined to be a classic and coming to an arcade near you soon.

Final Lap has been praised to the skies before now – but imagine linking two units together so you can get four players in the Grand Prix at the same time. Pretty fab, eh? Well, this is going to be more likely in the future (there is only one arcade I know of at present that is doing this – in Oxford Street, London) – now that there is, yup, another upright version.

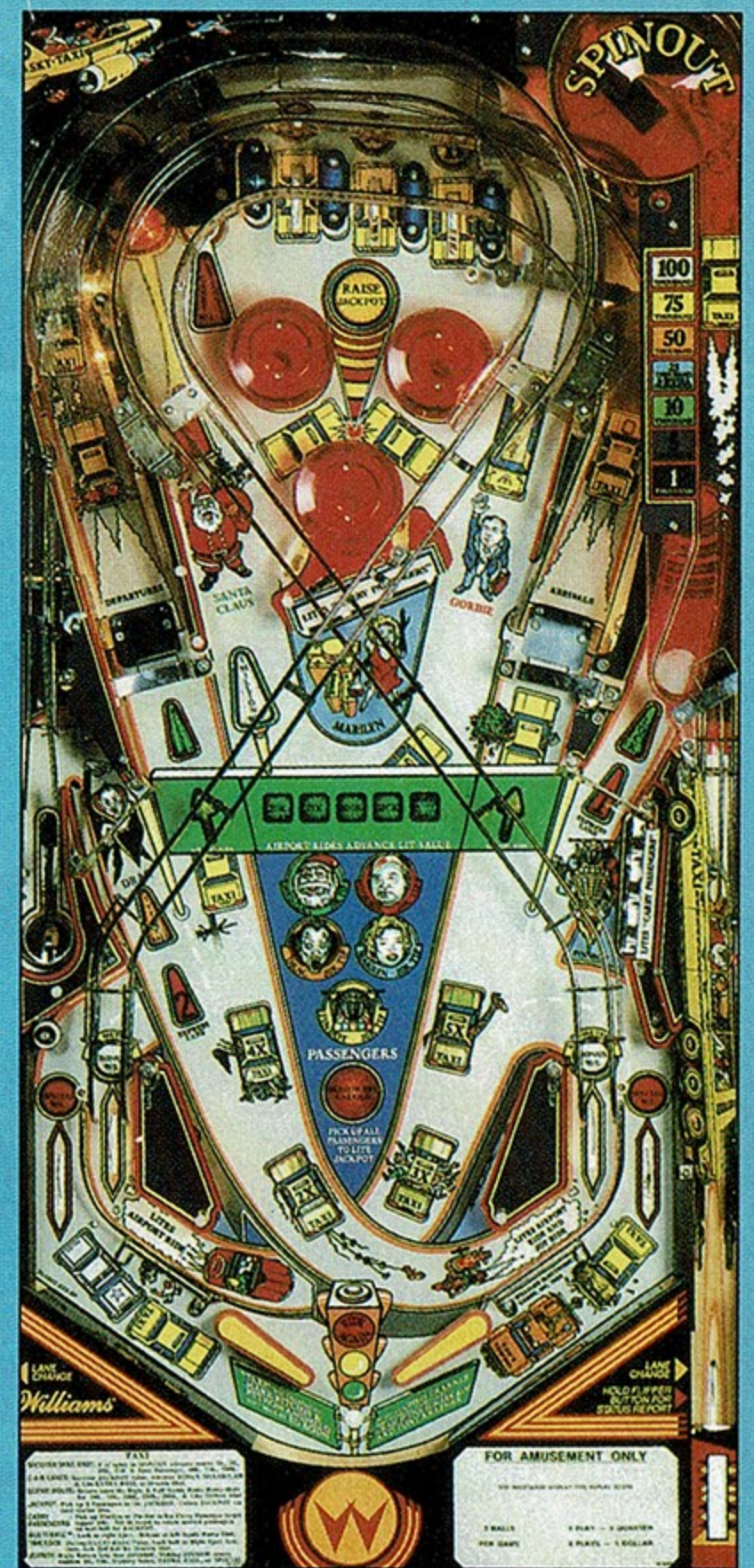
The newest driving game doesn't have the head to head facility of **Final Lap** – but what it lacks in competitiveness, it makes up with

violence. You play Tony Gibson, Special Detective. You have a loyal partner, Raymond Brody, and you both work for a special department of the Manhattan Police – **Chase HQ**. No desk job, this, as you crank up the turbo of your Black Porsche (Dixon of Dock Green was never like this) and chase after assorted mobsters – then battering their motors until they burst into flames.

The controls are the usual driving ones with hi/low gear and a turbo button that can be used three times per round. The view is an efficient "behind the car" job and the scrolling and graphics are all you'd expect from Konami – if a little reminiscent of **WEC Le Mans**.

First of all you have to catch up with the baddies' car – then hammer it to death with your bumpers. If you hit the enemy car enough times, it slows down enough for you to overtake it and apprehend the miscreant. One real laugh, however, if this big arrow that appears out of nowhere and says "Criminals Here," when you get to catch them up. If only things were as simple in real life – I can see the arrows now, "Stupid Git", "Tory" and "Wide Boy" being the first three that spring to mind. A great driving game – **Chase HQ** is a must for anyone who has enviously watched **Miami Vice**. Go for it.

A strange event – weirdsville even – **Super Sprint** has been re-released. Sure, it's an oldie – but this time we are talking about a 26" monitor and a much improved steering wheel that really lets you spin it around those corners. Enough to draw the punters back? Who knows. These big monitors are now seen as being the great leap forward for videos – as those inscruta-



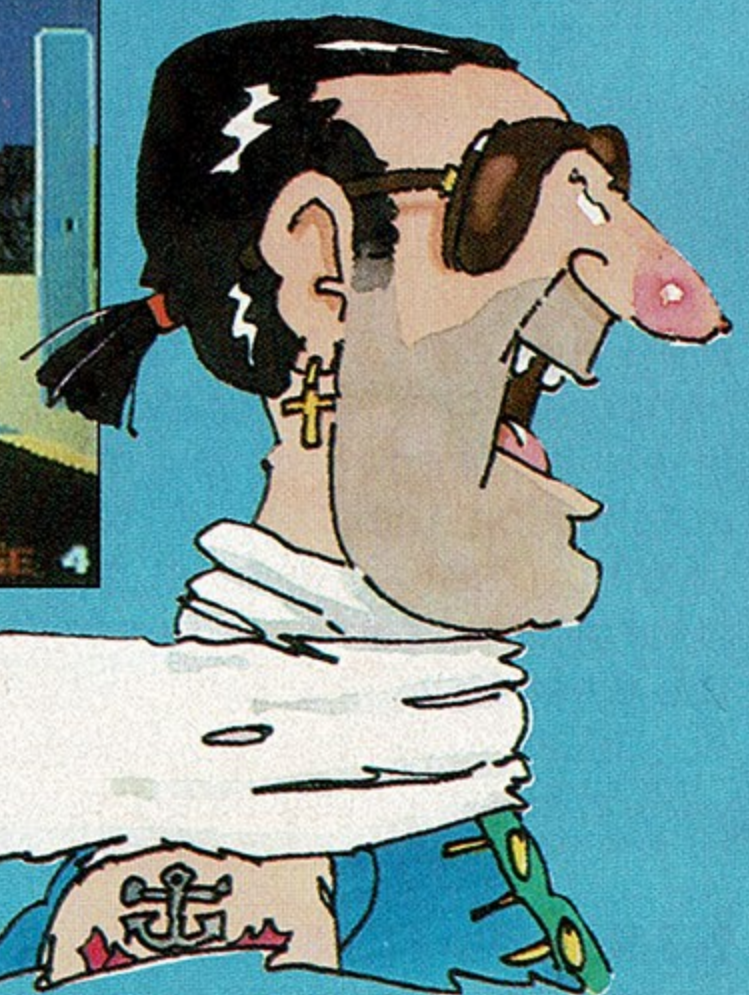
● Taxi – shockingly good!

ble Japanese chaps have come up with some research that we play more vids if you have bigger monitors.

It's not all vids at the Preview, however – some pins were in evidence, such as **Taxi** – new from Williams. **Taxi** has some great features... including picking up passengers as diverse as Gorbie, Dracula and Santa Claus. Go for it, sports fans – but I should warn you that **Taxi** will give electric shocks out to anyone that does put an extra 10p in the slot when they've finished. And for some reason, you can never find a unit when it's raining...



● Chase HQ – bumper to bumper action



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● Nefarious deeds afoot!

There was mayhem at the cinema in Regent Street last night, as masses of disappointed people were turned away from a packed house. The reason, pure and simple, is a new British film intriguingly entitled **A Fish Called Wanda**. It is hardly surprising that I had to fight for my seat, as the movie is nothing short of brilliant.

Wanda (Jamie Lee Curtis), her supposed boyfriend George, her real boyfriend but supposed brother Otto (Kevin Kline), and Ken (Michael Palin), carry out an armed robbery on a bank, escaping with £20 million from safe deposit boxes. Otto and Wanda then anonymously inform the police that it was George who was responsible for the theft, intending to escape with the money, only to discover, when it is too late, that George has hidden the loot. Ken's Angel fish, Wanda, guards the key.

When George is arrested, Wanda (the person not the fish) uses her charm to gain the confidence and trust of his barrister, one Archie Leach (John Cleese), in an attempt to find out where the money is hidden and whether George intends to inform on them. Things don't



● Jamie Lee Curtis plays Wanda.

On SCREEN

quite go according to plan, and there follows a madcap film with the indelible stamp of Cleese's humour – unsurprising as he wrote it.

● Michael Palin as the crazy Ken Pile.



The casting, as well as the script and direction, is superb. John Cleese portrays his character with humour and poignancy, making an excellent job of the romantic lead, as a hen-pecked husband and bullied father who falls madly in love with Wanda. Jamie Lee Curtis is perfect as the beautiful temptress, who uses her wiles on all the men to manipulate them to her own advantage, and proves that she is a fine comedienne as well as one of the best actresses around.

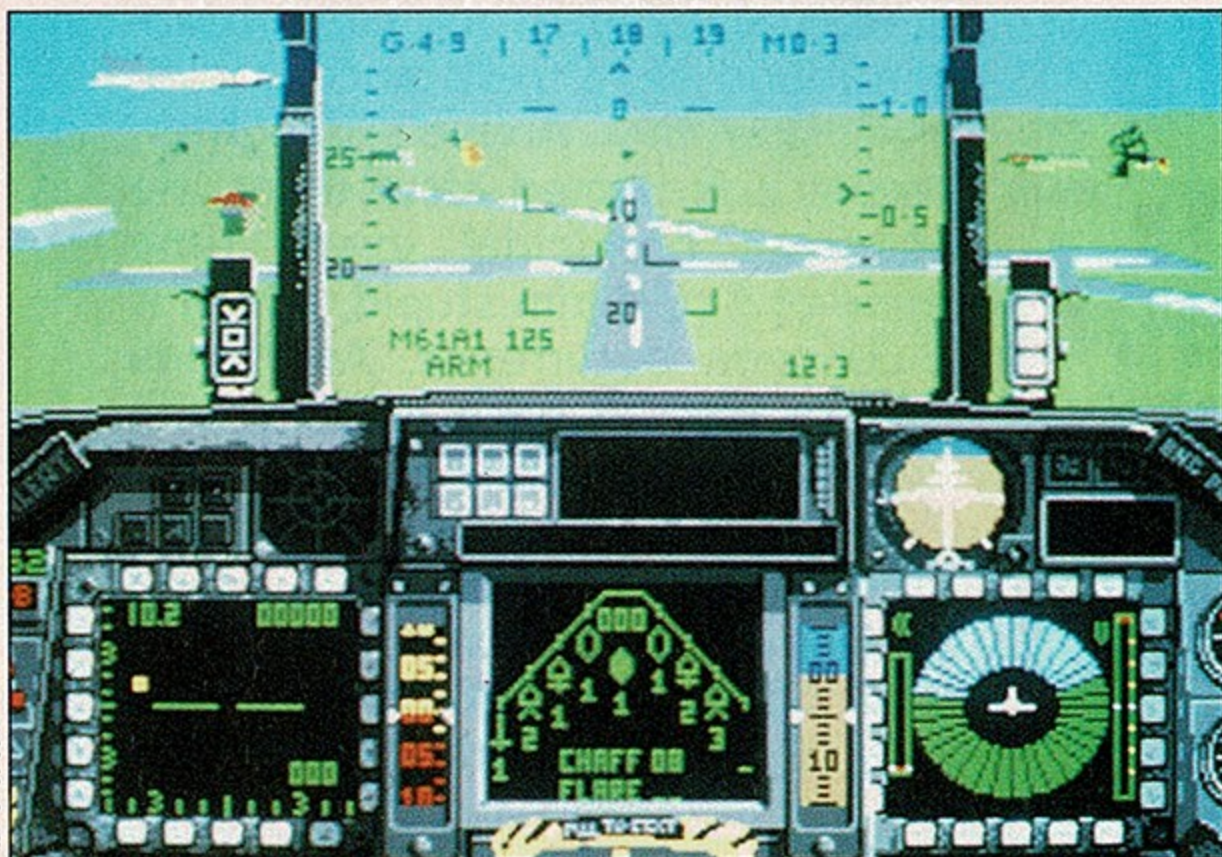
Michael Palin turns in yet another great performance as the stuttering, animal loving Ken Pile who cries every time an animal is hurt, but thinks nothing of murdering old ladies. It is the choice of Kevin Kline as Otto however, which is absolute-

ly inspired. Fresh from his success in Richard Attenborough's **Cry Freedom**, he plays an hilarious psychotic character who, although he reads Nietzsche, believes the London Underground is a resistance movement and that Archie's daughter, Portia, was named after a car. He becomes homicidal every time some-one calls him stupid, which is a common occurrence. As Wanda says to him: "I have dresses with higher IQ's than yours."

Don't miss it. It is one of the funniest films I have seen for a long time, and the cinematic treat of the year. **A Fish Called Wanda** is certificate 15 and on general release now.

Fast forward through the latest Film, Video and TV releases, Emma Norman goes overboard on 'A Fish Called Wanda.'

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When the Ed asked me, in those dulcet tones of his, if I would review **Bombuzal** for him, I jumped at the chance. "You'll like this one," he said. "It has a cute little man jumping about on squares," and so it does, but there is a bit more to it than that.

It is an abstract puzzle game and your mission is to blow up bombs. The puzzle bit is negotiating how to detonate the bombs whilst avoiding the fall out. The way to do this is by jumping on to safe squares, i.e. ones that are outside the range of the bomb, but as the size of the bombs vary from small to medium and large, this takes some working out.



● Oooh! He's just so cute.

There are useful objects such as Teleports and friendly droids to aid you from time to time, but there are also squares of ice and unfriendly aliens, mines, spinners, and disappearing squares to waylay the unwary.



F A X B O X

Program: Bombuzal
Version: Amiga
Price: £19.99
Supplier: Mirrorsoft
Reviewer: Emma Norman

RELEASE DATES

Amiga: 6/12/88
Atari ST: 21/11/88
C64: 14/11/88

The word "Neanderthal" has taken on an insulting quality ever since we humans took on our homo sapiens label, but there are some people who remember when the word was commonplace. Others might even find it something of a compliment, our Editor for example.

Caveman Ugh-Lympics takes us back to the times when men were men and women were men as well, or at least looked like them. The program is a succession of jokey events which take the mick out of our dim-witted ancestors. Make that your dim-witted ancestors.

The opening screen shows a modern-day athlete carrying the torch that lights the olympic flame. Once

he has achieved this, an immense pile of rocks descends on him. The rocks spell out the words, **Caveman Ugh-Lympics**. A grinning ape jumps up and down on the rocks, waving his club in triumph. The game is about to begin.

You choose a character from six competitors, each of which has his or her own particular strength, ex-



● Dino - vaulting, very rewarding.

cept for Vincent (the wimp) who is useless at everything. You select your man/woman by bashing the character over the head with a club. After that, you must type in a witty name for a sponsor, such as Bashwell Clubs.

You can select from three different options: Practice, Start the games, or go for a stroll through the Caves of Fame. I plunged straight in,

like any self-respecting rockhead would do.

The first event is the Matetoss. To say that it is ideologically unsound would be an understatement. The object is to grab your one and only by the hair, swing her around a bit, and then let go. The person who throws his mate the furthest distance wins. Sounds like the sort of event that would go down well in Brent!

The second event is the rather more difficult Dino Race. This would be reasonably simple, but for the fact that your dinosaur is even more stupid than you are. Yes, I know it's hard to believe! Every now and then you have to bash it over the head with your club to push the dino into "turbo" speed. The third event, Fire Making, is probably the dullest of them all. You get to bash your opponent, but it's such hard work making the fire, that it loses all of its pleasure.

