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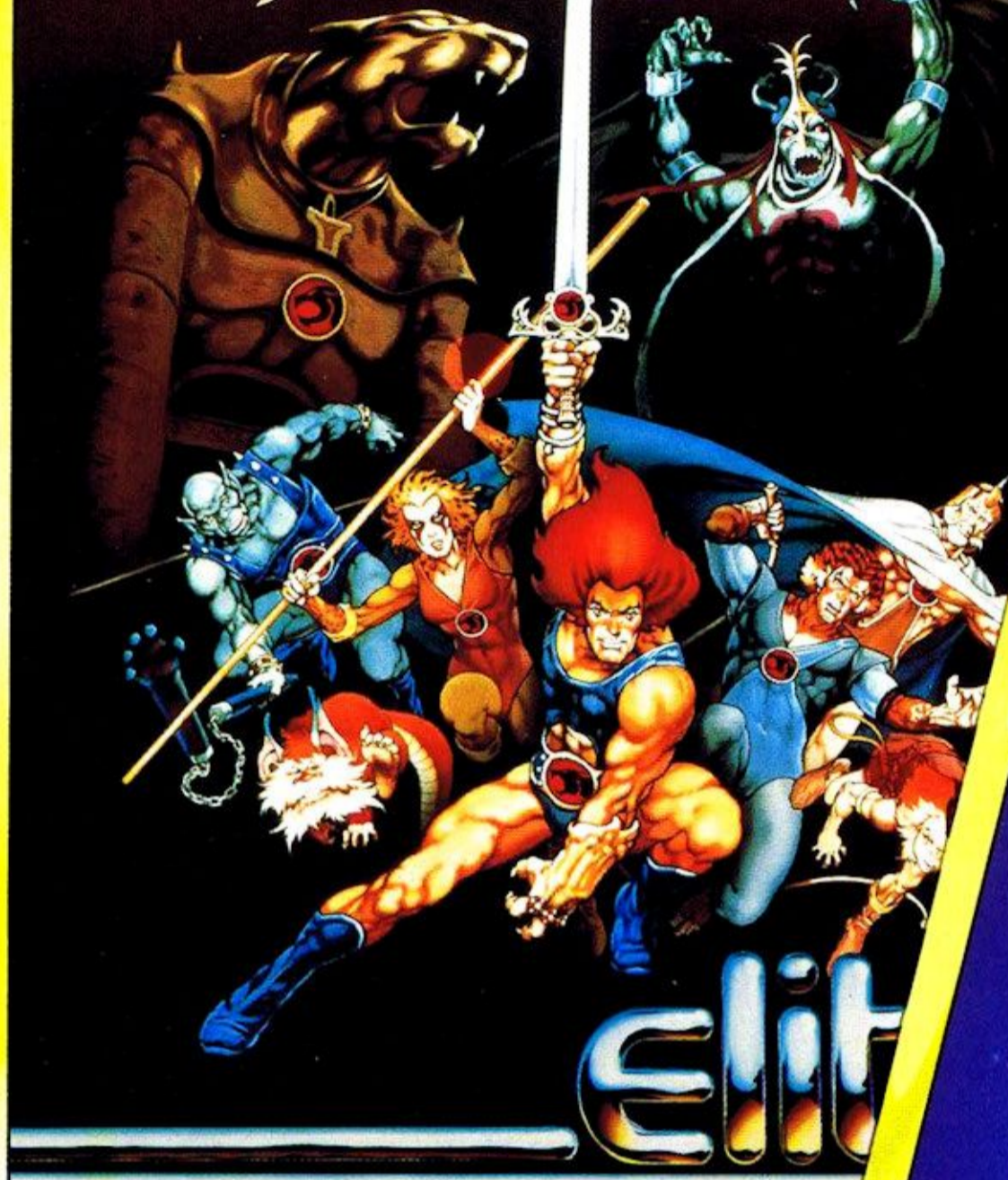
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**FOOTBALL MANAGER II, LEATHER NECK, VIXEN,**  
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# THUNDERCATS



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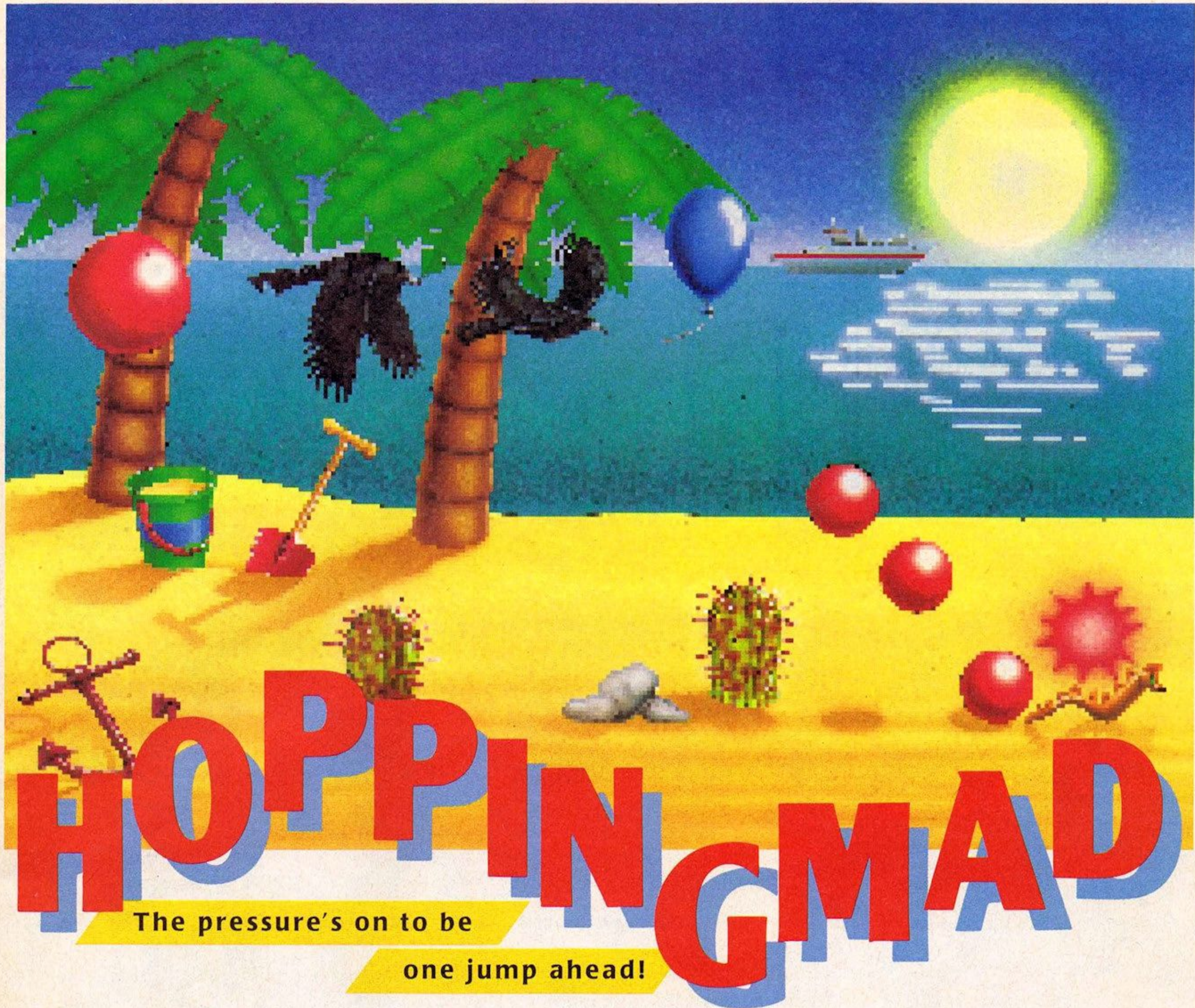
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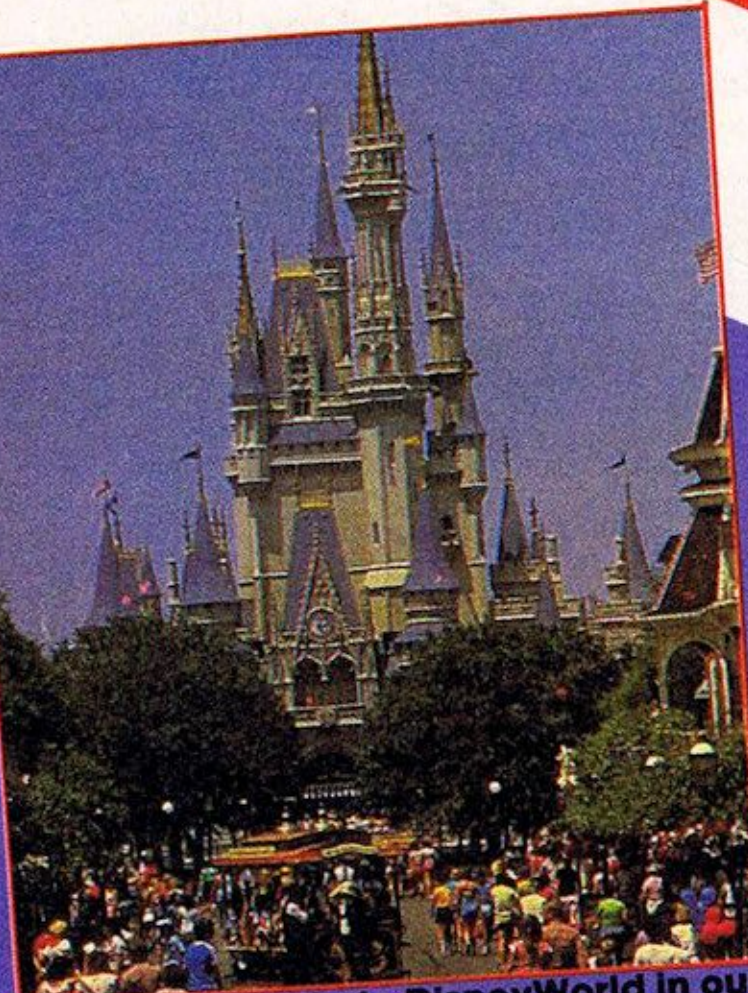
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13 JUNE 1988