Clubbing is quite good fun. This takes place on a clubbing platform and has two parts. The first part is the Intimidation phase, where you try and scare your opponent by thumping your chest and roaring.

F A X B O X

Program: Caveman Ugh-Lympics
Version: C64
Price: £14.95
Supplier: Electronic Arts
Reviewer: Billy MacInnes

RELEASE DATES

C64: Out now



Progression is achieved from level to level, only when all the bombs on each screen have been destroyed. Each level is harder than the previous one and has more features.

There is also a time factor, should you stay on one square for too long you will lose a life, although bonus points will earn you extra lives if you are good at it.

One inspired feature of the game is the ability, once all your five lives have been lost, to re-start at the



● **In fact, I think I'm in love!**

level you were on before you so tragically failed in your mission, rather than go back to the beginning and trudge through the levels already mastered.

Now, some of you may not think that this sounds very interesting

and in some respects you might be right, but at least it demands some thought and there are so many levels that you should get a great deal of gameplay out of it before you become bored. Furthermore, viewing of Bombuzal is interchangeable between 3D or 2D.

The graphics are good, with bright colours and a cute looking little man who covers his ears every time a bomb goes off (that's you by the way). The sonics are a mixture of Mr Automotan telling you to get ready, explosive noises and a catchy little number at the beginning.

Gameplay 69%

Grafix 70%

Sonix 63%

Overall

65%

The second part is the actual fight itself. This is quite good fun. During the fight, because of the competitors' minimal intelligence, you can stop and point in any direction and the fool will pause and turn to look.

dinosaur, which is the possessor of a fine collection of very sharp teeth.

The gameplay is quite difficult and very tiring, due to all of the joystick waggling involved. To a weakling like myself, this eventually becomes more like torture than pleasure. The graphics are fine, with a reasonable variety of backdrops and colours, and the cavemen are hideously ugly. The sound is more than adequate to the task. Most of the events are amusing and entertaining. This is definitely a game with a sense of humour, although I'm not sure whose.

Gameplay 84%

Grafix 76%

Sonix 68%

Overall

79%



● **Join the club!**

This gives you the opportunity to club him senseless. Unfortunately, he can do this to you as well.

The last two events are the Sabre Race and the Dino Vault. In the Sabre Race you have to race ahead of a very hungry sabre-tooth tiger and try and make it to the safety of a tree. In the Dino Vault, you have to pole-vault over a large, very fierce

Reviews

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Zorro

After the furore over boxing at the Olympics, where the South Korean boxer found the ring so comfortable that he refused to leave, and his manager and the rest of the crowd decided to try it out for themselves, it's nice to turn to a straightforward pugilist program like **By Fair Means Or Foul**.

This game is the first multi-format release from the BBC game specialist, Superior Software, which was responsible for **Pipeline**. It's a reasonable enough first try. The best thing about the game is that it allows competitors to circumvent those dull Marquis of Queensbury rules. Punching, jabbing and the like



are all very well, but what about the finer nuances of the sport, such as headbutting, or kicking, or groin punching? What indeed?

Obviously those sporting peeps at Superior have been giving this a lot of thought, because they have decided to include the option of dirty fighting. When the referee isn't watching, or is making Zzzzzz noises, you can fight dirty. There are four main foul moves: Head-butt, Kick, Groin Punch and Knee. You have to be careful though, because if the referee catches you at it, you lose a life.

You begin the game with five lives. The object of the game is to defeat six opponents, each progres-

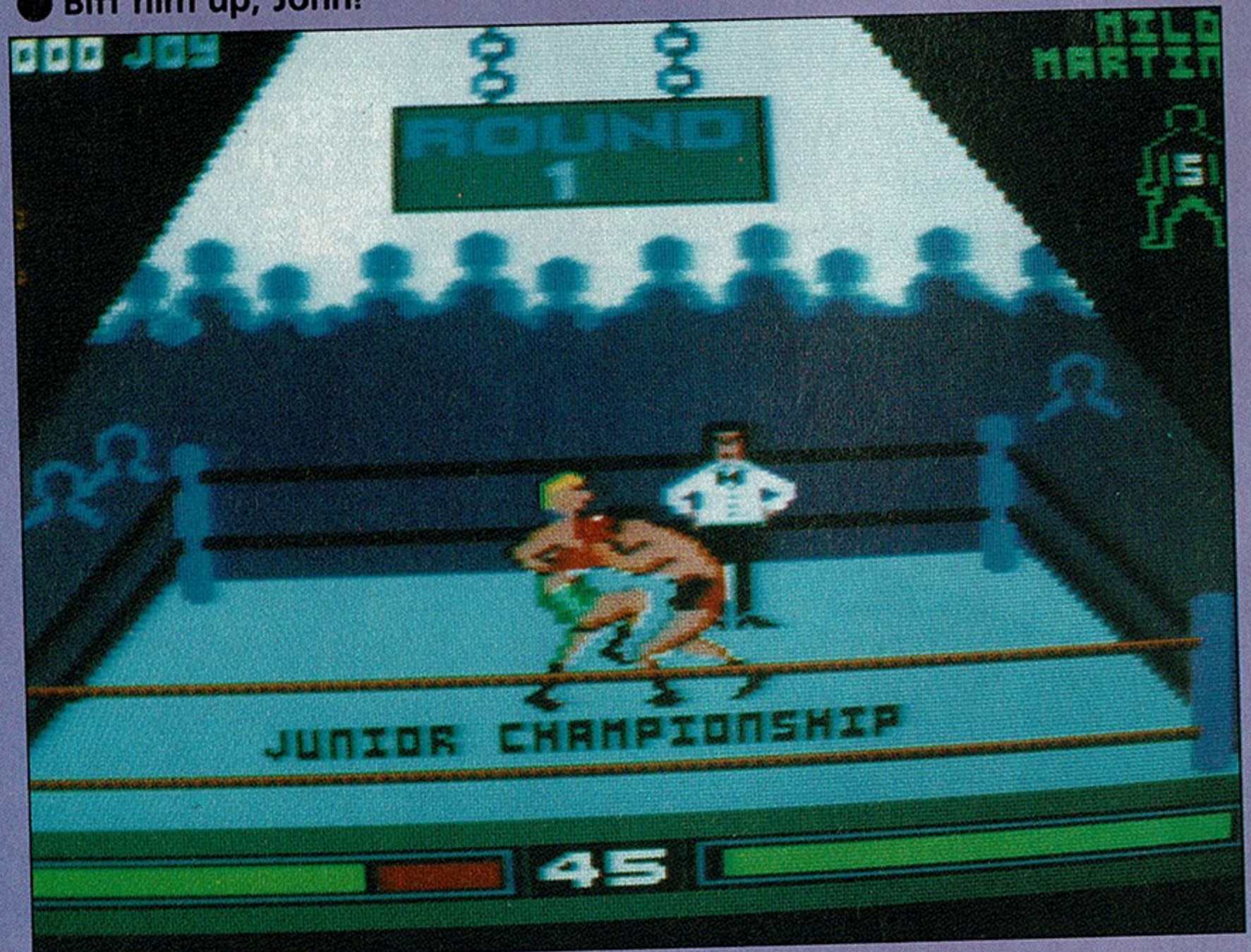


● The ignoble sport of boxing. The crack of leather against bone resounds.

sively more difficult to beat, and become World Champion. Once you attain this goal, you must then defend your title against even meaner and tougher fighters. Each fight is scheduled to last 15 rounds.

That is really all there is to it. The gameplay is quite difficult and very strenuous, the graphics are very rudimentary, and the sound is rubbish. A nice touch to the game is the way in which bubbles appear every now and then with comments from the discerning crowd, such as "C'mon Pansy" and "Boo".

● Biff him up, John!



Gameplay 74%

Graphics 70%

Sonix 45%

Overall

72%

F A X B O X

Program: By Fair Means Or Foul
Version: Amstrad CPC
Price: £14.95
Supplier: Superior Software
Reviewer: Billy MacInnes

RELEASE DATES

CPC: Out now
Spectrum: Out now
C64: Out now
BBC: Out now

Attention ! Attention ! Central Control requires mad gun toting loony for dangerous, well, virtually suicidal, mission. Mission entails parachuting into hostile territory, locating concentration camp and releasing prisoners contained therein.

Yessir. I'll do it you shout enthusiastically, the top of your head still flapping from the operation. **Operation Wolf**, the game with the gun bolted on, was and is a fab arcade machine, featuring sideways scrolling action, bullets and bombs, hostile soldiers, tanks, choppers, prisoners being stabbed in the back and farmyards of frantic fun.



● **Trigger-happy heavy recoil action!**

Your mad and death riddled adventure begins in a compound. There are six sections in all, scrolling sideways with enemy troops, I hesitate to use the word gook because they don't look very slant eyed, leaping onto the screen and firing merrily.

Blow them away.

Otherwise they fire out of the screen, and into your hunched joy-

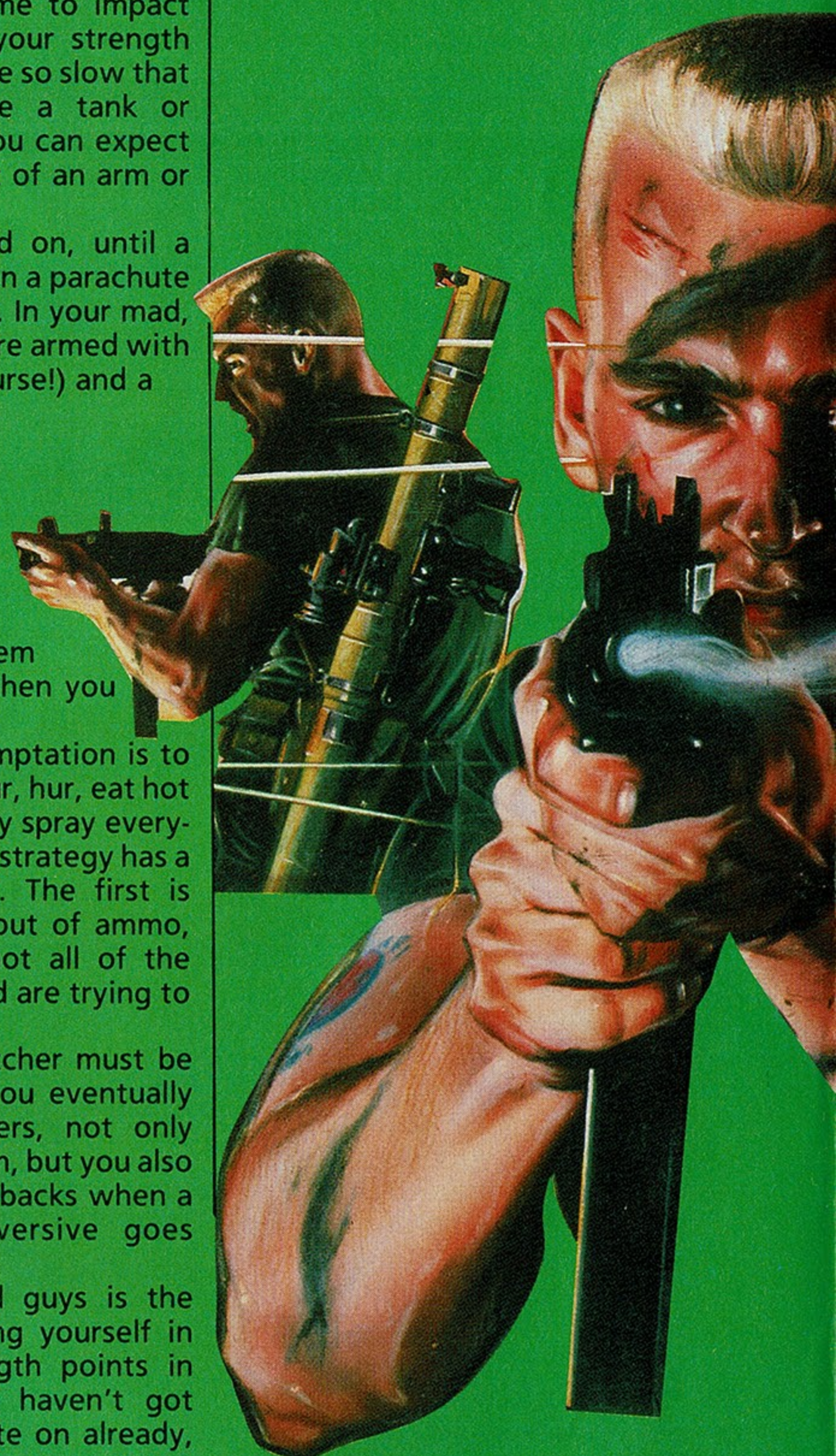
stick clasping torso one presumes. If you do give them time to impact you with lead then your strength declines. Should you be so slow that a chopper, or worse a tank or gunboat fires, then you can expect to lose the equivalent of an arm or leg.

Fearlessly, I hopped on, until a sniper drifting down on a parachute took out my good leg. In your mad, desperate quest you are armed with a machine gun (of course!) and a none too liberal supply of grenades. You can blast the armoured divisions with the gun, but it takes a lot of ammo, it's far easier to hit them with a grenade. But then you soon run out.

While the initial temptation is to simply snigger 'hur, hur, hur, eat hot lead punk' and liberally spray everything that moves, this strategy has a couple of drawbacks. The first is that you'll soon run out of ammo, the second is that not all of the people running around are trying to kill you.

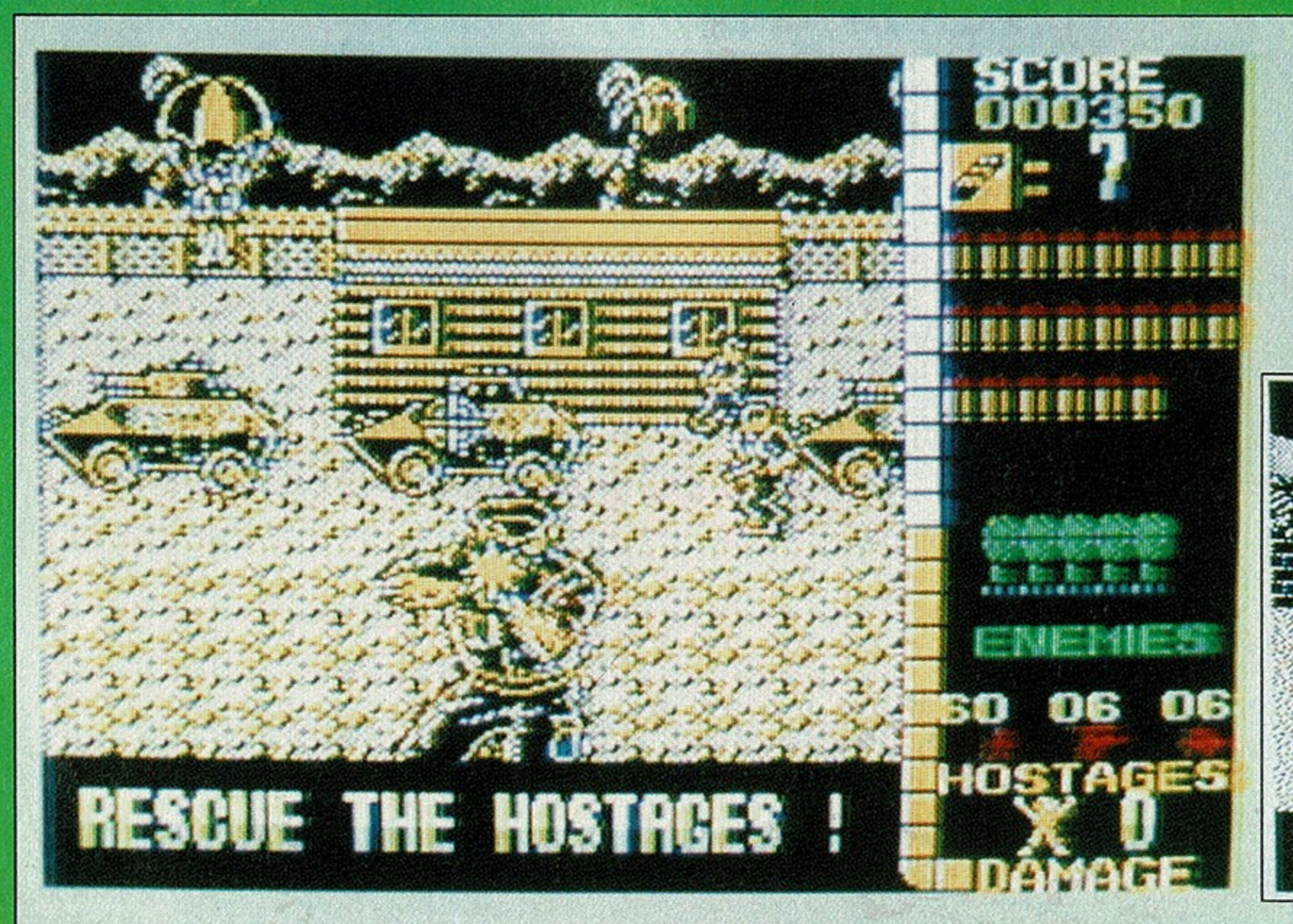
Nurses with a stretcher must be avoided, and when you eventually release some prisoners, not only musn't you shoot them, but you also have to protect their backs when a knife wielding subversive goes charging after them.