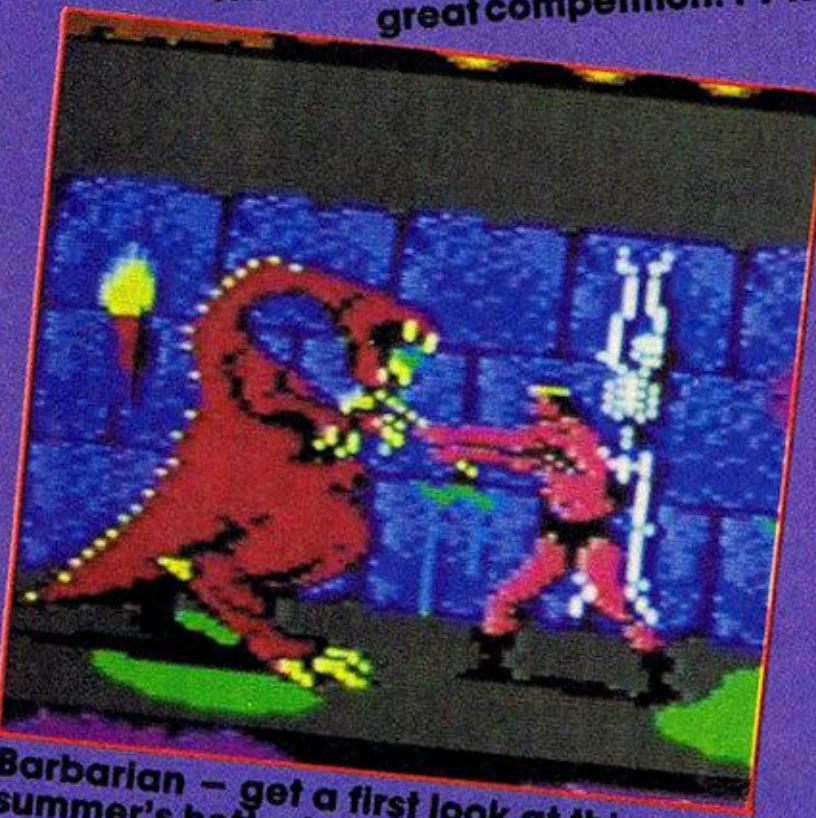
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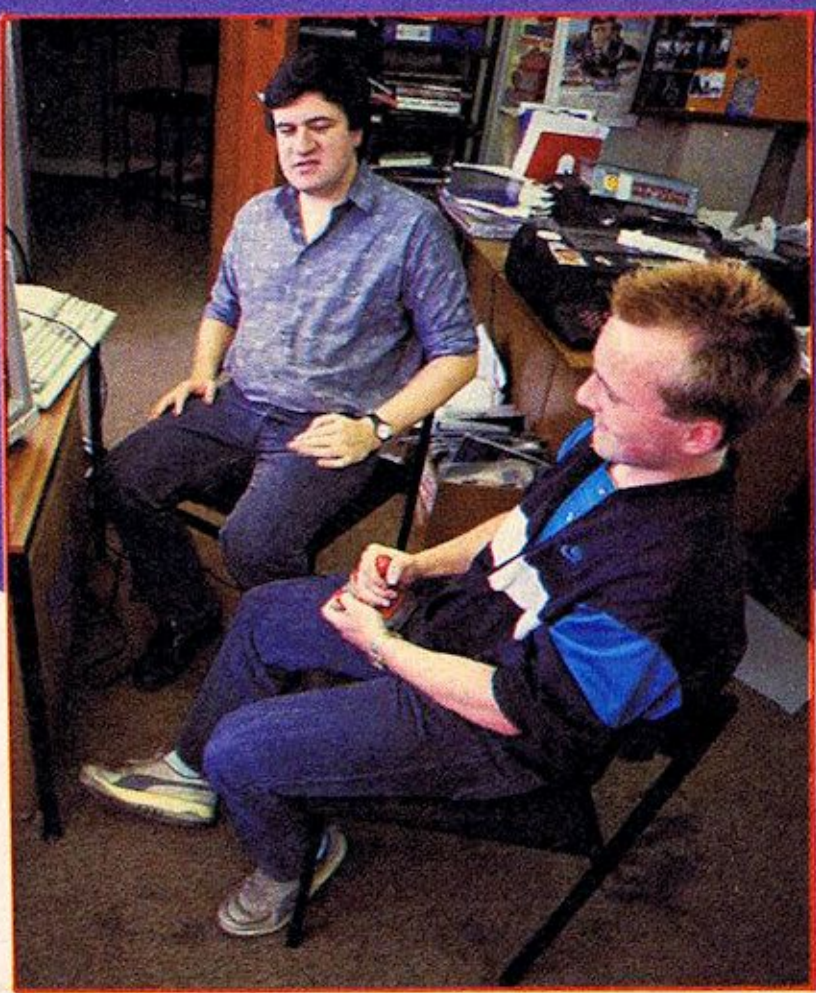
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Win a trip to DisneyWorld in our great competition. P71.



Barbarian - get a first look at this summer's hottest game. P100.



Meet C+VG's Playmasters champ on P80

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Hitsville C+VG is back in business with no less three of our coveted accolades being awarded to *Football Manager II* (P8), *Gauntlet II* with its wonderful widget allowing four players just as in the coin-op (P35), groovy *Great Glenn Sisters* (P52), and amazing Amiga *Interceptor* (P55), *Oops!* (P44) and *AAArgh!* (P41) make the review section sound dangerous - and you better believe it with *Dark Side* (P47), *Vixen* (P52) and *Beyond the Ice Palace* (47) making it a bumper month for hot new software.

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Horror Poster More gore to go on your wall.

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## Fantasy Role Playing 77

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The bit you write.

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**MONSTER**

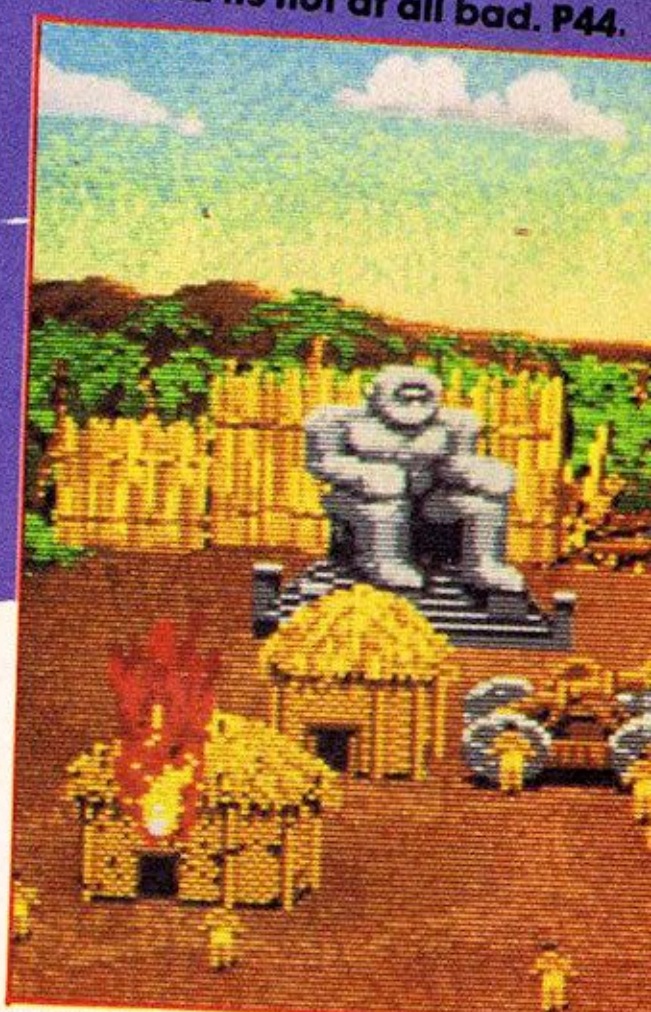
type  
GHOST  
GRUNT  
DEMON  
LOBBER  
SORCERER  
DEATH  
ACID PUDDLE  
SUPER SORCERER  
IT  
DRAGON

fight s  
NO  
YES  
YES  
YES  
YES  
NO  
NO  
NO  
NO  
NO

Four player Gauntlet is here!  
Join the gang of four  
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OOPS! The Big Apple's first game - and its not at all bad. P44.

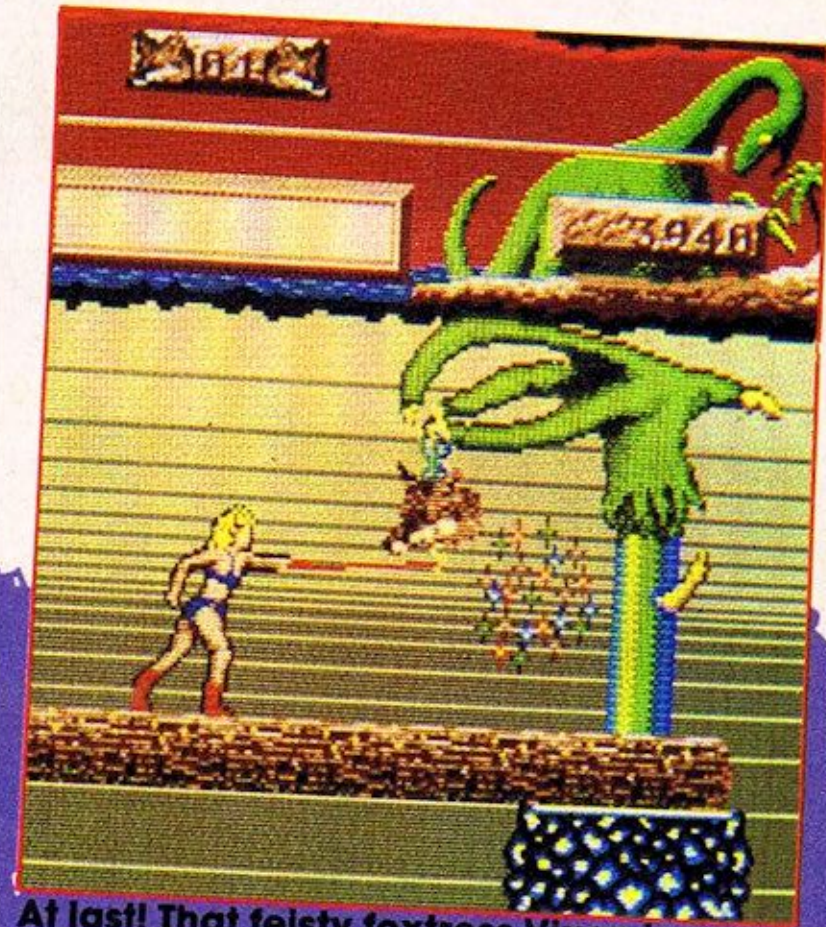


It's horrible! It's terrifying! It's Aaa

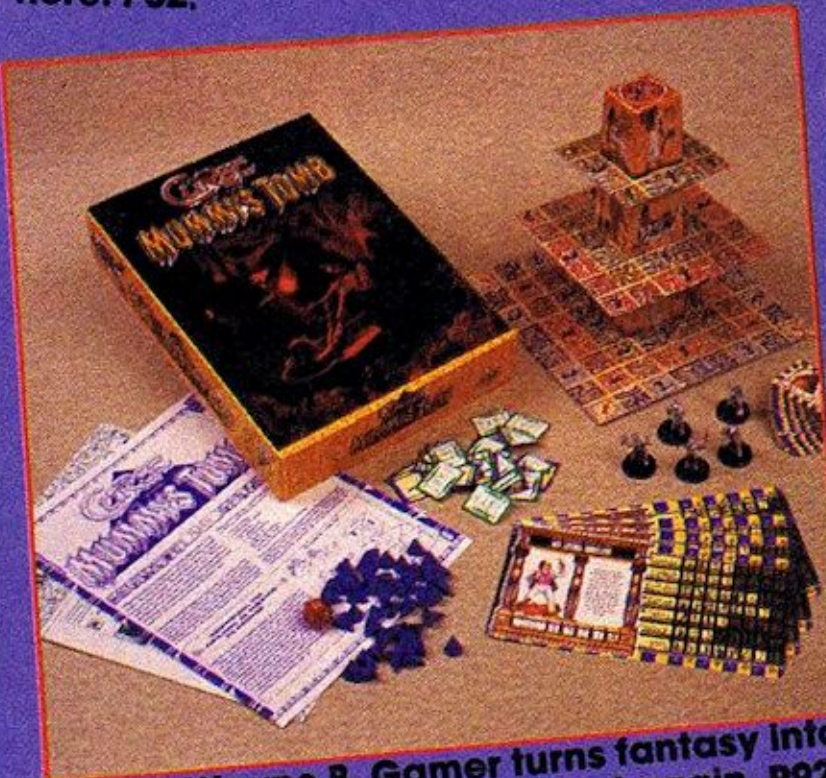
# Don't miss...

Let the good times scroll . . . C+VG is back to let you have it right between the eyes. Summer's here and the time is right for *Last Ninja II*. System 3's newbie will leave you punch drunk. It's the game strictly for street fightin' men. And get a fix of FAX, C+VG's new information station for new games and the goodies which'll put style into your life. Check out the new indepth index for all the latest summer sensations. The action starts here.

The Last (?) Ninja returns to sort out New York's corrupt Police Force. P18.



At last! That feisty foxtress Vixen is here! P52.



Wayne B. Gamer turns fantasy into reality yet again. P92



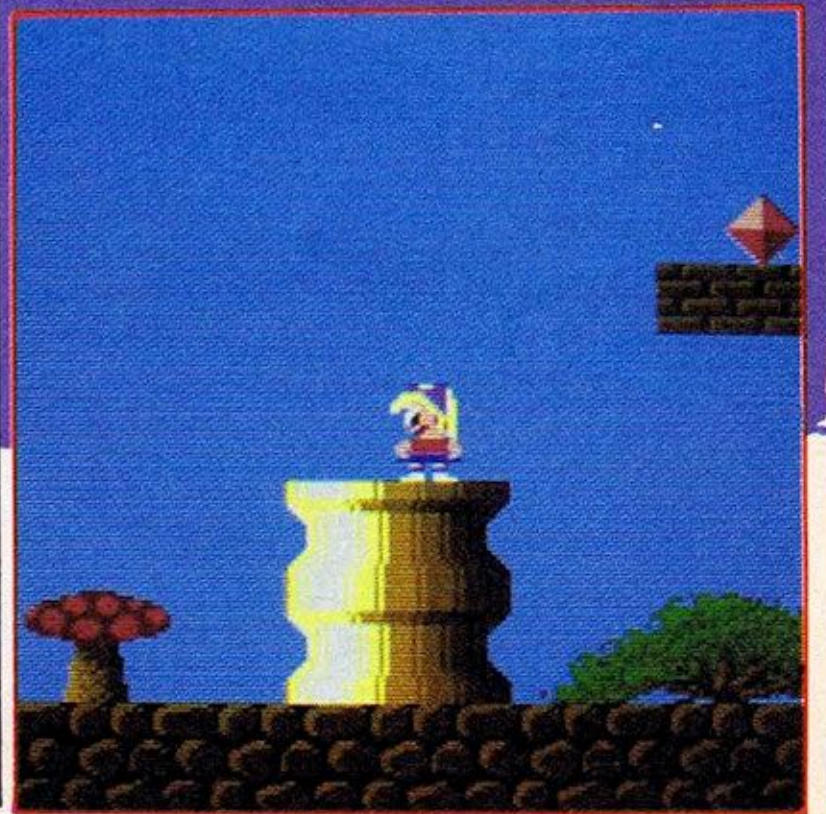
Get armed to the teeth with this summer's weffest weapon. Fax P.14.



Mean Machines. P108.



! P41.



Super Gianni Sisters. P53.

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Screen shot from Spectrum version.



Screen shot from Amstrad version.



Screen shot from CBM 64/128 version.



Screen shot from Atari ST version.

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Amiga £24.99d

# Fax

## Mick's up!

G'day! Michael J Dundee's the name – but you can call him 'Crocodile'.

The superhero from Walkabout Creek is back! Shacked up with glamorous reporter Sue Charlton in a luxury New York apartment, he still goes fishing in the Statue of Liberty's shadow.

'Crocodile' Dundee II (PG) keeps all the comedy of the outback innocent in New York – then adds a pyrotechnic thriller plot. But instead of car chases we get shakes, bats and an army of aborigines.

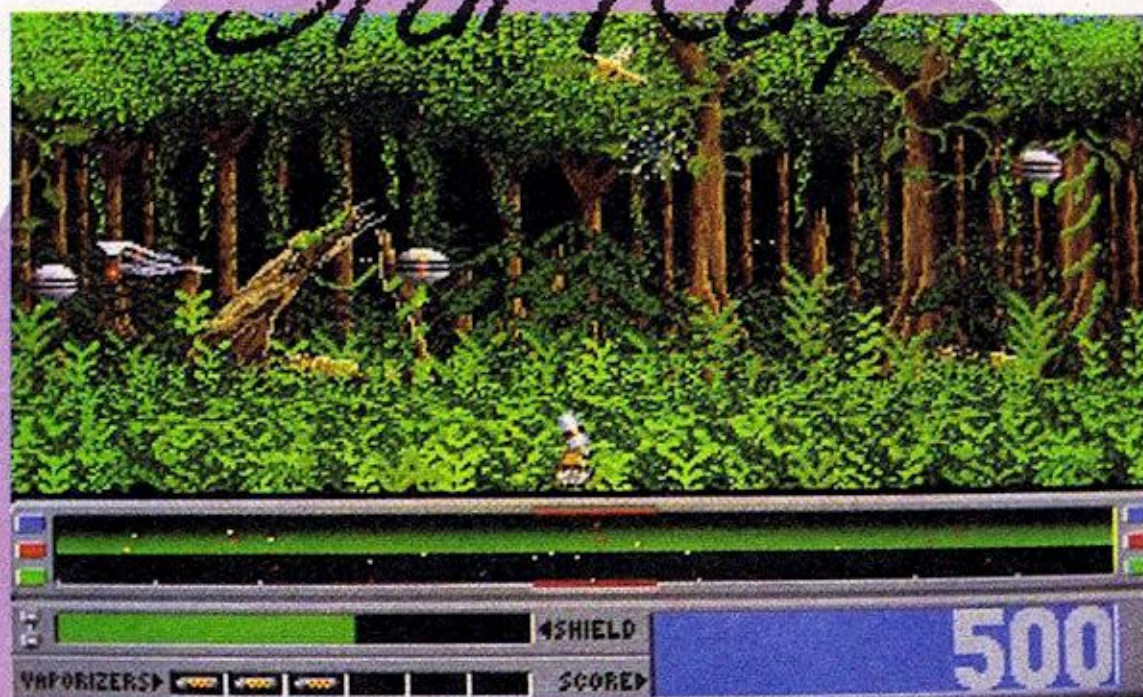


Ere we go, ere we go!