Shooting the good guys is the equivalent of shooting yourself in the foot. Lost strength points in other words. If you haven't got enough to concentrate on already,



● **The sound of an U21 firing on full automatic music to the ears!**

it is vital to watch out for the magazines and grenades that sporadically appear - shoot them for more ammo - as well as a magic bottle. These come in two flavours;





● His whole life was a spent round

F for more bullets for your money, and P to restore health.

On the later levels birds and wildlife put in an appearance, which can be shot to produce an amusing effect (try it and see). Personally I

F A X B O X

Program: Operation Wolf

Version: All

Price: £8.95-£24.95

Supplier: Ocean

Reviewer: Duncan Evans

RELEASE DATES

Spectrum: 8/10

C64: 8/10

CPC: 8/10

Amiga: 8/10

ST: 8/10

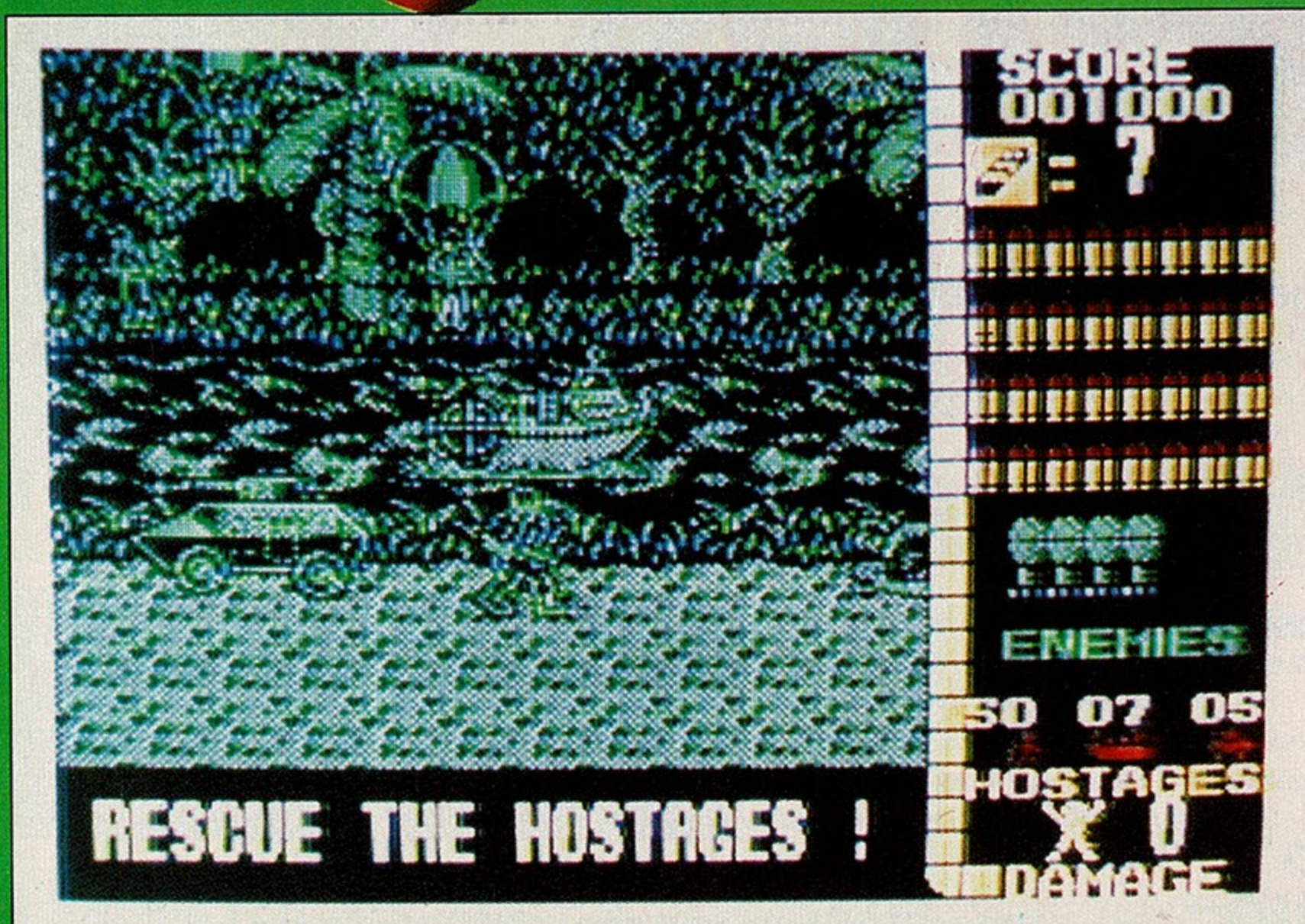
thought that in this very socially aware game this was bordering on the unacceptable.

Converting a game with a gun to home computer formats was never going to be an easy task, but surprisingly, Ocean has done a very good job, although there are subtle differences in the playability between the various versions.

Obviously, machines that are mouse controlled have a distinct advantage, and indeed the Amiga version looks sensational. Good news for 8-bit owners is that the C64 version can be used with a mouse, while keyboard control on the Spectrum and joystick on the CPC are good.

The speed of the various implementations varied to a large degree, so I have to say to CPC owners, watch out! It's fast. This is never more apparent than when the enemy bozos start chucking knives and grenades.

Graphics on all versions are pretty good, though completely monochrome on the Speccy naturally, and the gameplay is certainly frenetic enough to keep you on edge.



Gameplay 93%

Graphics 90%

Sonix 82%

Overall

92%

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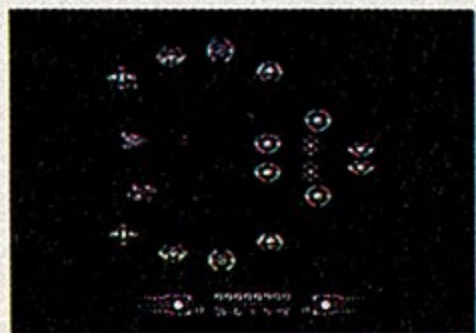


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Arthurian legend is a theme flogged to death by the multiples of software houses. Many games manufacturers have used the old myth of Excalibur et al, to promote sales, and launch something original. Level 9, in conjunction with Mandarin, has decided to break the mould by withdrawing away from the obvious character and to delve into the more interesting background of Lancelot du Lake.

It was when Lancelot stumbled upon a persistent knight, that his life in chivalry unfolded before him. The knight, after a hard battle, turned out to be Arthur, king of

F A X B O X

Program: Lancelot
Version: C64/ST
Price: £14.95/£19.95
Supplier: Mandarin
Reviewer: Richard Henderson

RELEASE DATES

C64: Out now
Spectrum +3: Out now
CPC: Out now
ST: Out now
Amiga: Out now

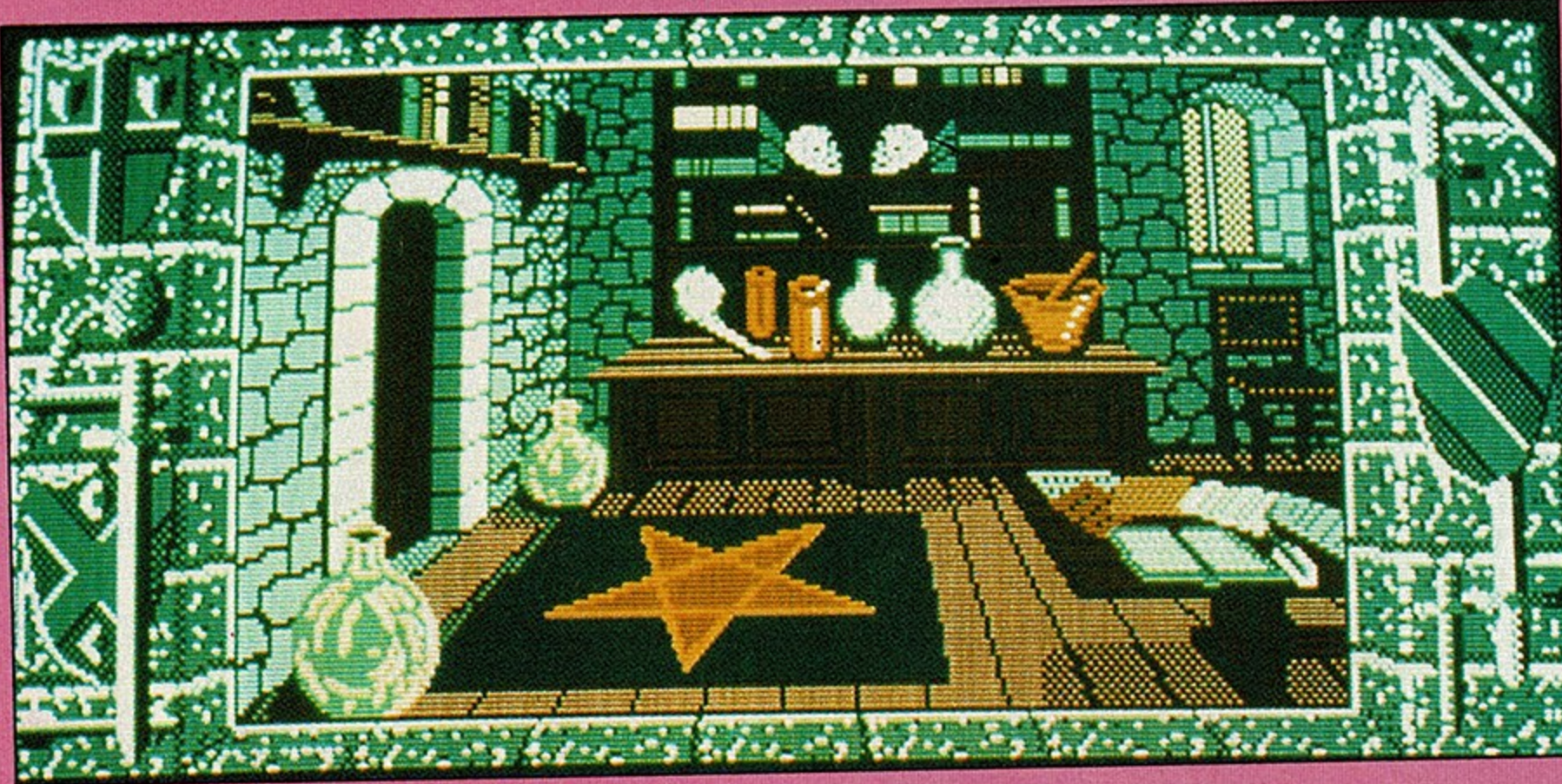
England, and he offered du Lake a seat on the round table. But once Lancelot had set eyes upon the beautiful Guinever he realised that being a simple knight was not enough, he had to win her favour.

This is where the game gets going. It is split into three different game sections and each deals with a progressive part of the story. The first deals with the knighting of



Lancelot, and his tasks set by the king and his lady wife. The second carries on his rise to become the best knight in the world, and to rescue his fellow knights so that the round table can become complete. The last section is the most documented, the quest for the holy grail. Believe it or not, but there were no knights of Ni, nor was there a giant wooden rabbit, the game in fact follows the real legend very closely, and a large amount of research has obviously been undertaken.

Introduced at this stage is your son, Galahad, and I need not tell you how he came to be (let's just say



F A X B O X

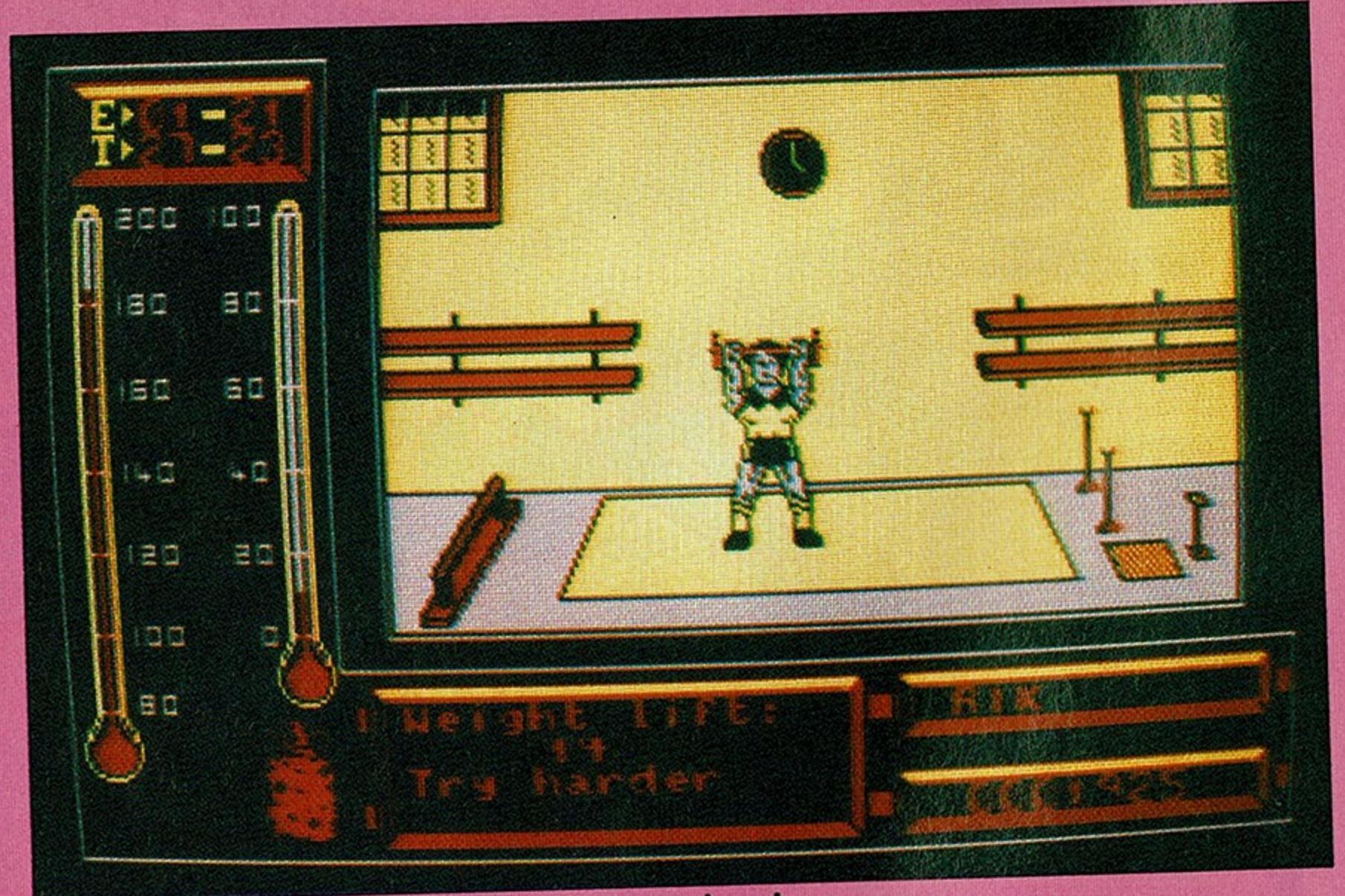
Program: Gary Lineker's Super Skills
Version: Amstrad CPC
Price: £9.99
Supplier: Gremlin Graphics
Reviewer: Richard Henderson

RELEASE DATES

CPC: Out now
Spectrum: Out now
C64: Out now
ST: Out now

Are you England's no. 1 striker? No? Would you like to be? If so, I'm afraid that you'll have to wait, that honour goes to Gary 'open goal' Lineker, undoubtedly the hottest striker in the world (when he's on fire, that is). He may not be too accurate at the moment, but at least he's cute (so a few have told me).