Just in time for the European football championships comes **Peter Beardsley's International Football**. You can choose teams from amongst the European nations, decide the lengths of the matches, and make your way through the qualification games to the final. Launched on ST and Amiga in June, with the C64 to follow soon, and the Spectrum, Amstrad and (gasp!) MSX in July.

## Star Ray



Some great Amiga games coming out of Germany these days, and one of the nicest is **Star Ray** from Logotron, a shoot 'em up available in late June. Basically this is **Defender** 1988 edition, where you flip back and forth over a planet surface wiping out incoming aliens. Goldrunner programmer Steve Bak is putting together an ST version in this country.

## Car Wars I

Loads of games with hi tech armoured cars in, these days, and one of the nicest looks to be **Fire and Forget** from Titus, French **Crazy Cars**. This game features possibly the craziest car of the all, what with "triple turbo V16, thermonuclear missiles, blah, blah, blah, on a mission to bring peace to six separate wars – by what ever means available! Lots of enemy mines, incoming helicopters and other nasties to face. Nice 3D screen effect on the 16 bit versions (ST and Amiga £24.99), though what they'll look like on the soon to be released Spectrum (£8.99), C64 (£9.99) or Amstrad (cass £9.99, disk £14.99) is anybody's guess.





Nearly as trendy as Lucozade are these new bottles of New York seltzer, apparently the USA's number one soft drink, though I'll bet Coca-Cola have something to say about that. Around 30p a bottle.



Plenty of fizz



The Flying Finn

Fighting your way out of a hellish fantasy world through battle and bribery is the order of the day in Hewson's newie, **Netherworld**, programmed by some strange geezer billed as Charlie T, the Flying Finn. Out in August.

## The PC Plods

When will the **PC Engine** hit these shores? That is the question on everyone's lips judging from the number of phone calls we and makers NEC's London office, get.

"You are the cause of all our troubles..." said their Mr Yasui, going on to explain that the long term purpose of the PC Engine is to provide the core for numerous sophisticated home entertainment systems, rather than as a games machine. You'll have to wait.



## Long wet summer

Wildest waterguns we've seen this summer are these wicked weapons from Entertech. Motorised, with ranges up to thirty feet, no cats, dogs or C + VG staffers we're safe on their arrival at the offices.

The AK Centerfire (around £8.99) has two refillable water clips, so while the others reload, you simply soak! The Water Hawk (£6.99) is a high powered weapon in trendy green tiger skin, while the Saturator (£7.99) shoots huge bursts of water without the aid of batteries.

Handier to carry with you at all times for surprise blasting is the Bushwacker (£4.99, available in green or orange) but wickedest of all have to be The Glooper (£5.99) which shoots globs of green gunge up to 25 feet - luckily safe, non toxic and washable... but messy.

The scary thing is there are plenty more where they came from, meaning that even if it shines, this 'll be the wettest summer on record.



# Charts

For mid May, compiled by Gallup

### ALL FORMATS COMBINED

|    |  |
|----|--|
| 1  | STEVE DAVIS SNOOKER (BLUE RIBBON)        |
| 2  | GHOSTBUSTERS (MASTERTRONIC)              |
| 3  | WAY OF THE EXPLODING FIST (MASTERTRONIC) |
| 4  | FRUIT MACHINE SIMULATOR (CODE MASTERS)   |
| 5  | DAN DARE (MASTERTRONIC)                  |
| 6  | OUT RUN (SEGA-US GOLD)                   |
| 7  | GRAND PRIX SIMULATOR (CODE MASTERS)      |
| 8  | BMX SIMULATOR (CODE MASTERS)             |
| 9  | SOCCER BOSS (ALTERNATIVE)                |
| 10 | TRAP DOOR (ALTERNATIVE)                  |

This is a chart made up of total sales across all systems, so obviously budget games available across all 8 bit formats are going to feature strongly. The highest selling game for this period, on the other hand, was Outrun on the ST, the first 16 bit game to ever reach this position.

### ATARI ST

|    |                             |
|----|-----------------------------|
| 1  | OUTRUN (U.S. GOLD)          |
| 2  | CAPTAIN BLOOD (INFOGRADES)  |
| 3  | CARRIER COMMAND (RAINBIRD)  |
| 4  | DUNGEON MASTER (MIRRORSOFT) |
| 5  | OBLITERATOR (PSYGNOSIS)     |
| 6  | IKARI WARRIORS (ELITE)      |
| 7  | XENON (MELBOURNE HOUSE)     |
| 8  | REVENGE 2 (MASTERTRONIC)    |
| 9  | IMPOSSIBLE MISSION 2 (EPYX) |
| 10 | GUNSHIP (MICROPROSE)        |

Out Run, straight in at number one, is selling more than any game on the C64, the Spectrum or any other system, and at £19.99, that's a tidy little profit for US Gold.

### AMSTRAD

|    |  |
|----|--|
| 1  | STEVE DAVIS SNOOKER (BLUE RIBBON)        |
| 2  | SUPER STUNTMAN (CODEMASTERS)             |
| 3  | SHANGHAI KARATE (PLAYERS)                |
| 4  | WAY OF THE EXPLODING FIST (MASTERTRONIC) |
| 5  | FRUIT MACHINE SIMULATOR (CODE MASTERS)   |
| 6  | WE ARE THE CHAMPIONS (OCEAN)             |
| 7  | DAN DARE (MASTERTRONIC)                  |
| 8  | NINJA SCOOTER SIMULATOR (FIREBIRD)       |
| 9  | LA SWAT (MASTERTRONIC)                   |
| 10 | POPEYE (ALTERNATIVE)                     |

Ninja Scooter and LA SWAT re-enter the charts, and Shanghai Karate storms in at number three.

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# Fax

## Mario Miffed

Computer and Video Games unreservedly apologises for the misuse of *Super Mario Bros* images in a free front cover badge on our May issue.

The magazine accepts that Nintendo Company Ltd should be acknowledged as the holder of the trade mark and copy rights for *Super Mario Bros*.

## Comic of the Month



Latest and perhaps greatest series from comics whizz **Alan Moore** ("He sits by the right hand of God" an American teenager was quoted as saying) is "V for Vendetta" from DC comics. Drawn by David Lloyd, this ten part mini-series follows the exploits of a bizarre masked terrorist in the fascist Britain of the near future.

Originally begun in the early eighties in the black and white *Warrior* mag, this is the first time it has appeared in colour, and marks the end of a four year wait for original fans of the series to see the end of the story. The wierdest, wildest comic of the month, and well worth your pennies.

## Golden Dreams

One of the most involved scenarios ever accompanies US Gold's **Dream Warrior**, a game of action and strategy against Dream Demons that have imprisoned famous scientists. What it all boils down to is running around blasting some things and collecting others, original or what? Available for C64 (£9.99/11.99), Spec (£8.99), Amstrad (£9.99/14.99) and PC £19.99.



## Fax Box

### US GOLD FAX BOX

Name of company: US Gold.

Address: Units 2/3, Holford Way, Holford, Birmingham B6 7AX.

Contact: Phone 021 356 3388 and ask for the PR department.

Personnel: Geoff Brown

(Managing Director and founder) Tim Chaney

(Operations director) Richard

Tisdall (Marketing Manager).

Founded: Centresoft (parent

company and distributors)

1983; US Gold July 1984.

First hit: Beachhead.

Biggest ever hit: Outrun (Over 300,000 units sold and climbing).

## Car Wars TWO

**Marauder**, another battlecar game, blasts in from Hewson on June 28. Take on flying nasties as well as other cars for £7.99 Speccy cassette (£12.99 disk), and for C64 and Amstrad £9.99 cass, £14.99 disk.



## SPECTRUM TOP 10

|    |  |
|----|--|
| 1  | TARGET RENEGADE (IMAGINE)              |
| 2  | GHOSTBUSTERS (MASTERTRONIC)            |
| 3  | STEVE DAVIS SNOOKER (BLUE RIBBON)      |
| 4  | FRUIT MACHINE SIMULATOR (CODE MASTERS) |
| 5  | SHANGHAI KARATE (PLAYERS)              |
| 6  | POOL (BLUE RIBBON)                     |
| 7  | OUT RUN (SEGA - US GOLD)               |
| 8  | KIK START 2 (MASTERTRONIC)             |
| 9  | DAN DARE (MASTERTRONIC)                |
| 10 | NINJA SCOOTER SIMULATOR (FIREBIRD)     |

Labels like Players and Blue Ribbon seem to be continuing to catch up with the established market leaders.

## COMMODORE 64

|    |  |
|----|--|
| 1  | STEVE DAVIS SNOOKER (BLUE RIBBON)      |
| 2  | GHOSTBUSTERS (MASTERTRONIC)            |
| 3  | TARGET RENEGADE (IMAGINE)              |
| 4  | SOCCER BOSS (ALTERNATIVE)              |
| 5  | ALIENS (MASTERTRONIC)                  |
| 6  | PACLAND (QUICKSILVA)                   |
| 7  | GROG'S REVENGE (POWERHOUSE)            |
| 8  | GRAND PRIX SIMULATOR (CODE MASTERS)    |
| 9  | FRUIT MACHINE SIMULATOR (CODE MASTERS) |
| 10 | IMPOSSIBLE MISSION 2 (EPYX)            |

The C64 share of the market is in decline at the moment, and it looks as if it will soon drop below 20% of all games sold for the first time in the history of the Gallup charts.

## AMIGA TOP 5

|   |                                     |
|---|-------------------------------------|
| 1 | BARBARIAN (PALACE)                  |
| 2 | SIDEWINDER (MASTERTRONIC)           |
| 3 | OBLITERATOR (PSYGNOSIS)             |
| 4 | FERRARI FORMULA 1 (ELECTRONIC ARTS) |
| 5 | FAIRY TALE (MICRO ILLUSIONS)        |

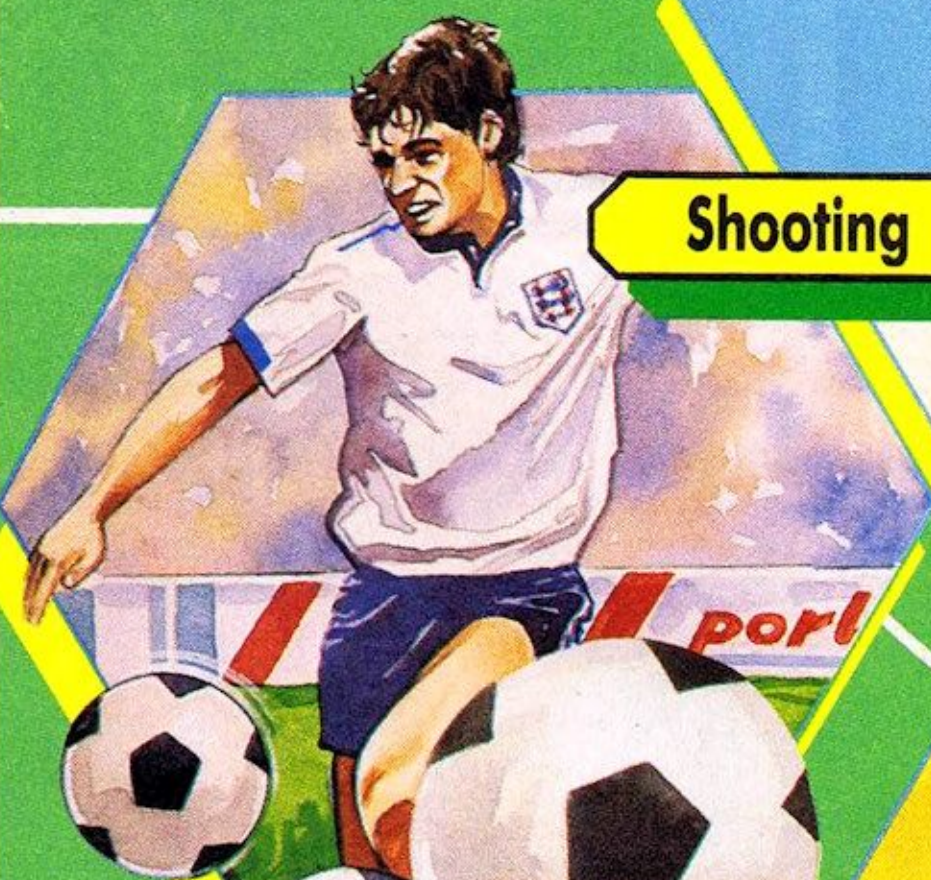
Nice to see a couple of C + VG favourites in at the top there. It is also interesting to see traditional arcade style games dominating the top slots. A beat 'em up and a shoot 'em up have positions one and two between them. Just goes to show that just because you have a super dooper sophisticated machine doesn't necessarily mean you have to play overly complex games on it all the time. Truth is Amiga owners are just like the rest of us - they love a good blast.

# Gary Linekers

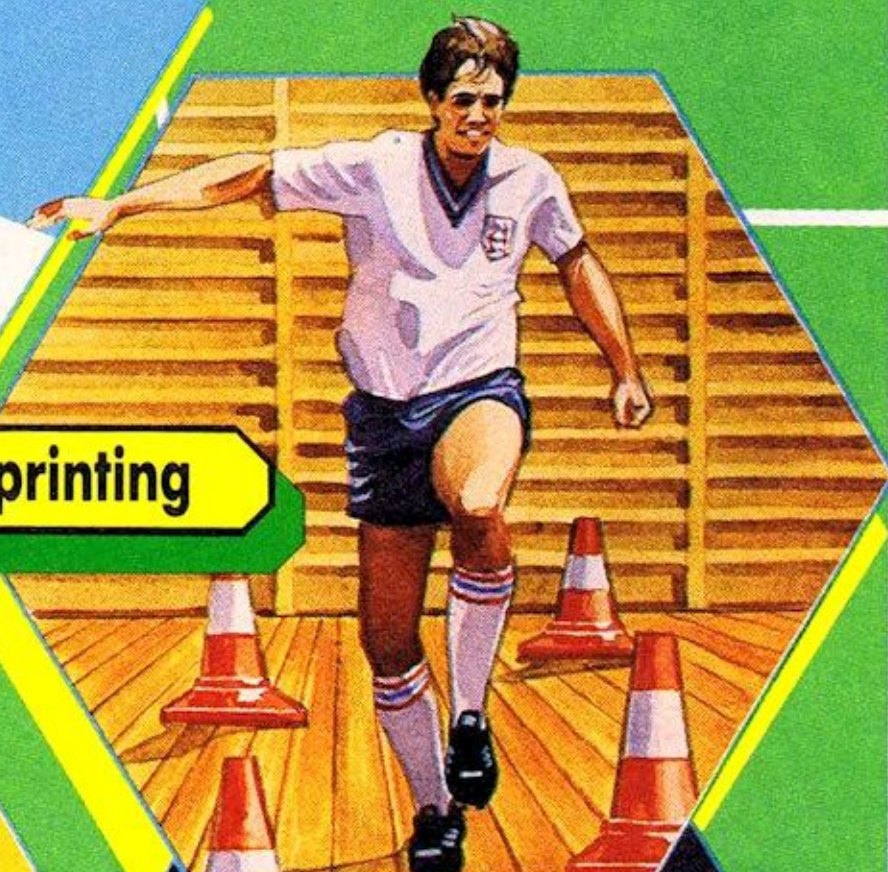
# SUPERSKILLS

**CAN YOU MAKE IT TO THE TOP? .....**

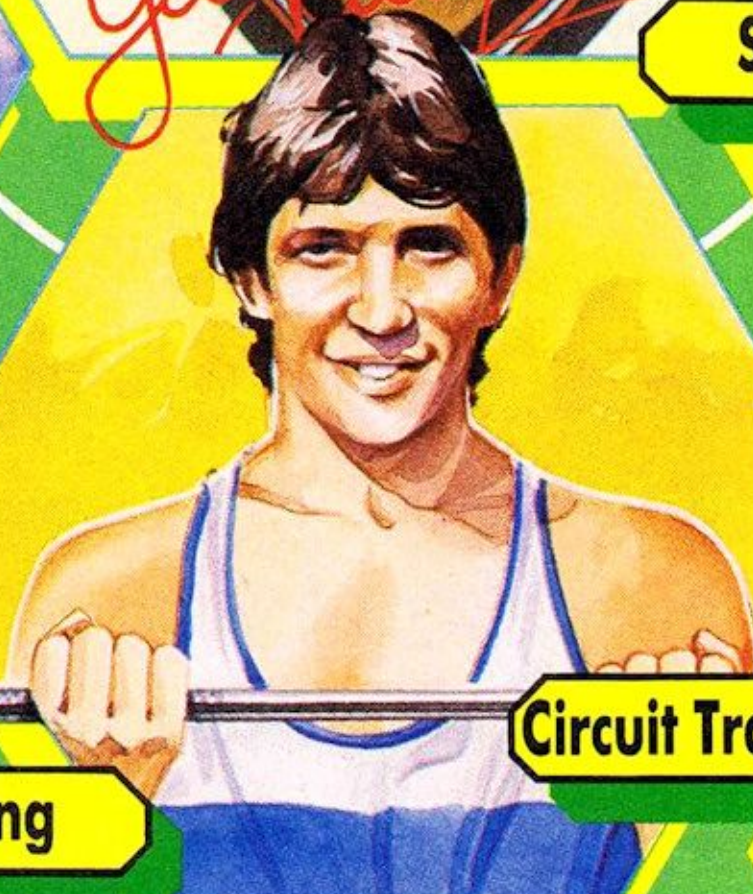
**COMPARE YOUR TALENTS IN THIS TEST OF FITNESS AND FINESSE**