Gremlin seem to think he's hot property and have decided to release yet another game with his name attached (the third follows

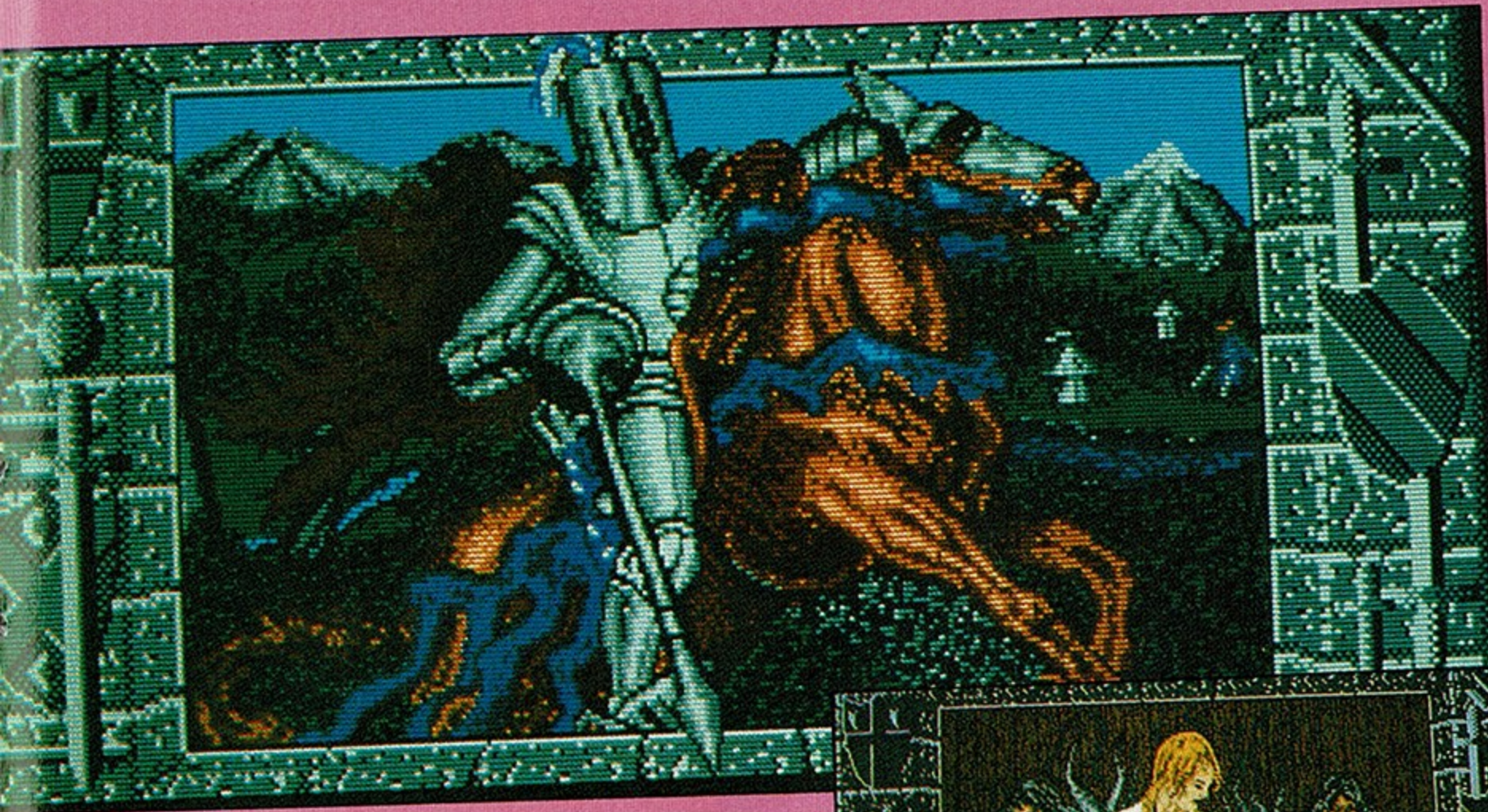


● Gazza does his physical. What a wimp!

later this year), although this 'un is the best yet. Gone is the full match game, with joystick waggling and several varied events being introduced (there seems to be a real abundance of multi-event joystick mashers on the market at the moment). There are seven separate events, four set in the gymnasium, and three on the field, each must be

completed before you can progress to the next. You can play with up to four players, all using the same joystick or keys, and the idea is to accumulate an enormous score.

The first event is the press-ups, and this proves to be as exhausting as the real thing. Waggling must be undertaken to raise the torso under your command upwards, and pulling



that a certain action must be performed in section one), and he has knocked you off your mantel as No. 1. Instead, you must rely on him for anything holy. Sinning is also out of the window, as you must keep your virtue at all times.

The parser is identical to the one used in Ingrid's Back (a star game from issue 9), and the choice not to

change it is a winning one. Amazing commands such as "run to Camelot" and "find brachet and then follow it" make the game both unique and far easier. You can also go directly to a certain character, who could just about be anywhere

as they all have a mind of their own, by typing "go to Galahad" or whoever.

The programmers seem to have crammed the whole of England, and a minute amount of Scotland, into the game and exploration is essential to succeed. Graphics are perhaps not as remarkable as those in Ingrid's, but they are pretty enough to keep interest from waning. Level 9 adventures have now set a pattern for speed of play and fiendish puzzles, both are winning formulae for an adventure game of this type.

Gameplay 96%

Grafix 78%

Sonix N/A

Overall

87%

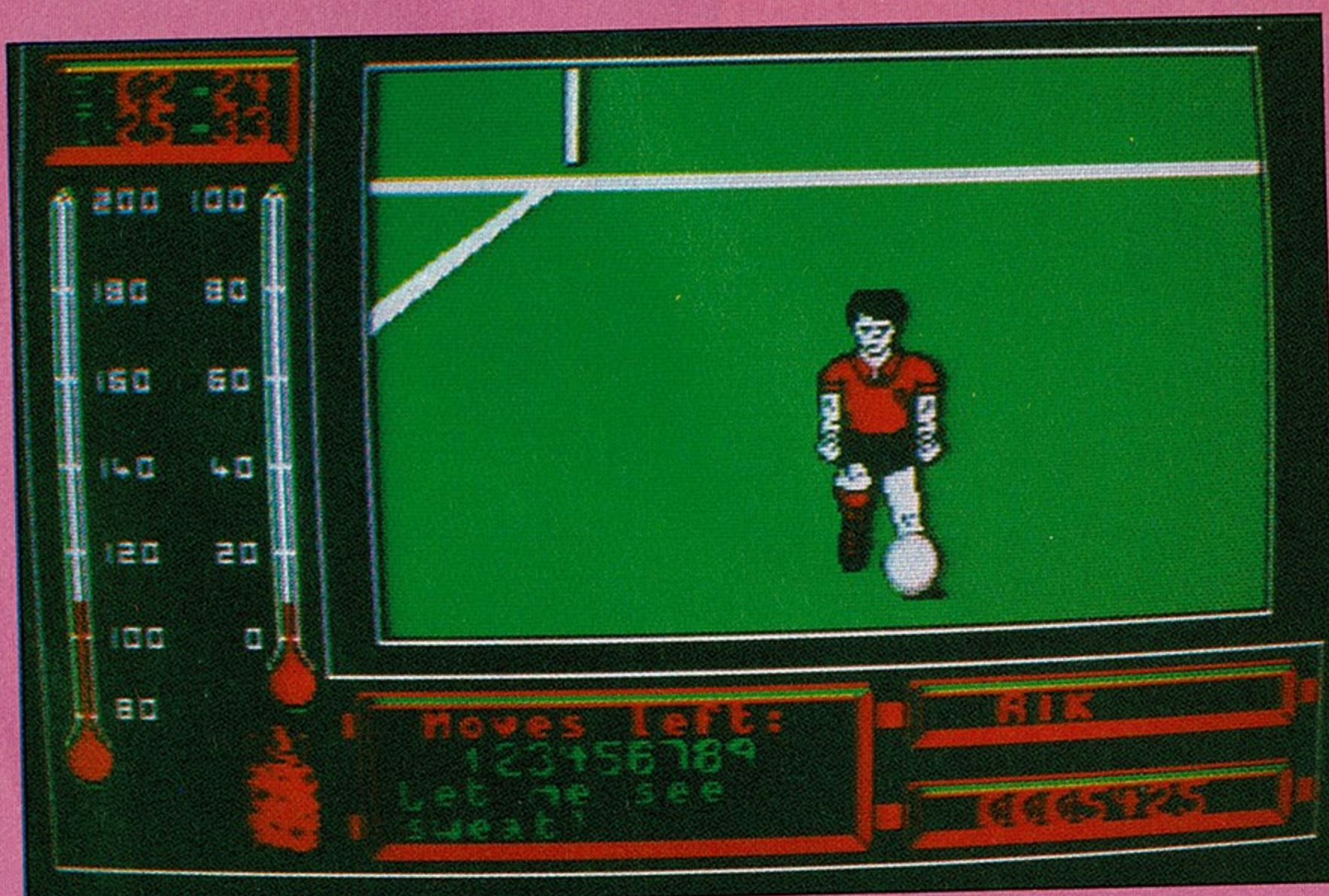
down on the joystick plummets your puny body back down to the earth. Brain to hand co-ordination is pretty essential, but luckily not too essential that the rest of the **Gamesweek** team couldn't play.

The monkey bars require your attention next and this is pretty simple stuff, up and down movements as fast as your wrist can manage seem sufficient to complete in a reasonable time. Likewise, the squat thrusts prove easy, react-

ing to left/right movement with the occasional button press. The last event in the gym is the weightlifting which can prove annoying, as when Gary has to rest he drops his barbells. Then it's out onto the field and Gazza comes into his own. Ball juggling may be painful but you must compete in it all the same. What you do is keep the ball in the air with different sorts of moves (a bit like the hackysack event in **California Games**). Penalties and slalom

are the last two events and should be self-explanatory.

Superskills is a fun product best played with more than one player, the gameplay is varied enough to avoid the wrist from getting too much of a bashing. Graphically it's not so hot, for the main reason that the colours used are basic to say the least. Sound as well is forgettable, but the game never succumbs these errors and proves to be the best soccer star sponsored game to date. Let's hope that Gary learns from the training techniques in time for the next International match.



Gameplay 81%

Grafix 58%

Sonix 63%

Overall

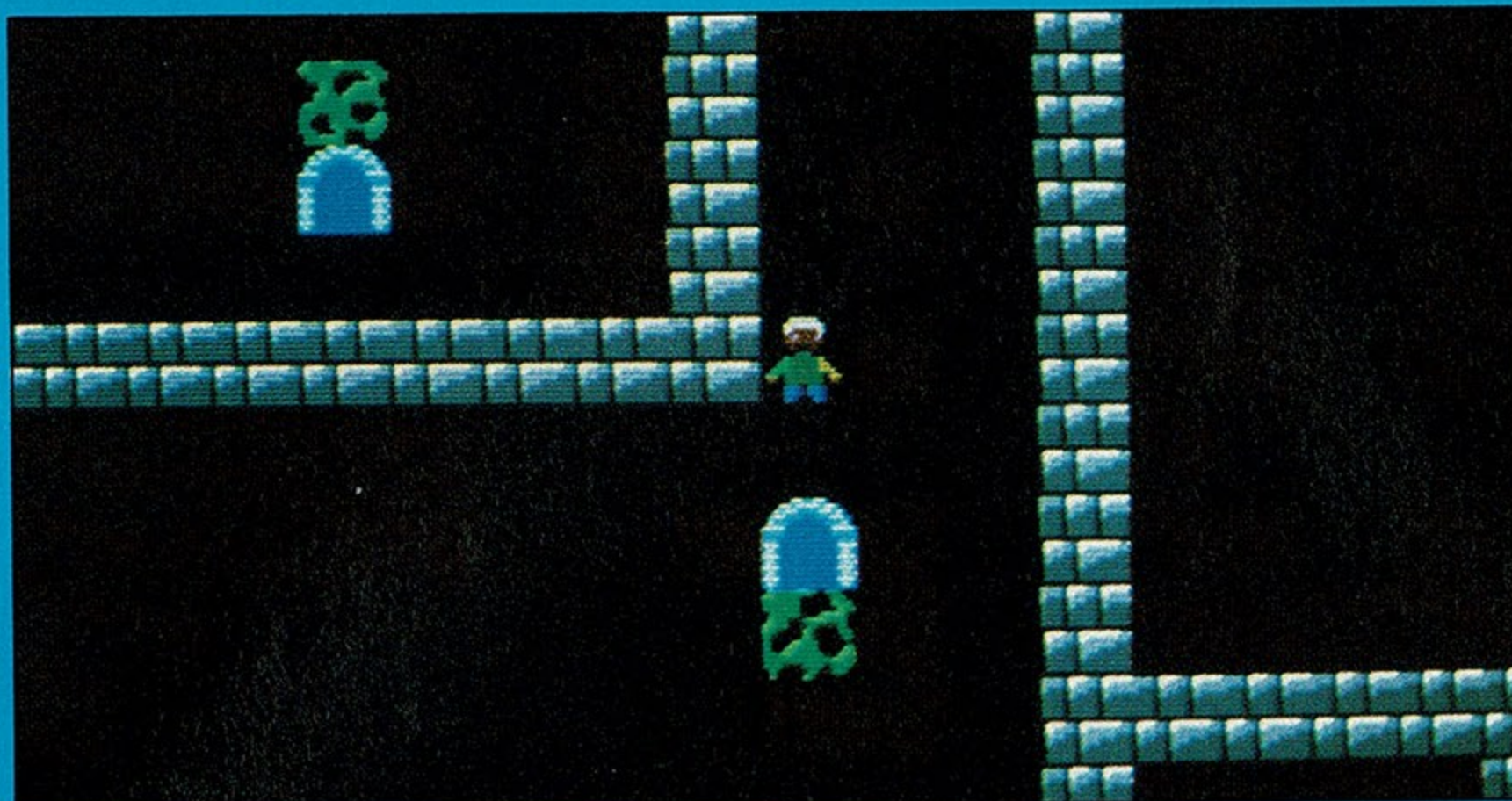
77%

Take a really old game, convert it to the Amiga, add a few sampled sound effects, and throw in a couple of superficially engrossing options. Stir carefully and what you've got is *Emerald Mine*, a re-working of that classic (i.e. ancient) game, *Boulderdash*.

I don't know what you give your Amiga to eat, but mine was positively reticent to swallow the disc.

So you run round this large scrolling (horizontally) mine, avoiding being squashed by boulders, avoiding being eaten by monsters, and avoiding death by cracking your head on the monitor when you fall over asleep. You have to eat a specific number of gems per level, in the time allowed. And if you run out of time or lose one life, it's all over. Generous this isn't.

Surprisingly, the scrolling is very smooth, and the sonics are reasonably okay, but the graphics are hardly Amiga standard. The trouble is that it's all so dull. True, the simultaneous two player option livens it up, and certain of the levels, with indestructible caverns, are quite engaging, but after half an



F A X B O X

Program: Emerald Mine
Version: Amiga
Price: £9.95
Supplier: Anco
Reviewer: Duncan Evans

RELEASE DATES

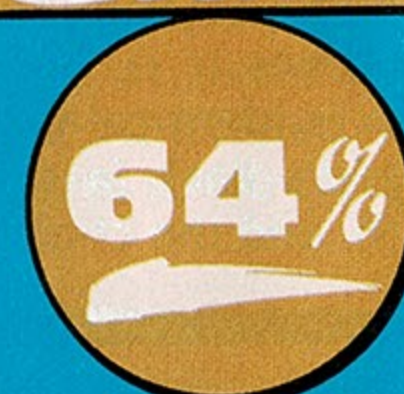
Amiga: Out now

Gameplay 58%

Grafix 65%

Sonix 72%

Overall



hour I never wanted to boot the game up again.

One for *Boulderdash* fanatics only, methinks.