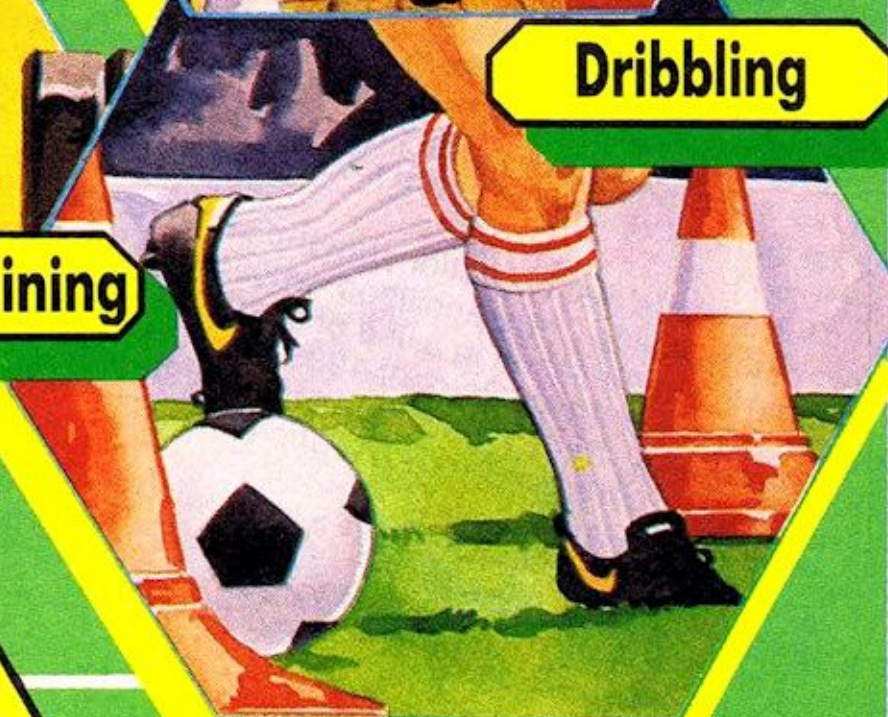
**Shooting**



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**Dribbling**



**Heading**

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| £9.99             | £19.99          |
| TAPE              | DISK            |
| £14.99            |                 |
| DISK              |                 |



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# Fax

## Virusbusters!

In Paris, France, Loriciels has broken what amounts to a conspiracy of silence on that newest of '80s bogeymen, the computer virus. By setting up an "isolation ward" for all incoming software to the company, they successfully identified and neutralised a hoax game sent in to them that was simply buzzing with a destructive virus before it was allowed anywhere near their normal computer systems.

Once a contaminated disk of this sort is inserted in a computer drive, it would transfer a hard to detect microprogram which would subsequently be written onto any other inserted disks, and each disk itself would then infect all fresh systems it came into contact with. Thus, comparing it with a biological virus is a fairly accurate way of understanding how it works.

While the spreading of any particular virus is a very frightening prospect – last Autumn the whole of Iraq was apparently infected in as short a period as two months! – being aware of the problem is a major step towards combatting it.

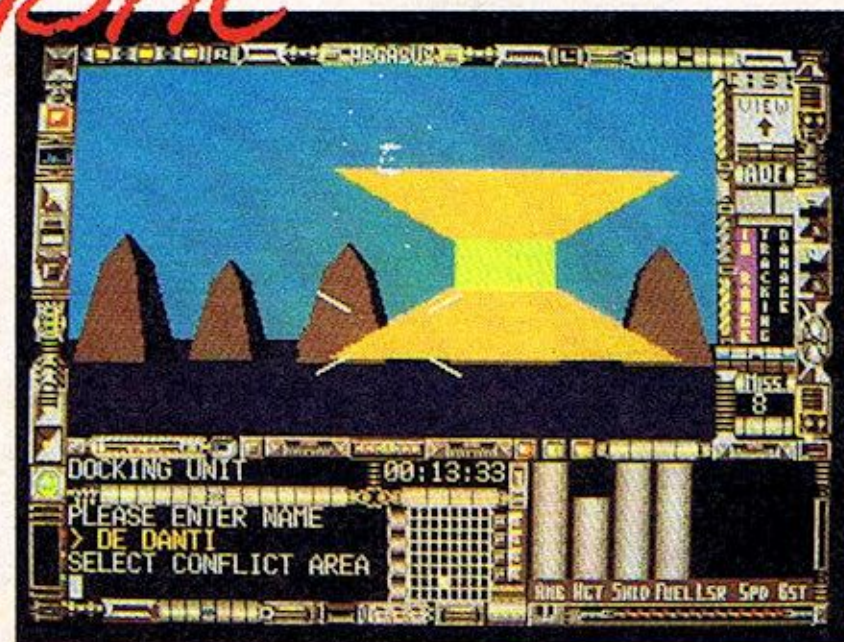
## Speccy strategy



The **Battle for Stalingrad** is a new one player strategy game for the Spectrum from CCS. You play the commander of the German armies in their offensive against Soviet forces along the Eastern front in 1942.

## Phantastic

Exocet's new shoot 'em up, **Phantasm**, sees you in command of the space craft Pegasus, on a mission to destroy eight targets on an alien moon.



## Chubby William look-a-like

Grandslam has both **Chubby Gristle** – the adventures of a fat, greedy car park attendant based without doubt on a certain C+VG ad manager – and **Power Pyramids**, a sophisticated version of pinball, out in August. Based on the second prize winner in Dublin's Aer Lingus Young Scientist's compo, **Pyramids** is much more of an intellectual challenge than old **Chub**, whose immortal catch phrase "You can't park there!" is set to go down in history.

**Power Pyramids** is on the Spectrum (£7.95) and C64 (£8.95/12.95) while Chubby is available across all popular 8 and 16 bit machines.

Meanwhile, Grand Slam are relaunching the twice failed Bug Byte name for their new budget range using the Domark and Datasoft back catalogues as well as their own, and in another slightly questionable move are supporting the Archimedes computer by releasing their popular **Terramex** on it, with other hits to follow.

Of perhaps more interest are their new **Thunderbirds** games (based on the TV show but totally different from the old Firebird game) and **Espionage**, a spin off from the spying board game.



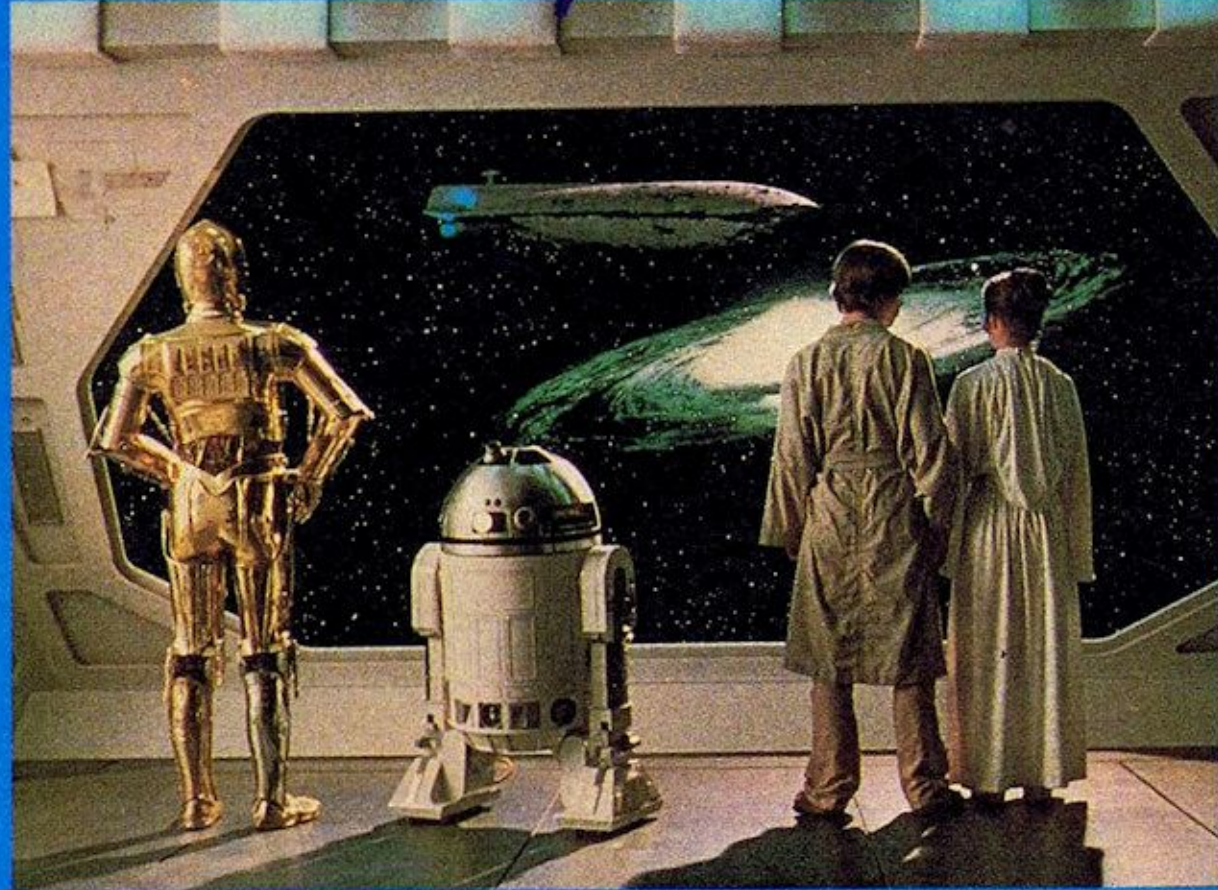
## Warrior Women

Fans of fantasy artwork will like two new albums from Paper Tiger, featuring the work of two of Britain's top science fiction artists. 'The Science Fiction and fantasy World of Tim White' features over 100 plates of his well known book covers and record sleeves, at least some of which you are bound to recognise (£7.95 softback).

This is Tim's first collection, but the same cannot be said of the prolific Chris Achilleos, whose new book, **Medusa** is but the latest in a line of best sellers. An ex-C+VG cover artist (October 1985, for those with long memories), Chris paints beautifully rendered barbarian women as well as illustrations for Star Trek, Dr Who and similar.

Normally £7.95 softback (£14.95 hardback) but we've got some to give away. First five post cards out of the hat to describe what was featured on that old C+VG cover win the books. Can't say fairer than that, can we?

# The Empire Strikes!



Following the success of their first Star Wars game, Domark is following it up with **The Empire Strikes Back** in July. You play through four levels based heavily on sequences from the film, including snowspeeder battles against Imperial Robots and Walkers, flying the Millennium Falcon against TIE fighters and through an asteroid belt, and winning your way through to the safety of the rebel asteroid base.

## George Lucas returns

■ **Willow**, the forthcoming fantasy film from the makers of *Star Wars* and *Raiders of the Lost Ark*, is to become a computer game, using digitised scenes from actual film footage.

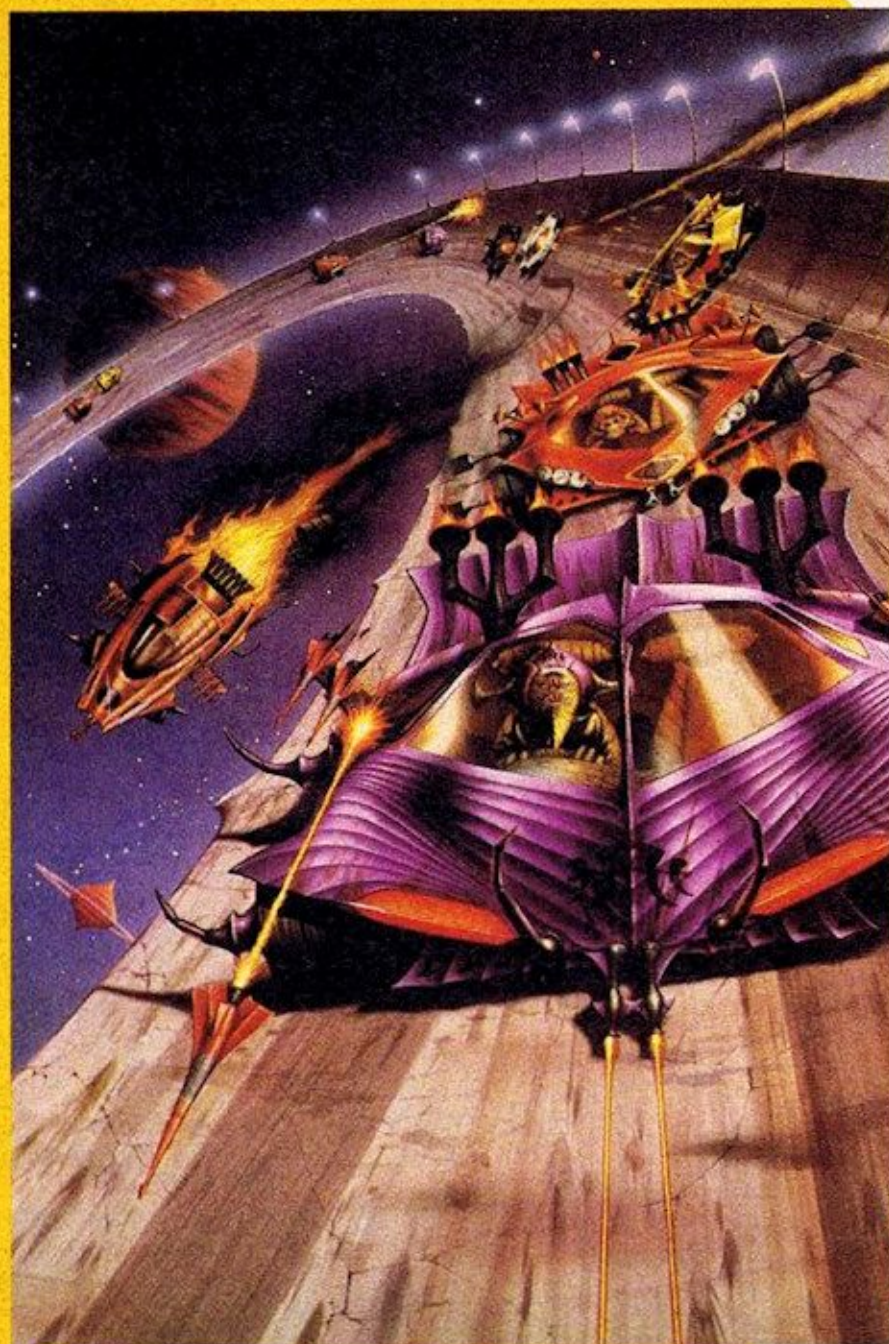
Mindscape releases the game on the IBM during this month. No date has yet been fixed for a UK release.

*Willow*, written by George Lucas, features an unlikely hero who leaves the peace of his village and ventures into a world filled with giant Daikinis (whatever they are) little brownies (presumably not female cub scout-types) and mythical fairies.

## Union men

Overworked, exploited, ripped off and generally unappreciated; programmers are getting together to form their own "union." It's called the **Society of Software Authors** and aims to "protect and help them achieve a more reliable method of conducting business affairs." Those interested in joining - including designers, graphic artists and musicians - should write to Jon Dean, Society of Software Authors, c/o 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW.

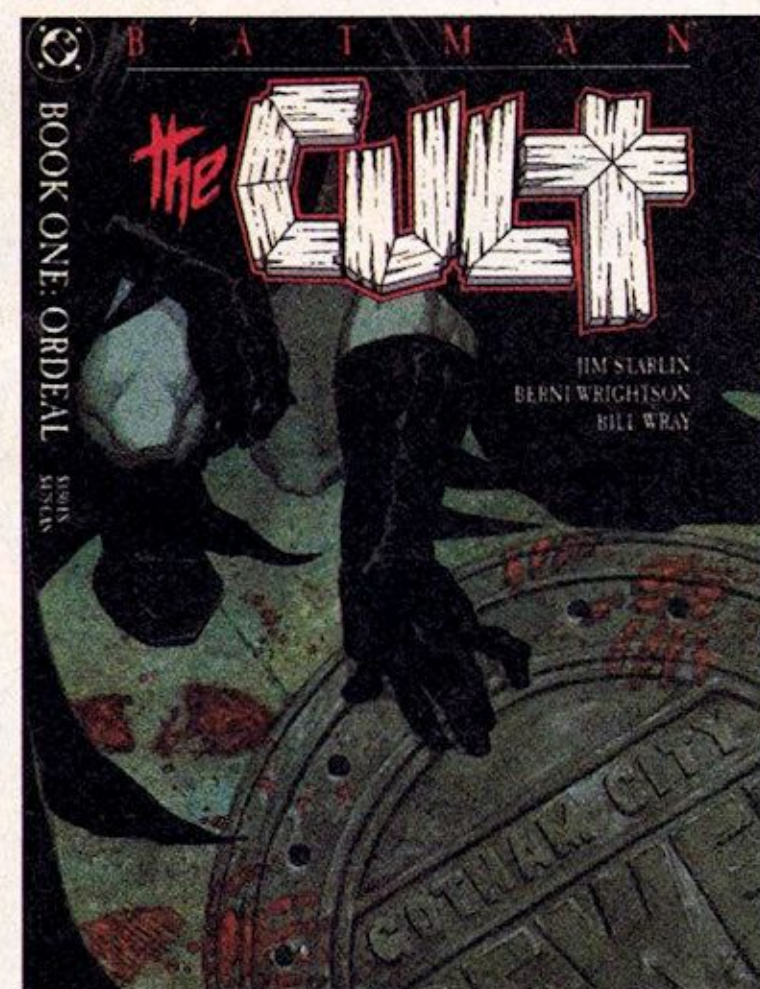
## Car Wars 3



More bleeding cars-with-guns in *The Fury* from Martech, where you play Earth's champion in a *Mad Max* style auto battle. Facing droids, deadman's curves and other drivers in a race to the death has been done before (witness last month's cover game amongst others), but it's still more original than space ship shoot 'em ups. Spectrum £14.99 disk, £9.99 cassette, C64 £9.99/12.99, Amstrad £9.99/14.99.

# Comics

- 1 **V for Vendetta**. Anything by comics superstar Alan Moore just has to go in at number one.
- 2 **Viz Comic** - Newcastle's finest. Starring Billy the Fish, Buster Gonads et al, you'll never look at the Beano in the same way again.
- 3 **Marshal Law** - Designer sadism with San Futuro's top cape catcher.