F A X B O X

Program: Driller
Version: Atari ST
Price: £24.95
Supplier: Incentive
Reviewer: Richard Henderson

RELEASE DATES

ST: Out now
Amiga: Out now

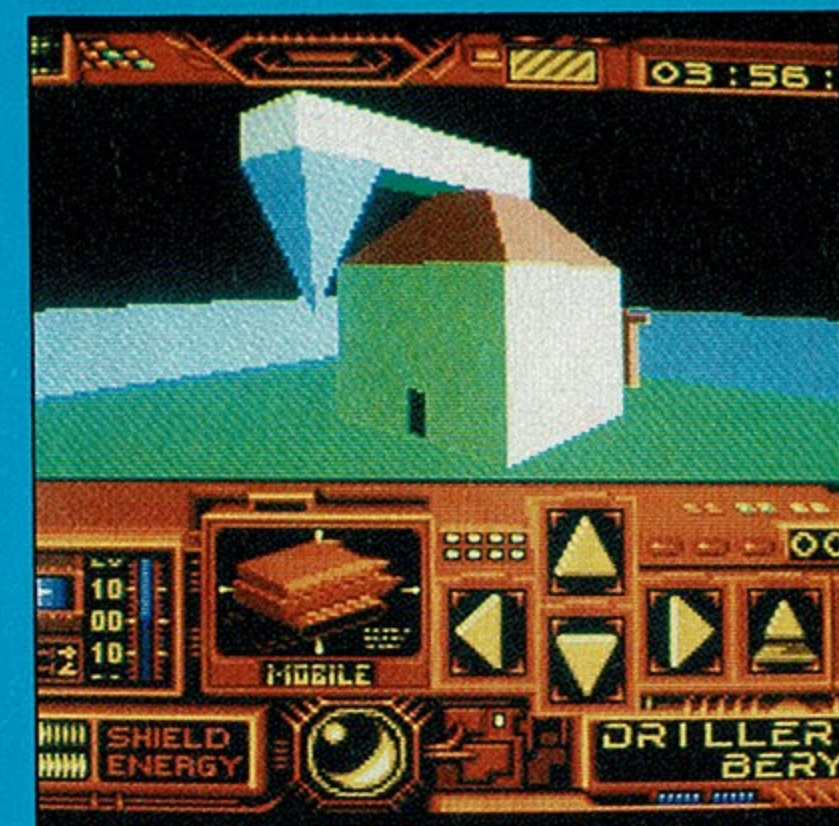
your return.

You have been supplied with an excavation probe and at least one reconnaissance jet is awaiting you in one of the sectors, this allows you to travel in a more free-flowing manner. Each of these have combat capabilities and an absolutely divine display panel, which is controllable by mouse.

The earlier versions all had one major problem, and that was speed. The CT game has overcome this and moves very smoothly and very fast. Also the graphics are a God-send, bright, chunky and nice to look at. This is what *Freescape* was all about.

Freescape is back, this time on 16-bit and I have a notion that this version is what the programmers had in mind when designing the original game. For those with a short memory, or a new computer, I shall proceed to explain the point of the game... Mitral is one of two moons around your home planet of Evath, and unfortunately for you and your people a vast amount of gas has built up under its surface and it's ready to blow! You must prevent this catastrophe by visiting each of the 18 sectors of the moon and positioning a drilling rig over the gas pockets.

Although it may sound simple, this task is not an easy ride. Laser beams and scanners are adequately scattered around to make life rather less than comfortable, and time seems to be a bit restricting. Your rigs must be placed in



the right places of each sector so that more than 50% of the gas is released, and if you manage this you can be sure that you will be hailed as a hero upon

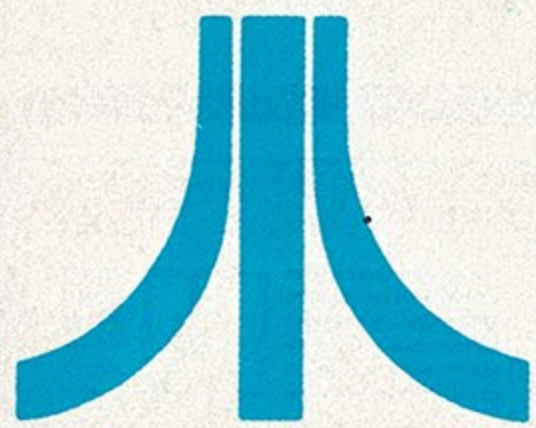
Gameplay 78%

Grafix 93%

Sonix 81%

Overall





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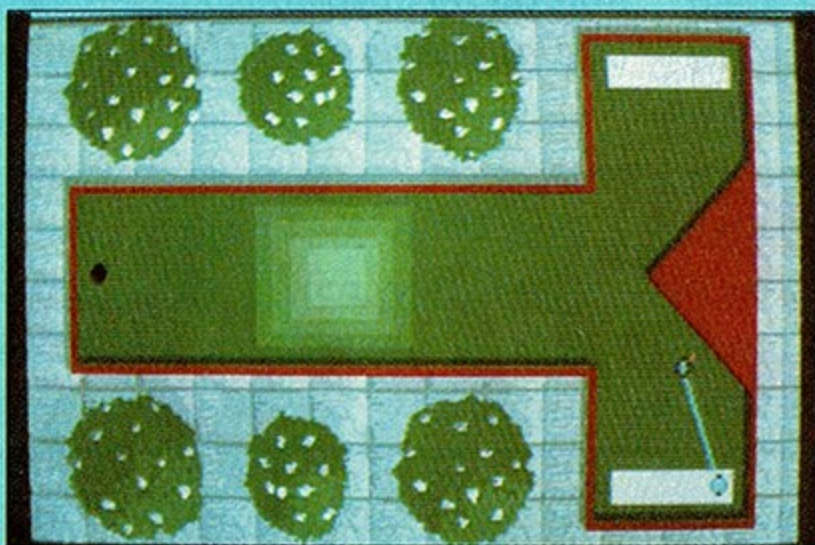


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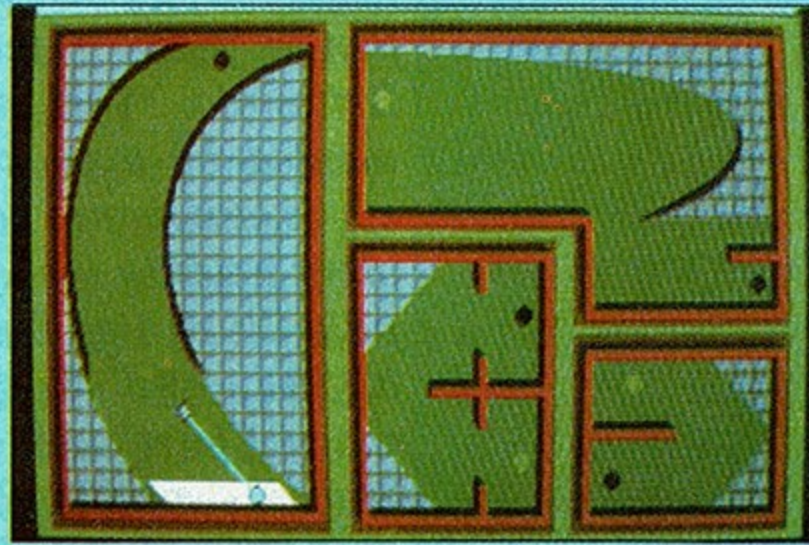
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MINI GOLF, from Magic Bytes, challenges you to eighteen holes of sheer frustration. It is highly likely many of you would have played **Crazy Golf** whilst on holiday this summer, now that experience is on your computer.

The game is controlled via the mouse. Position the golf ball on the tee, click the mouse button and a line will appear. The length of the line indicates the strength of the shot. If you want to see how badly



you are doing, pressing 'S' will reveal your scorecard. The beginner's course has a par of 51. If you manage to finish level or under par, you can advance to the expert



course, which is even more mind-bogglingly difficult than its predecessor. In fact, the last four holes are actually 2-D pictures! **Mini Golf** has to be seen to be disbelieved. If

F A X B O X

Program: Mini Golf
Version: ST
Price: £19.95
Supplier: Gremlin
Reviewer: Andrew Marshall

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

Amiga: 21/11/88
Atari ST: 21/11/88
C64: 21/11/88

my memory serves me well, I can remember that it was possible to complete a **Crazy Golf** course under par. This game however, doesn't worry about things like finishing under par. Finishing itself is quite an achievement.



Gameplay 50%

Grafix 65%

Sonix 55%

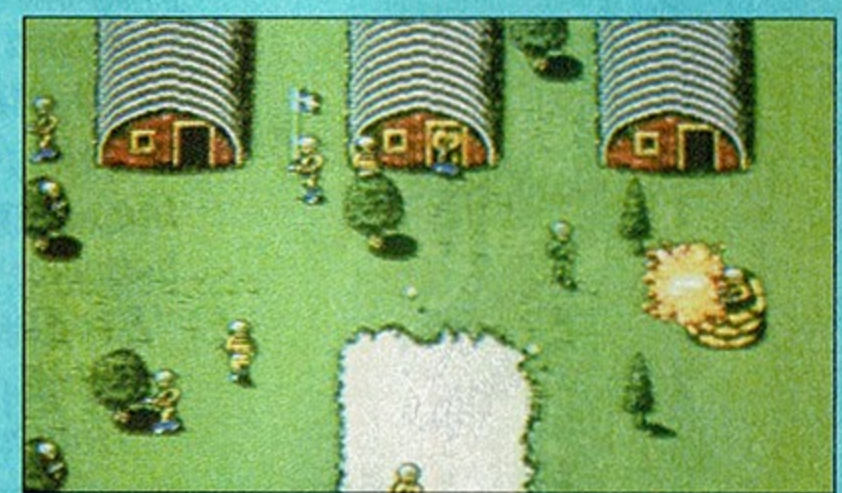
Overall

60%

Another coup d'état in yet another Latin American country. Galtieri in Argentina, Pinochet in Chile, and now Fernandez in El Diablo. Democracy goes straight out of the window whenever a junta takes hold of a country. All you need to know is that you're licensed to kill indiscriminately. You've got an Uzi under your arm, a sackful of bullets, and *carte blanche* for murder. What are you waiting for?

gun emplacements and a fair amount of soldiers.

Whilst battling your way through the military bases, you will encounter armouries, jailhouses, first aid posts and banks. Here's where that course in pyrotechnics comes in handy: blow doors off buildings with high explosives. You can enter



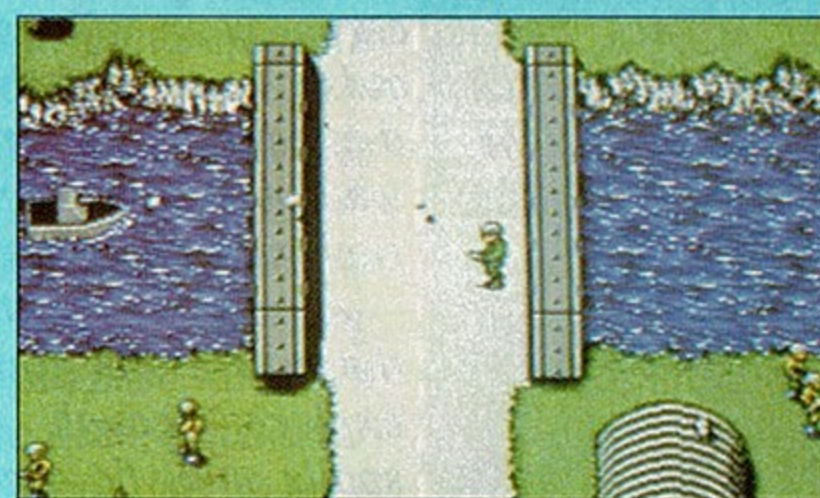
from tyranny. Reminiscent of the arcade hit **Jackal** in some respects, this game is a high quality shoot-'em-up with great graphics and it is a fun game to play. Long live the revolution!

F A X B O X

Program: Fernandez Must Die
Version: ST
Price: £24.99
Supplier: Mirrorsoft
Reviewer: Andrew Marshall

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

Atari: Out now
C64: Out now



armouries to replenish your dwindling ammunition or banks to collect gold. Other buildings yield POW's (guess which ones), but the most important buildings are the first aid posts. Out of these will come one of the Junta, in full military attire. Pause momentarily as he scurries left to right in vain, then empty a magazine into his torso. You've got seven more rats to eliminate before you meet King Rat, alias Fernandez. Show no mercy. Take no prisoners. Free this troubled land

Gameplay 90%

Grafix 91%

Sonix 80%

Overall

90%



The latest in the *Ultima* series of RPG computer games from Origin Systems and the anglophile Lord British (distributed here by Microprose) is now available for the IBM PC and compatibles. *Ultima V* is the new episode in one of the earliest graphic RPG series, and it displays all the superb atmosphere and gameplay that has made the earlier programs among the most successful ever released.

The series has shown a good deal of development

for example, you'll find what looks like a tea cloth but is in fact a map of the land of Britannia. This is supplemented by a book of magic spells, another of healing and other priestly spells, a beautifully illustrated Book of Play, a Spell and Weapon Summary Chart and, finally, a machine-specific Player Reference Card, which acts as a Quick-Glance Guide to the various commands and key-presses available to the player. Later episodes of the series have all these, but also include a little token of an

healing potions. Simply grabbing a sword and diving in for some mindless hacking is sure to end the game very quickly - it pays in *Ultima* and the land of Britannia to prepare well in advance.

The first difference the player sees between *Ultima IV* and its earlier stablemates is the character selection, or rather, the absence of it. Instead, you start your quest alone, and it is part of the quest to find likely companions for your trip - you do this by sidling up to everyone and asking if they'll join

Adventure Bridge

Behold! Tony 'Pixie Dominator' Bridge casts an imperious eye over the *Ultima* series. Nothing can escape his notice!

throughout its life - the new program, the fifth in the series and subtitled "*Warriors of Destiny*", is very much like the fourth, "*The Quest of the Avatar*". But the gap between this and the third, "*Exodus*", is much more marked.

However, the quality of every program in the series is not in doubt - each game comes in a glossy little package stuffed full of goodies (just like the Ed.). In *Exodus*,

important artefact in the ongoing story of *Britannia* - *Ultima IV* offers a tiny metal Ankh (a cross topped with a loop, a very powerful symbol of eternal life, according to the Egyptians), while *Ultima V* includes the Symbol of the Codex of Ultimate Wisdom (not bad for twenty-odd quid, I'd say).

Each episode takes place in the land of Britannia, to which your character, a mere human, has been transported to help out the local goodies against the 'orrible baddies - each part of the story concerns your efforts to vanquish, once and for all, the denizens of the evil Minax, who seem to be revitalised at each new encounter.

As well as the wilderness, there are 3D dungeons to explore, though while the spoils may be greater here, the monsters are even tougher. The complexity of the system lies in the overwhelming amount of detail offered by the authors in the books of spells, monsters and

you. It's understandable, I suppose, that this is met with some degree of suspicion, but I've grown tired of being spurned, and haven't yet found anybody willing to tag along with me. Bearing this in mind, it's not surprising that combat is a tiring slog, though most of the monsters - in the first stages at least - are fairly easy to vanquish. This part of the program, at least, with its heavy emphasis on weapon selection and spell development, is much like the previous *Ultima* programs.

The greatest advance of *Ultima IV*, however, over the others in the series, is in character interaction. You'll get



...atmospheric.



nowhere in isolation - it's imperative to glean information from the other characters lounging around the towns and castles, and priceless nuggets of wisdom can be had from the most unlikely sources, so you must speak to everyone. With the advent of *Ultima IV*, Origin Systems and Lord British had found the power of speech. This takes the form of a sort of Eliza exchange with other characters in the game, so that, when you meet someone, you type JOB, to which the reply might be "I am a Druid". Picking up on this keyword, you type "Druid?", to which the reply is "I seek Justice", to which you reply "Justice?" and so on. In this way a picture is gradually built up of the land of Britannia in general, but in particular, you will be given details of specific quests which you will find in your interest to complete.

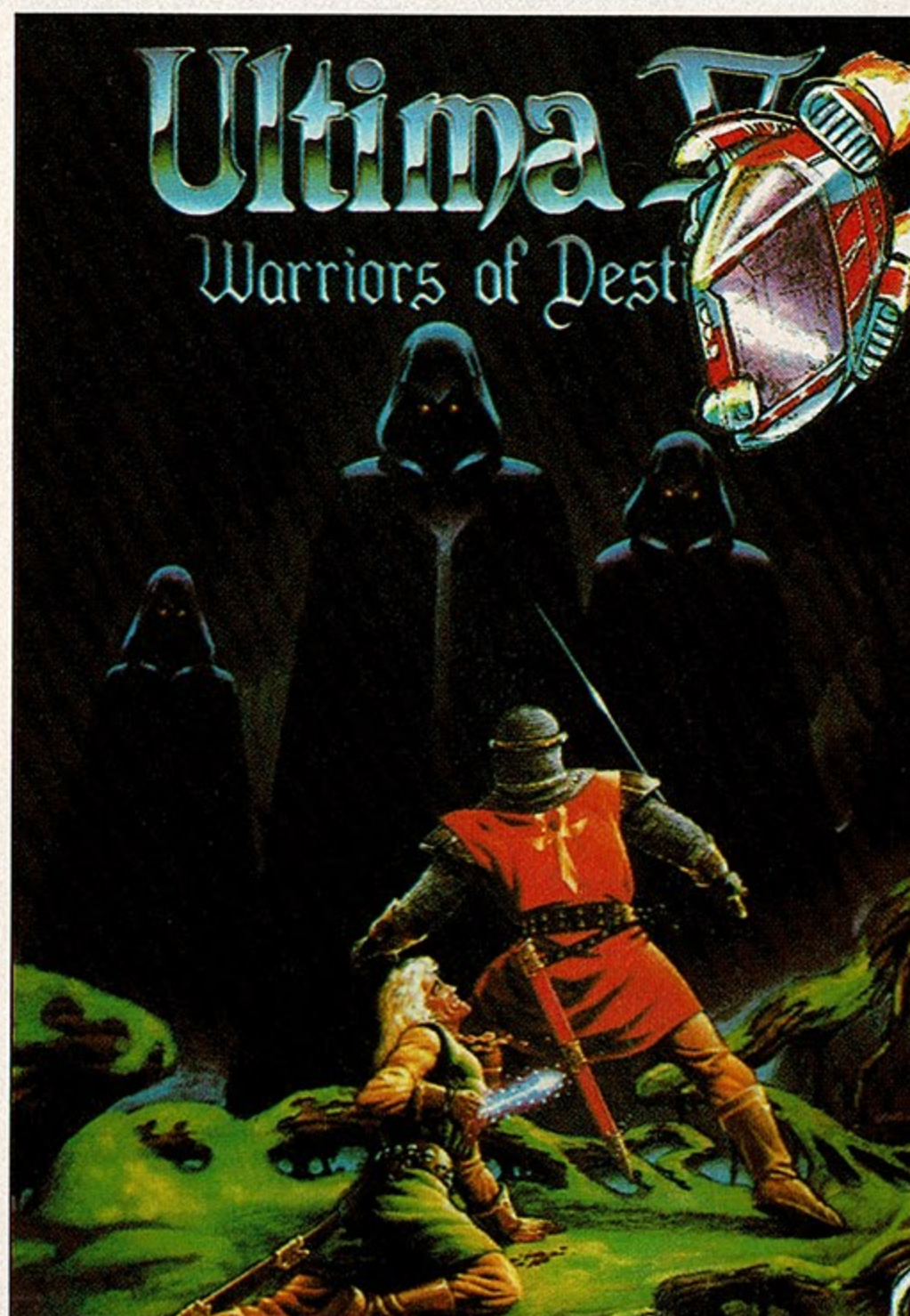
Some of the answers will

sade to the proceedings and relieve the player of any misgivings over hacking all those monsters to pieces!

Ultima V modifies the initial starting procedure by providing you with two faithful companions, Shamino and Iolo. Going through a multiple-choice questionnaire at the very beginning of the game sets the attributes for your character. You are, however, still able to recruit other characters for your party.

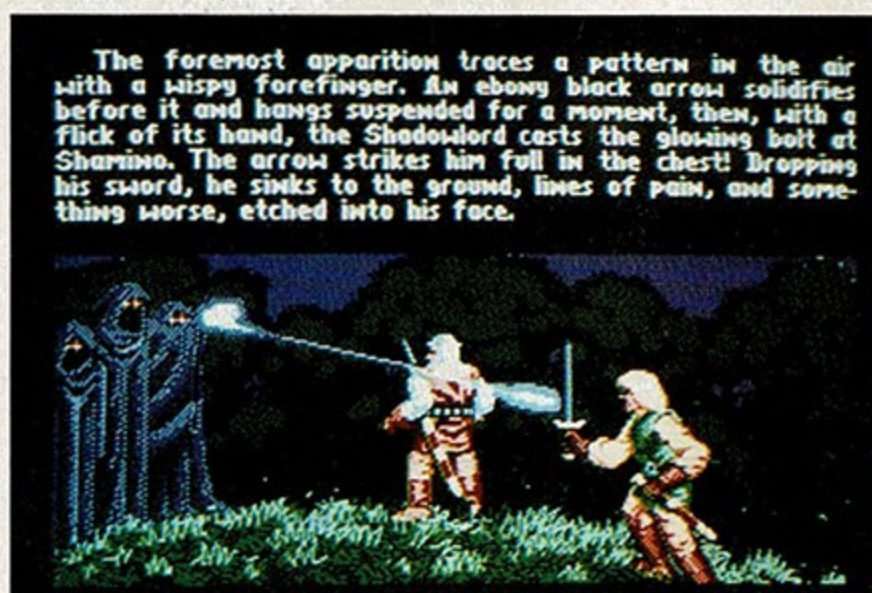
One of the main features of any decent RPG is the development of each character, with experience and g*o*l*d being awarded after each successful encounter. In the *Ultima* series, you'll find that a chest is left behind after most monsters are vanquished - this chest usually contains gold, but beware! Occasionally, a trap has been set - and it's then that a Cleric or Thief come in handy, as both can disarm a booby trap. Incidentally, if you want to amass some gold very quickly in *Ultima IV*, nip along to the castle of Lord British, where you'll find a secret treasury on the ground floor. This can be plundered of its riches, but you must take care, as some of the chests are booby-trapped, and you'll need to make many a visit to the town's Hospital - much of the ill-gotten gains are thus spent in getting cured!

Each of the programs has great depth and complexity - while the graphics aren't going to win any prizes, they serve their purpose, and it's really in the area of character development that the series shines. A favourite character can be carried over from one game to the next,



though I wonder what effect a seventh level Wizard will have on the opening game! The creation of spells is fascinating and the strategy element will keep you playing the game for many months. Packaging is superb, with detailed historical backgrounds, and *Ultima V* introduces music (you can actually play instruments, using the computer's keyboard), a runic language, as-

● Confrontation with the Shadowlords.



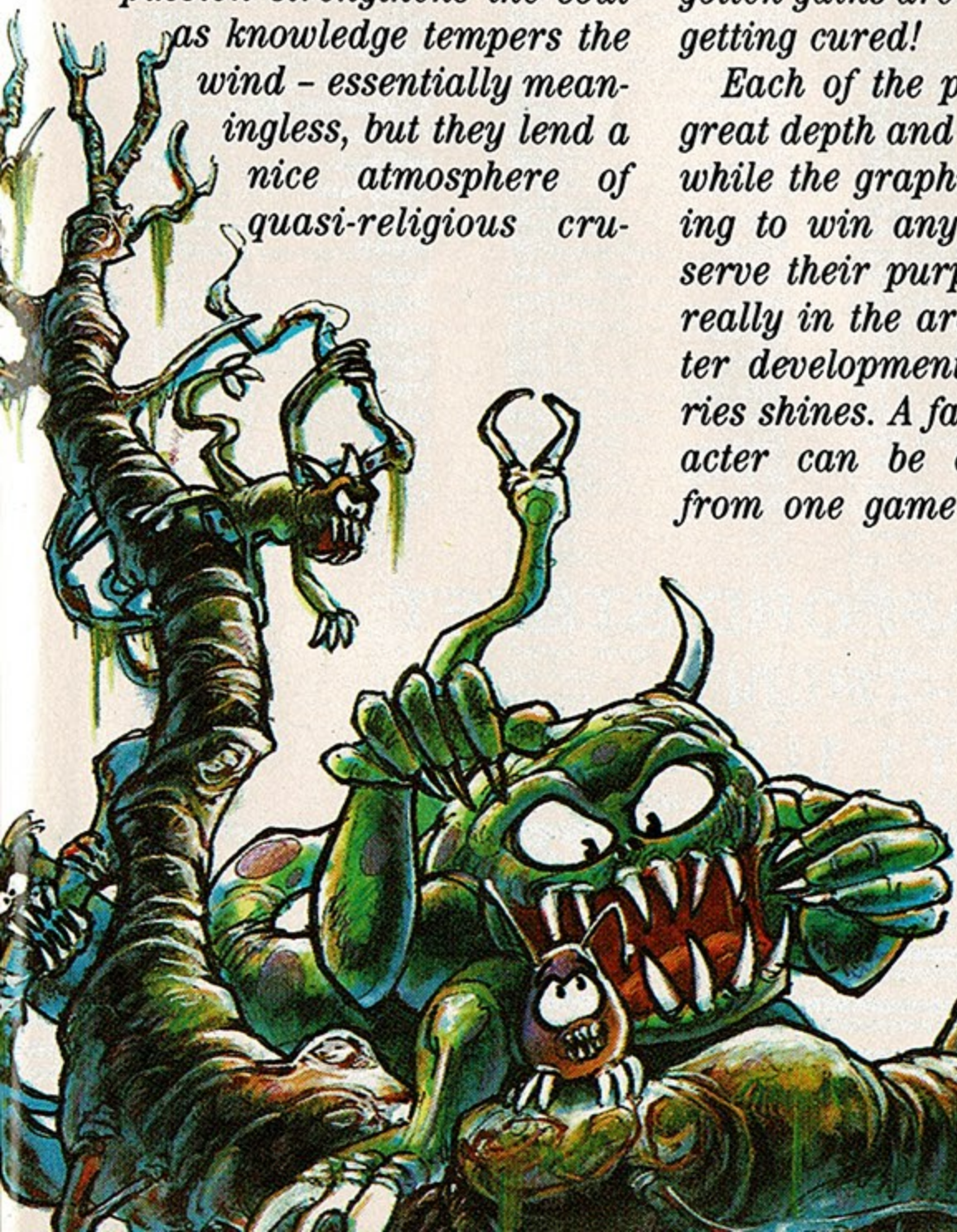
The foremost apparition traces a pattern in the air with a wispy forefinger. An ebony black arrow solidifies before it and hangs suspended for a moment, then, with a flick of its hand, the Shadowlord casts the glowing bolt at Shamino. The arrow strikes him full in the chest! Dropping his sword, he sinks to the ground, lines of pain, and something worse, etched into his face.

tronomy and a detailed bestiary in the Book of Play.



● Go North, young man.

take the form of simple philosophic epigrams like: Compassion strengthens the soul as knowledge tempers the wind - essentially meaningless, but they lend a nice atmosphere of quasi-religious cru-



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Great Giana Sisters	6.99
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Eddie Edward's Superski	6.99
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I was wondering how to start this column, and several ideas popped into mind. I could have greeted you with a warm, heartening "welcome", but I've used that play before. I could even have been inventive, new, and up to date by writing a rap, but I just don't have the time. Oh well, I don't suppose I'll write an intro at all . . .

TIPS

Helter Skelter

Chris Anthony, Crewe, Cheshire has sent us the codes and a cheat for this maddeningly addictive game, on the Amiga.

The Codes . . .

Spin
Flip
Ball
Goal
Left
Twin
Play

The Cheat

When in two player mode make sure that one of the players has more lives than the other. Kill off the one with the least amount of lives, and when the other player dies, the first player to kick the bucket will return with 99 lives. When he dies the other player comes on with 99 lives, so on and so forth.

Also after clearing all of the levels, you will appear back on level one, but with invisible platforms.

Football Director II

'Ere we went, 'ere we went, 'ere we went! Alex Bardy, from Archway, London sends in this crucial tip for the ST version of this amazing soccer game. A quick way to get to division one is to get sacked when your team is in the top half of whichever division you are in. To get sacked you can either sell 100,000 shares and wait for a week, or make your club go bankrupt (this is harder and not guaranteed to work).

Once successfully dismissed, you will be offered management of another team, this will most probably be in a higher division, take it and then repeat the process. You should, after a while of taking jobs in the top half of the divisions, be offered a job with a top three team, get sacked here and division one will most probably be waiting for you. If not try and try again, at the most it will take you one season of sackings.

The Empire Strikes Back

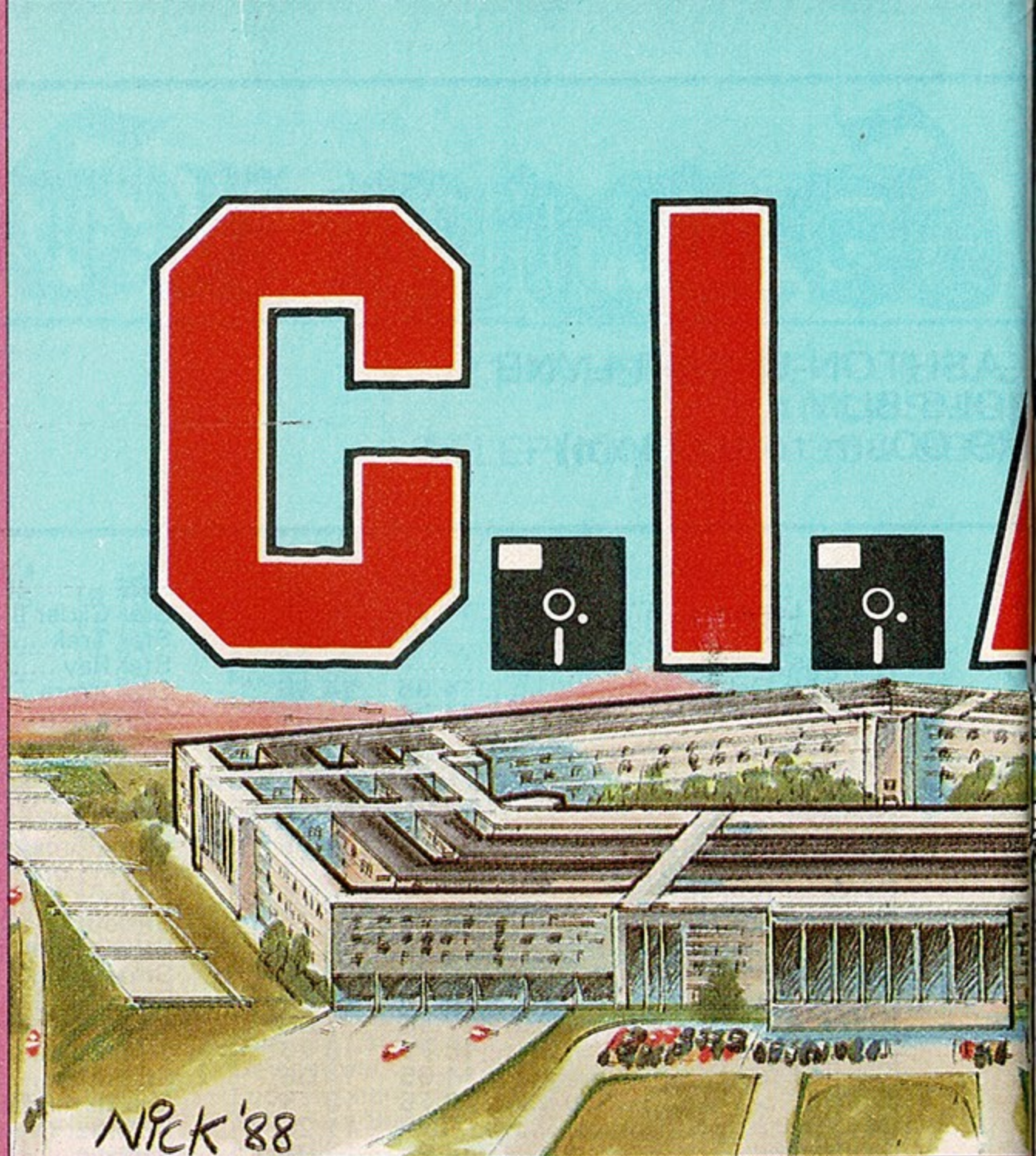
The Amiga strikes back with yet another tip, this time by Robert Haslam of North Yorkshire. Pressing down the Help key and typing "VECTOR GRAFIX" backwards (that's "XIFARG ROTCEV") gives you access to the cheat mode (A message should appear). You now have infinite shields. The following keys also have effects . . .

F1 to Delete . . . Plays the various samples.
L . . . Shows a picture of Luke.
D . . . Shows a picture of Darth Vader.
C . . . Shows a picture of C3PO.

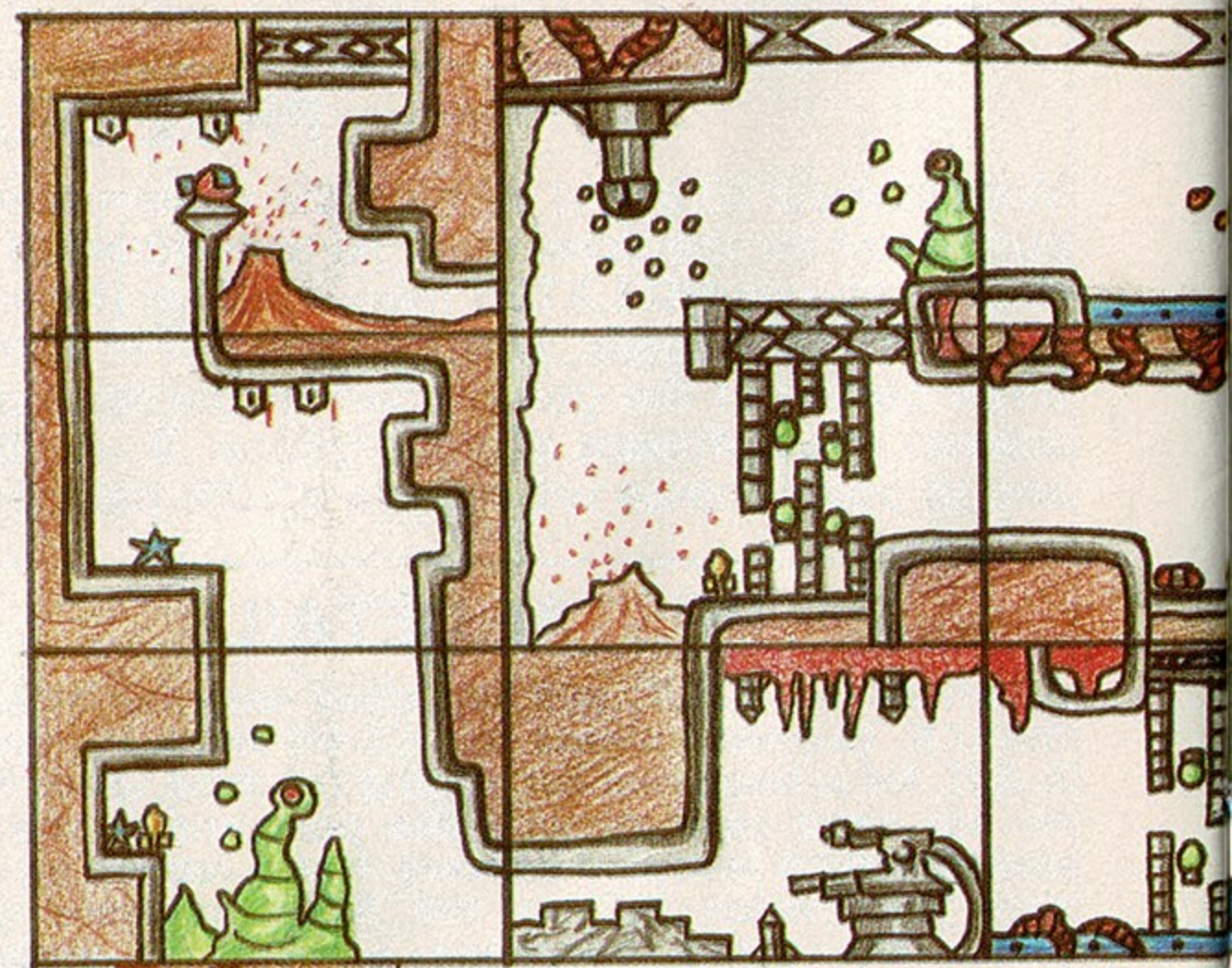
Tracksuit Manager

The news that this game on the C64 and Spectrum is being converted to many other formats can only be good news. Sunder and Ashok Katwala from Leigh-on-Sea, Essex supply these tips on the C64 to help any struggling Bobby Robsons out there. Star Tip of the Week is theirs.

If you play as England, the best squad to choose is - Spink, Hardyman, Butcher, Slatter, Breacher, Robson, McMahon, Kerslake, Beardsley, Barnes and Lineker. With Shilton, Allinson, Duxbury, Reid, Clarke, Venison, Sterland, Martin and Stewart on the subs bench (it would have to be a large bench).



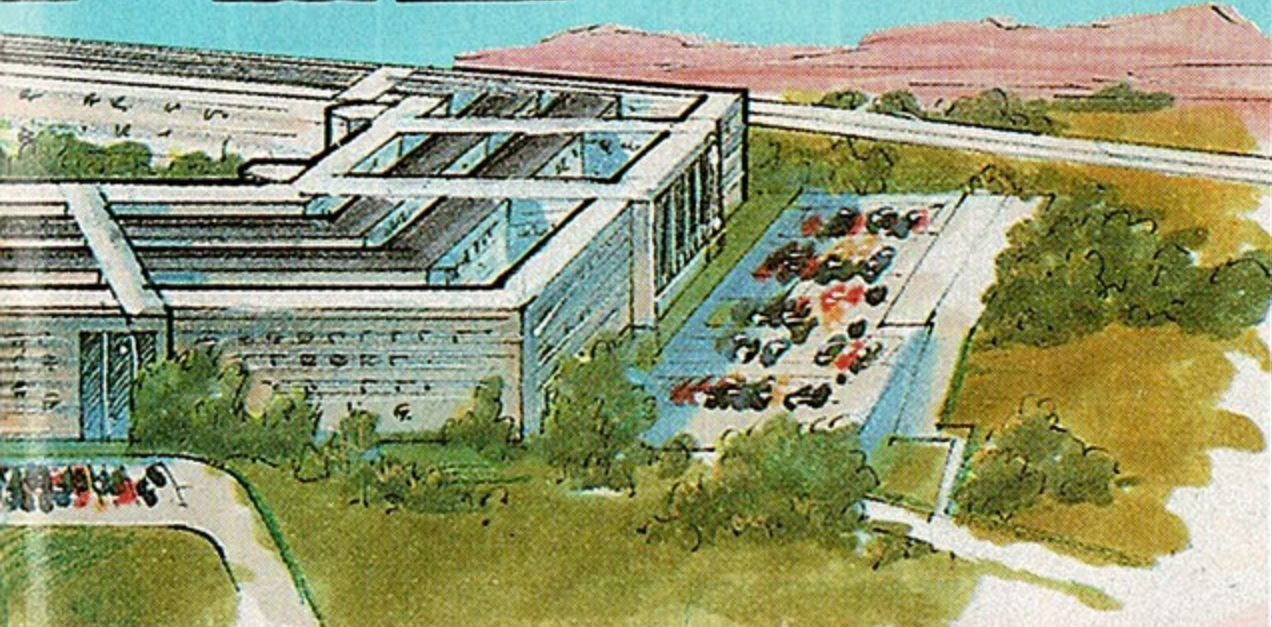
Always try to play 4-3-3 with the side quoted. If the team you are playing are at all good, mark their forwards man-to-man with Butcher and Hardyman (if there are two), if there are three, add Breacher (of course, if there are four strikers, use all of your defenders). If your opponents have three or more excellent forwards it may be worth dropping Breacher and replacing him with Duxbury. If the opposing team are useless and you need to score goals, replace Hardyman with Venison as he is better at going forward.



IRTH
CYBERNOID
LEVEL 1
MAP DRAWN BY RICHARD H.
BASED ON A MAP BY MAT + CHRIS

A

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



Always put the worst midfielder (Kerslake if all of your first team are fit) in the 3rd midfield slot as you can change to 4-2-4 by adding an extra forward (usually Allinson) when the going gets bad. Alternatively, place your worst attacker (Lineker, for example) in the first forward position, so if you need to hold on for a vital draw, you can replace him with a midfielder.

Try to put Slatter on free-kicks, throw-ins, and corners. Put McMahon on free-kicks, and Beardsley on penalties. These are the best at their tasks. Normally use standard tackles, but use

aggressive ones for any defenders marking opposition's forwards.

If you have an important World Cup/Euro Championship qualifier coming up, arrange a fixture against your opponents at the end of the previous month. Put all your worst players on man-to-man aggressive tackling and kick your opponents to bits (Sporting, eh?).

Finally, if you get to a semi-final or final and you are approaching the end of extra time, replace the worst goal scorers in your team with two players who can shoot well, as a penalty shoot-out is imminent.

POKES

Beyond The Ice Palace

This sequel to ghosts and goblins was appraised beyond belief (not that it didn't deserve the praise, of course!). **Mark Ratcliff, Kent** has supplied us with some pokes for the trusty C64. You have to reset your computer, then type them in.

POKE 19123, 173 (RETURN)
 POKE 5918, 173 (RETURN) for infinite lives
 POKE 7748, 255 (RETURN) for 255 lives
 SYS 2062 (RETURN) to start the game

Chubby Gristle

This game was bad, but none-the-less, **Luciano Zazzi, London, N14** has submitted these pokes on the C64. Again they require a reset.

POKE 3613, 173 (RETURN) to restart with infinite car park attendants
 SYS 2994 (RETURN) to start the game.

IO

David Exshaw of Co. Cork, Ireland, has also sent us some pokes for C64. Reset the computer.

POKE 27018, 169 (RETURN) for invulnerability
 POKE 26088, 219 (RETURN)
 POKE 26089, 97 (RETURN) RUN/STOP to change levels
 POKE 26121, 90 (RETURN)
 POKE 26122, 125 (RETURN) 'Q' for extra orbs
 POKE 26121, 74 (RETURN)
 POKE 26122, 125 (RETURN) 'Q' for smart bombs
 SYS 2512 (RETURN) restarts

OIDS

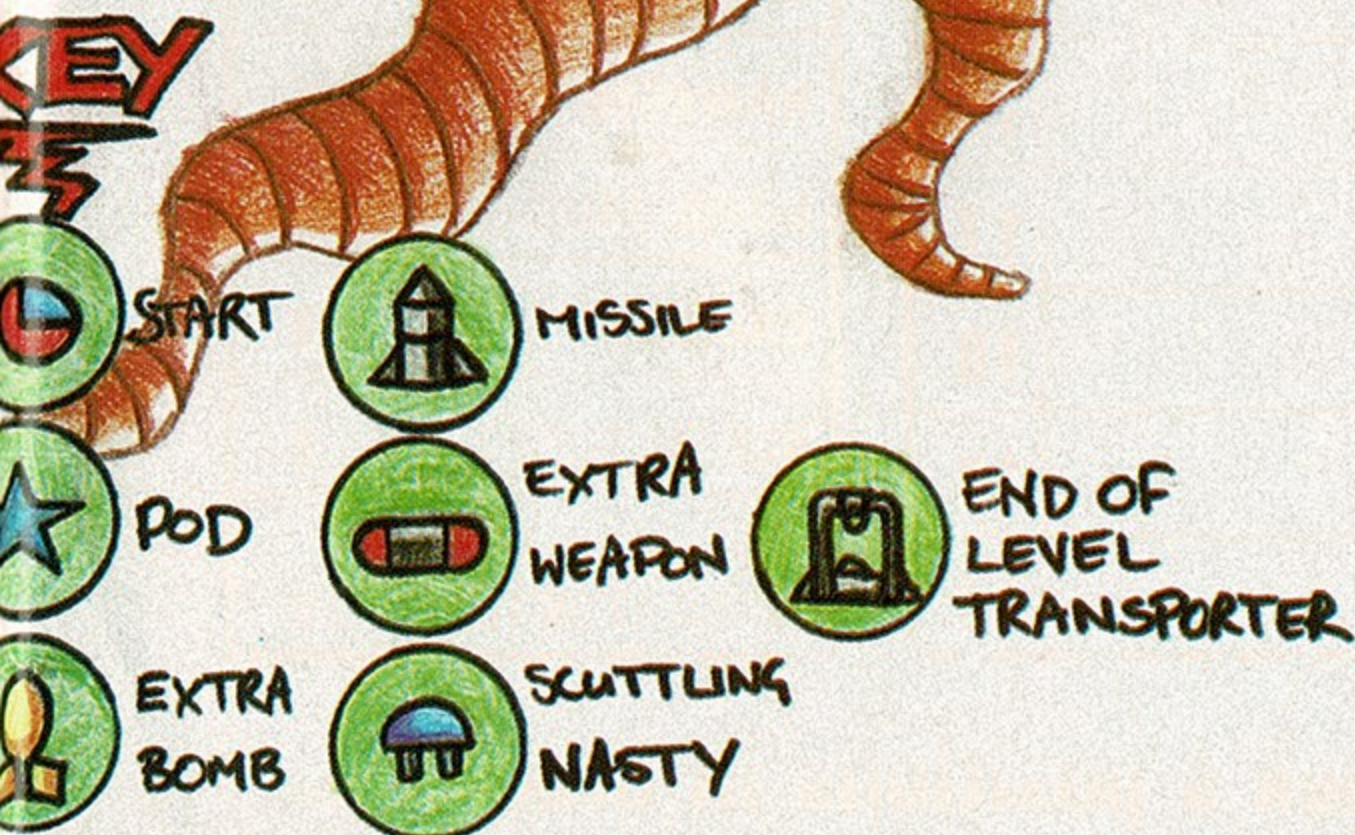
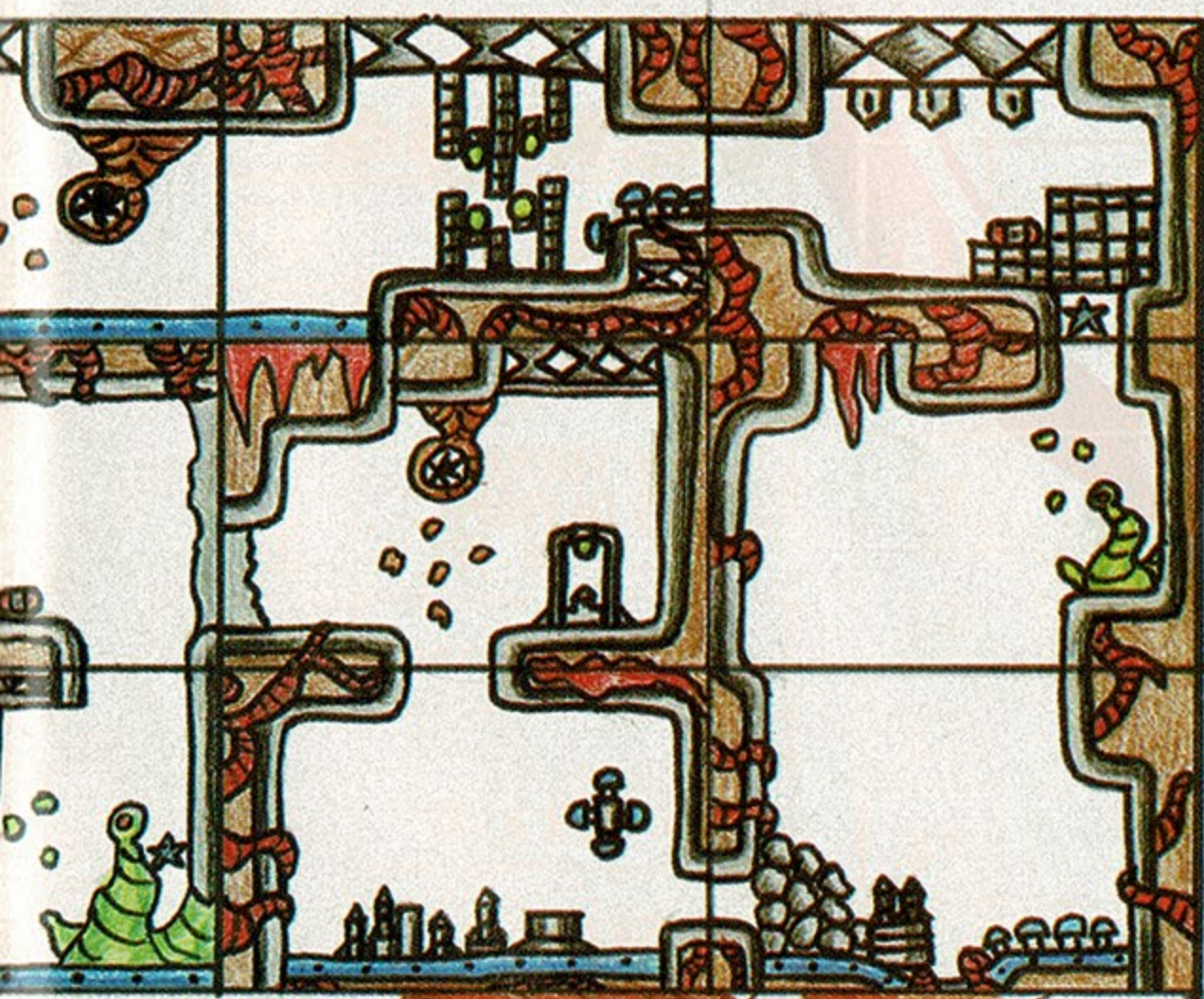
This amazing game on the ST has finally been cracked, so it's goodbye to those sleepless nights. **Paul Smith of Maidstone, Kent** is the man you should all thank. It runs in ST basic (do not type in line 30 if it's the newer version) type in, save, insert the 'OIDS' disc, and then run the program . . .

10 ' Oids cheat
 20 ' By Paul Smith
 25 dim a% (770): cheat=vaptyr (a%(1))
 30 def seg=0
 40 Bload "a:Start.Prg", cheat
 50 poke cheat + &h260c: &h357c: poke cheat + &h262, &h302c

● **Map for Level 1 of Cybernoid. Level 2 next week.**

Like always, all of the above have earned themselves £10, apart from the **Star Tip of the Week** which is worth £30. To grab some spondoolics for yourselves you must send your tips, pokes, and maps to: **RICHARD HENDERSON, CIA, COMPUTER GAMESWEEK, FOCUS MAGAZINES, GREENCOAT HOUSE, FRANCIS STREET, LONDON SW1P 1DG.**

I'll be back next week with more, so I expect you all to be wearing your best attire. See ya now . . .



GAMESCAN 7

TOP

TWENTY

AMSTRAD	
TITLE	NO.
BOMB JACK (5)	1
JOE BLADE 2 (3)	2
DALEY THOMPSON'S OLYMPIC CHALLENGE (1)	3
GAUNTLET (RE)	4
YOGI BEAR (RE)	5
BATTLE VALLEY (NE)	6
AIR WOLF (6)	7
ADVANCED PINBALL SIMULATOR (2)	8
EUROPEAN FIVE A SIDE (RE)	9
ACE OF ACES (7)	10

ST/AMIGA	
TITLE	NO.
ELITE (ST) (NE)	1
STARGLIDER 2 (AG) (2)	2
STARGLIDER 2 (ST) (1)	3
SUPER HANG ON (ST) (8)	4
MENACE (AG) (RE)	5
VIRUS (AG) (RE)	6
STOS GAME CREATOR (ST) (3)	7
VIRUS (ST) (4)	8
STAR RAY (ST) (NE)	9
DALEY THOMPSON'S OLYMPIC CHAL. (AG) (RE)	10

T	I	T	L	E	NO.
DALEY THOMPSON'S OLYMPIC CHALLENGE (1)					1
STAR GLIDER 2 (4)					2
FOOTBALL MANAGER 2 (3)					3
ELITE (25)					4
OUT RUN (6)					5
BARBARIAN 2 (4)					6
TRACK SUIT MANAGER (5)					7
WE ARE THE CHAMPIONS (RE)					8
GOLD SILVER AND BRONZE (7)					9
1943 (2)					10
TAITO COIN-OPS (NE)					11
TARGET RENEGADE (16)					12
TYPHOON (14)					13
SALAMANDER (12)					14
PETER BEARDSLEY'S FOOTBALL (18)					15
SUPREME CHALLENGE (9)					16
VIRUS (13)					17
ROAD BLASTERS (10)					18
GUNSHIP (25)					19
OVERLANDER (22)					20

SPECTRUM	
TITLE	NO.
JOE BLADE 2 (2)	1
BOMB JACK (1)	2
ON THE BENCH (RE)	3
FRANK BRUNO'S BOXING (RE)	4
GAUNTLET (5)	5
DALEY THOMPSON'S OLYMPIC CHALLENGE (3)	6
BATTLE VALLEY (NE)	7
TRACK SUIT MANAGER (4)	8
ADVANCED PINBALL SIMULATOR (NE)	9
ACE OF ACES (NE)	10

CBM 64	
TITLE	NO.
BARBARIAN 2 (1)	1
DALEY THOMPSON'S OLYMPIC CHALLENGE (2)	2
JOE BLADE 2 (10)	3
FOOTBALL MANAGER 2 (5)	4
PRO SKATE BOARD SIMULATOR (RE)	5
HAWKEYE (RE)	6
BOMB JACK (6)	7
GAUNTLET (RE)	8
ACE OF ACES (RE)	9
PRO SKI SIMULATOR (9)	10

Charts compiled by Gallup. Last week's positions in brackets.

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Editorial ARIZONA

Andrew Whittaker hands out tips to struggling games programmers.

You have just finished writing your *first* game and you are convinced it will change the world as we know it. You give yourself a pat on the back and congratulate yourself over a job well done. But now what? How do you go about getting your masterpiece marketed? In this article, I hope to give you some hints and tips on negotiating the minefield of software publishing.

Before even going to a publisher with your game, you must make sure it is fine tuned to the point of perfection. Are those aliens a little too fast on level one? Could you tidy up the high score table and include a few fancy screen effects, etc. etc.? Remember, each software house usually has a set number of releases every year and you are in competition with a lot of other programmers to get a release slot for your game. Polish can make all the difference between acceptance and rejection.

Regrettably, in my opinion, the market is moving towards licenced games because the public can identify with them, so they are thought of by the software houses as a safe bet. One influential software producer told me that he could sell licenced games purely on the strength of the picture on the box! With the market in its current state, an original game really has to be something special. The **Software Manager** at your chosen software house is of the opinion that he has seen it all before and will undoubtedly treat all game submissions with an element of scepticism. Your job is to prove him wrong, aim to knock him off his chair, and choke him on his tea with your technical ability and originality.

When choosing your software house, try to find one with a good reputation, known for their good magazine reviews. Most important of all they should publish **your** sort of game. There is no point taking a shoot-'em-up to a software house who specialise in simulation software! When you have chosen your target company, give them a ring and try to arrange an appointment so you can take your game in person. A cassette or disc sent through the post can soon get lost in the office under a pile of paperwork, and it's always better for you to be there to answer any technical questions. It's said that enthusiasm can be infectious, so be enthusiastic! I once rang a software house to make an appointment and the first thing I said was: "Hello, I have your Xmas number one here, when can I bring it in?" A bit cheeky, maybe, but I got an immediate appointment.

Don't despair if you can't get an appointment, all is not lost. Just take your game along to one of the big computer shows and ask people to load it up and take a look. Stavros Fasoulas turned up at the PCW Show with Sanxion and was immediately signed up by Thala-

● **Sanxion** – Stavros Fasoulas touted his game at the PCW Show and got lucky!

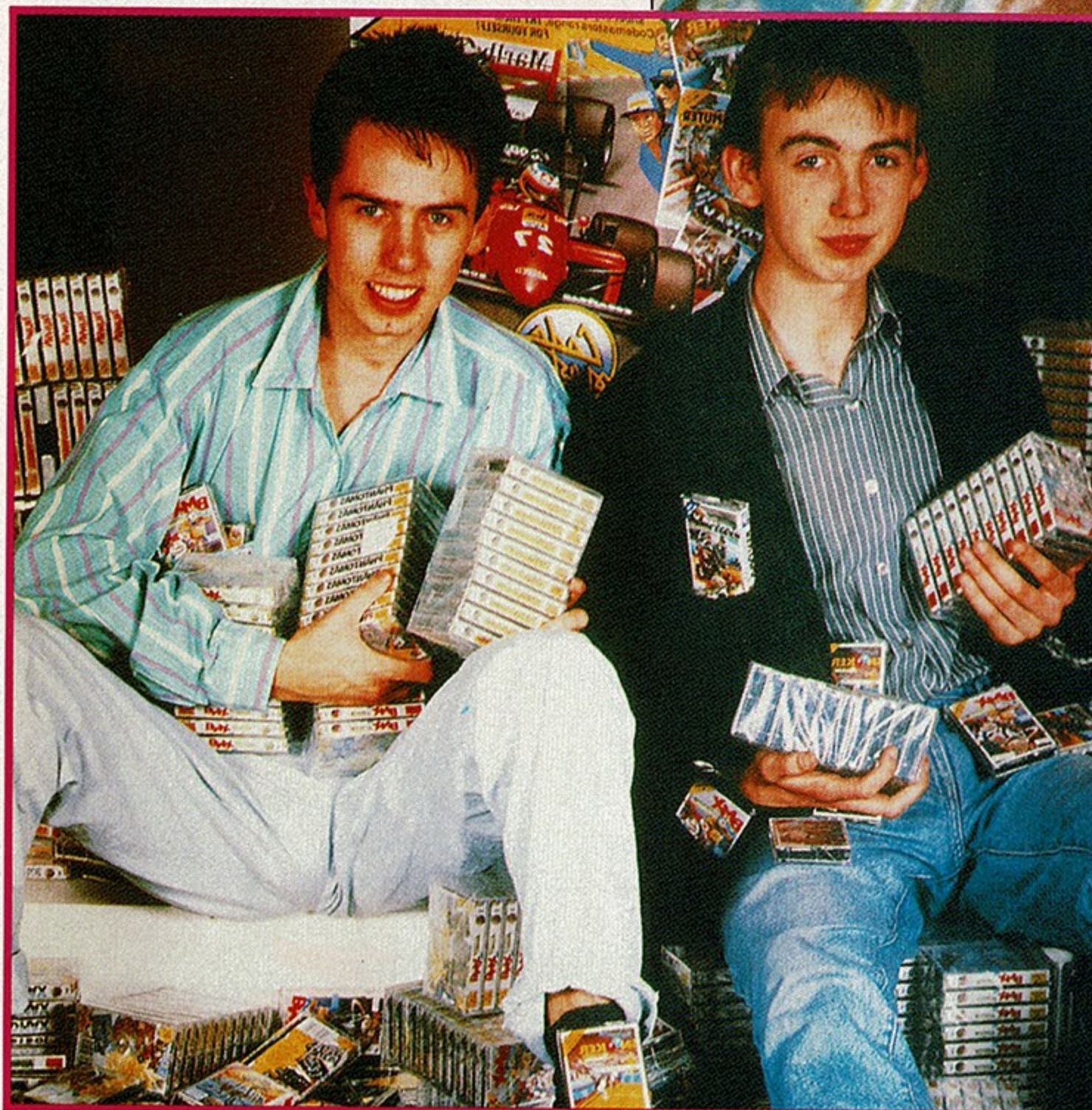
mus. **Sanxion** has since become one of the all-time classic shoot 'em-ups on the C64, so wandering around a show with a disc in your grubby little hand showing it to all and sundry can pay dividends.

Up until now, I have only talked of taking finished games to a software house for appraisal, but it can be advantageous to take along a demo of the game while still under development, to test interest in the project before committing yourself to months of coding. This is best accompanied by **technical documentation** in the form of a booklet. This booklet will list the features of the game, details of the coding, scenario, drawings of proposed screen layouts, alien attack patterns, and so on. Don't fall into the trap of visiting a software house armed only with the technical documentation. I was once asked by a development team to go along with them to software houses as a technical advisor to help them promote a game. They took along with them a full technical specification and mock-up screens ('stills'). We visited a number of software houses and the only thing we achieved was a country-wide knowledge of fast food joints. Not one company was interested in taking on the game. It later transpired that the game design was sound, but they wanted to see something moving around on screen before making a decision. Hence the need for a demo. It can be handy to have a cheat mode on your demo, so that whoever appraises your game can see all the levels without playing right through, especially if he is as inept as myself with a joystick!

Another advantage of taking your game along to a company during development, is that software houses like to exert some control and guidance. Should they accept your game, they may well ask you to **re-design** this or that, or include some of their own ideas into the finished game. When I was at **Graftgold** and we were working on **Flying Shark**, the latest version of the game was sent to **Firebird** every few days and they would get in touch with us and suggest modifications and improvements. Software houses can be a great help if you are in need of technical advice or equipment, so the sooner you get software house involvement with your game the better, especially if it is your first project.

If all goes well in your dealings

with the software house, they will offer you a **formal contract**. You can either sell your game lock, stock and barrel or just sell the publishing rights and retain the copyright yourself. Either way, don't be pressured



● **The Darling Brothers, started young and making a mint! Hollywood next for these two rising stars?**

into signing the contract there and then. Take it to a **solicitor** and ask him to check it over, paying careful attention to the small print. There are things to be wary of. For instance if you will receive a **royalty** from sales of the game, does the royalty deal extend to sales abroad? If you sign for UK sales and the software house exports the game to America, where it may sell in large numbers, you stand to lose a lot of money in lost royalties. Or what if the software house produces a version of your game for another machine? Will you receive any payment from sales of this version?

In this article I have aimed to give some brief advice that will be of use to you when trying to get your game published. I hope it will be of help to you, because there is no greater thrill than seeing a game that has been months in the making, that you have shed blood, sweat and tears over, taken around the software houses hoping and praying that they agree to publish it, appear on the shelves in your local high street.

I was very interested to read your article about Mayhem War Games. A mate of mine tried to go on a similar kind of thing a while ago and was told that he was too young. Do you have to be over eighteen to go on these things? If so, why write about it at all? Are there any war games for under eighteens?
Ian MacDonald, Cumbernauld.

Ed says: You can take part if you are over sixteen and have your parent's consent.

Occasionally, groups, such as Venture Scouts, can play, but only if they are the sole group participating.

Z

I am writing to tell you just how much I dislike C.I.A. Why do you bother to print tips? They only ruin the games. I bought Menacé only a couple of weeks ago, so imagine my surprise when I saw a tip for infinite lives in the C.I.A. column in your last issue. It totally ruined the fun of the game for me. Some of us like to get to know a game before we start looking for ways to cheat it. Please don't ruin it for us!
Phillip Miller, Greenwich.

Ed says: What, someone forced you to read the column then?

Z

It was good to see that *Gamesweek* was keeping up with the times with its latest cover picture of Joan of Arc. What a picture! That definitely has to be the most exciting cover of all time. Keep it up and you soon won't have a front cover.
Dave Hughes, Newcastle upon Tyne.

Ed says: You soon won't have a face, mate.

Z

Just a short letter to say what a good idea it is to have a Company Profile in *Gamesweek*. I am one of the people who remember the interview in the first issue, and I was most surprised that it disappeared immediately afterwards. I thought that the feature on Rainbow Arts was quite interesting. It's good to find out a bit of the history of games

companies and to get some ready information on what they have done and will be doing in the future.
Paul Jenkins, Southend-on-Sea.

Ed says: Stay tuned. Features on Image Works and Grandslam are coming up.

Z

The answer to the question, who makes up the letters page is ... Aaaaagh! Do I get my money now? I'll settle for a year's subscription to *Gamesweek* to keep quiet about the truth behind the letters page.
Tim Adamson, Newport, Staffs.
P.S. The picture on the contents page is obviously a portrait of the *Gamesweek* Editor, Duncan Evans.

Ed says: Nearly right about the picture, so I guess one out of two isn't too bad.

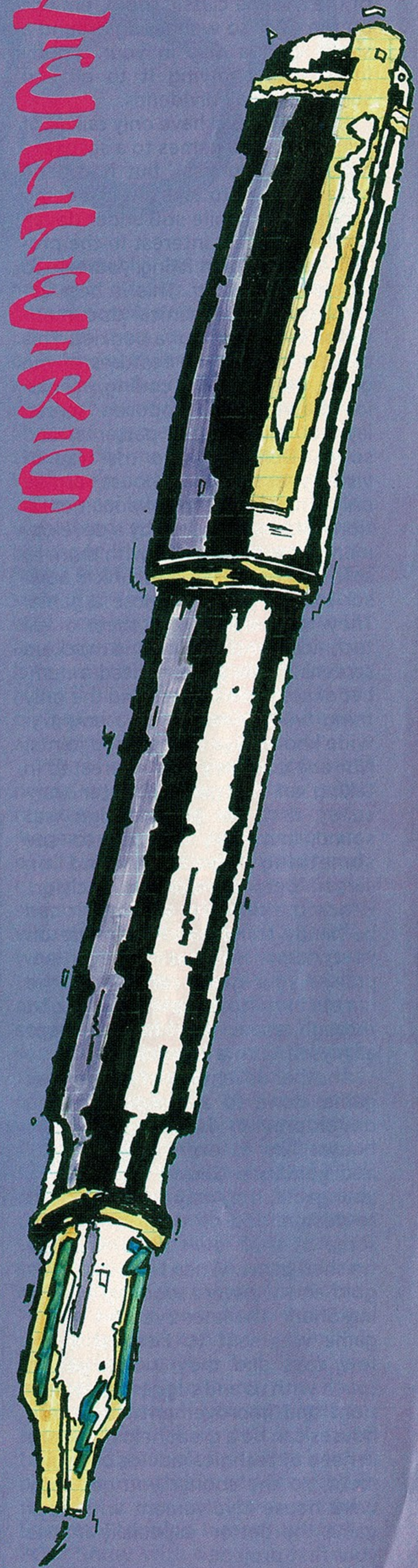
Z

Last week I bought your mag for the first time, issue no. 6, and like so many others it is suffering from a lack of any mention of the Atari 8-bit computers or software. Are you, too, so shortsighted as to even acknowledge the existence of this excellent machine? The user base for this computer is enormous but mags like yours continue to ignore it totally. The sound and graphic capabilities of this machine are much greater than Commodore, Speccy and Amstrad, yet Atari users continue to get a raw deal from software houses and so-called across all format magazines. The Atari 8-bit will, in the near future, be a deserved market leader, with Atari at this moment converting many ST titles for 8-bit release in the New Year and setting up 40 nationwide dedicated Atari centres. So could you please start to give this undersung computer the coverage it deserves.
Yours sincerely,
Derek Garforth, Great Yarmouth.
A frustrated Atari 8-bit user.

Ed says: It's a matter of opinion as to whether the Atari's capabilities are 'much greater' than the C64 or Amstrad.

With regards to reviews: if a game is released on the Atari first then we will review it.

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