- 4 **Batman: The Cult** - Jim Starlin and Bernie Wrightson are the latest big names to handle the Darknight Detective.
- 5 **X Men** - Merry mutants remain pretty dire, but the kids love it!
- 6 **Nick Fury vs Shield** - High tech CIA stuff with our cigar chomping hero.
- 7 **X Factor** - See X Men, with bells on.
- 8 **Marvel Comics Presents** - First fortnightly American Marvel comic ever, to the best of our knowledge, starring Wolverine - bound to sell well.
- 9 **Akira** - Currently trendy Japanese comic, translated into English.
- 10 **Action comics weekly** - Superman et al in a weekly comic for the first time ever.

Thanks to **Comic Showcase**, a popular London Comics shop, for these figures. Remember, these are what sells to fans at a specialist store, not figures for the nation as a whole.

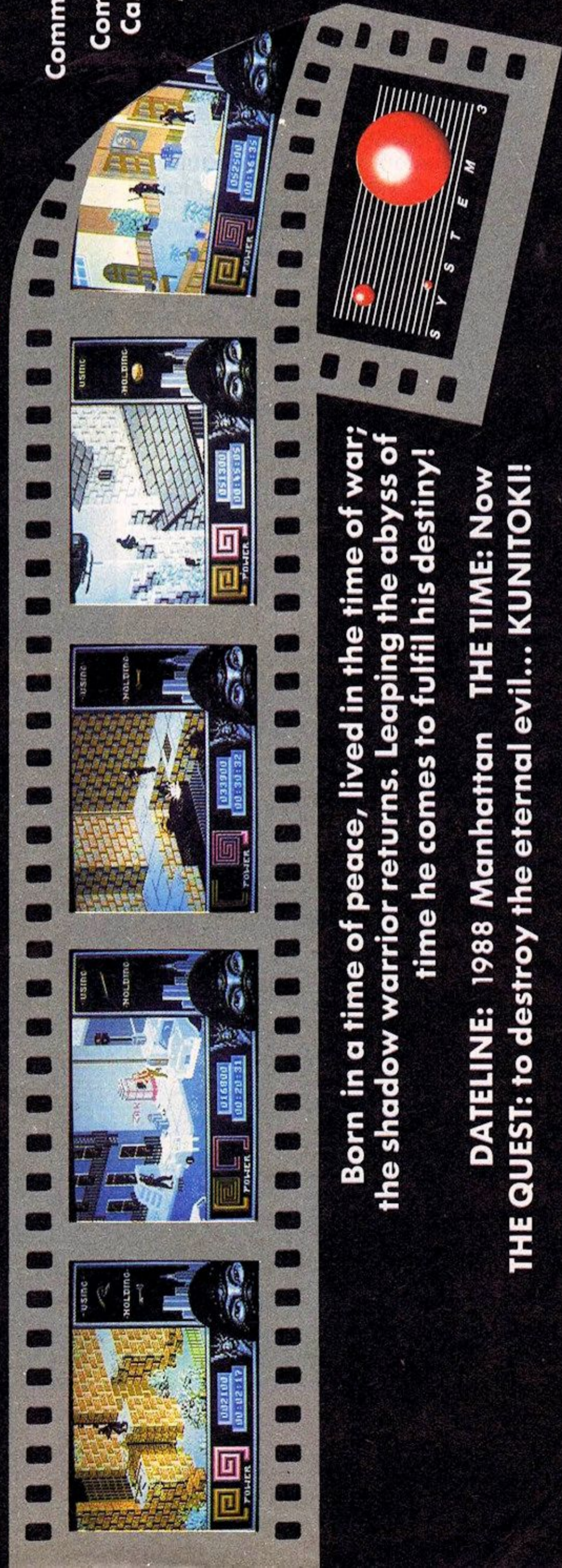






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Commodore screens shown.

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# Reviews



# LAST

- ▶ **MACHINES:** COMMODORE 64, SPECTRUM, AMSTRAD, ATARI ST.
- ▶ **PRICE:** SPECTRUM COMMODORE 64, AMSTRAD CASS - £12.99, DISK £14.99.
- ▶ **VERSION TESTED:** SPECTRUM.
- ▶ **REVIEWER:** EUGENE LACEY.

basic game design system – but improves on it. In fact it improves on it a great deal in every department – from graphics to game puzzles the whole thing has been improved upon.

As Paul Hogan said recently: "The trouble with

A Brookside-like cul-de-sac is the most unlikely of locations to find a team of crack programmers beavering away on what is probably the sequel of the summer – *Ninja II*. The exceptionally super cool Ed made several visits to System 3 Glen Close in Watford – playing each individual level to bring you the first review of *Ninja II*.

The Ninja is back. It is not surprising really that the game which was designed to be the Ninja game to end all Ninja games – literally the *last Ninja* – should lead to a sequel.

System 3 hit on a unique blend of arcade entertainment and adventure style puzzles in *Ninja*. Beat 'em up fun and problem solving were the two vital ingredients – but very moderate doses of both.

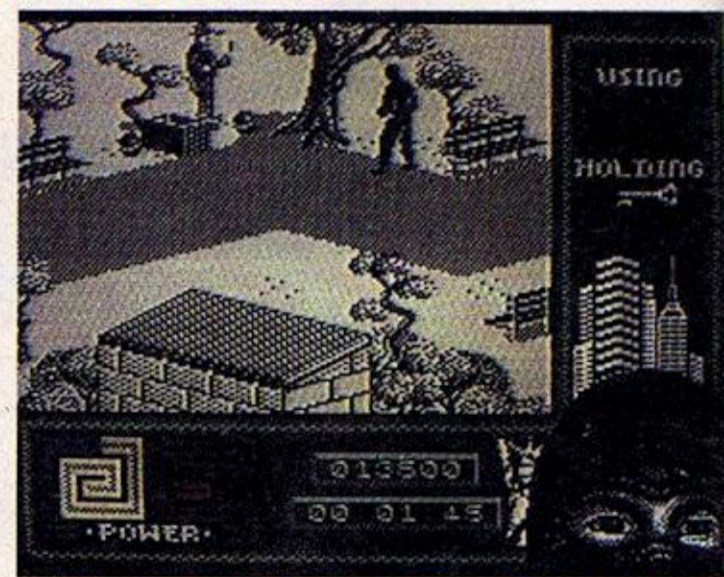
After you've had played *Ninja* for a while, you soon tire of beating up the guards and want to get down to the serious business of solving the adventure, getting through all the levels, and seeing the end game screen.

*Ninja II* takes the same



▼ Fight it out on the ledge of this sky scraper.

▲ There is no avoiding the enemy on these giant pots – you have beat 'em up to progress to t'other side.



▲ Speccy graphics – the Central Park juggler.



▲ It's hardly going to be hid under the mattress.

# NINJA 2

doing sequels is that they have to be 150 times better." System 3 has obviously taken *Crocodile Dundee's* words to heart as they have crammed numerous innovations into this sequel.

Six levels of game play chart a tale in which the Ninja must seek out the evil Shogun and destroy him once and for all.

**Level One** – sees the Ninja commence his quest from the band stand in the middle of Central Park.

One of the first puzzles to work out is how he can get underneath the band stand to progress through the game.

The park is full of its famous pitfalls – muggers, vagrants, and even a bent copper or two.

The corrupt police force is something you discover very early in the game. Konikun has the force under his influence – which is another reason why you, the Ninja, must defeat him – to restore the force to the proper authorities.

From this opening level it is clear that programmers, Mev Dinc, John Twiddy, and artist Hugh Riley, have done System 3 proud.

The detail in the park is excellent. My favourite screen is the one with the juggler, a slightly menacing character with knives rather than clubs – and who knows he may decide to throw one of them at you.

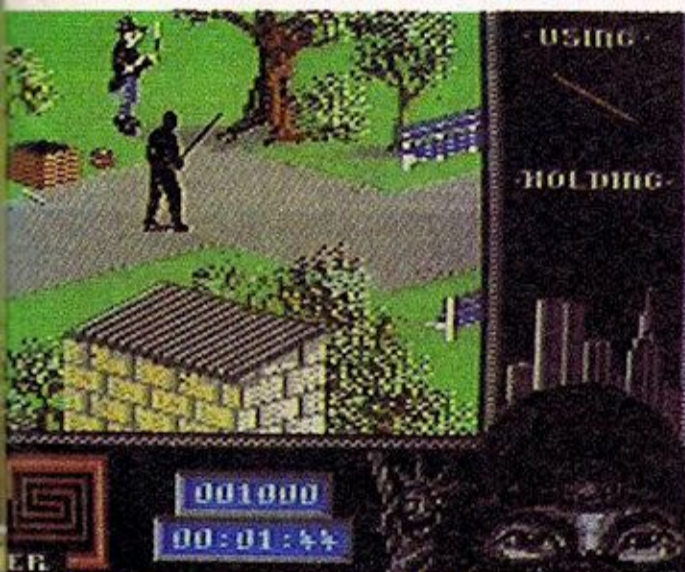
The Spectrum version is only two colour due to the 3D scrolling nature of the game design. It is not possible to achieve this effect on the Speccy in full colour. It does not lose that much though – all of the detail is there.

**Level Two** takes our hero on to the streets of New York with drug stores, big yellow taxis, more muggers and some mad motorcyclists who don't have a great deal of respect for Ninjas.

Again the streets are patrolled by policemen who may have a go at you. By winning three punch ups in a row you can effectively kill a policeman. This is not



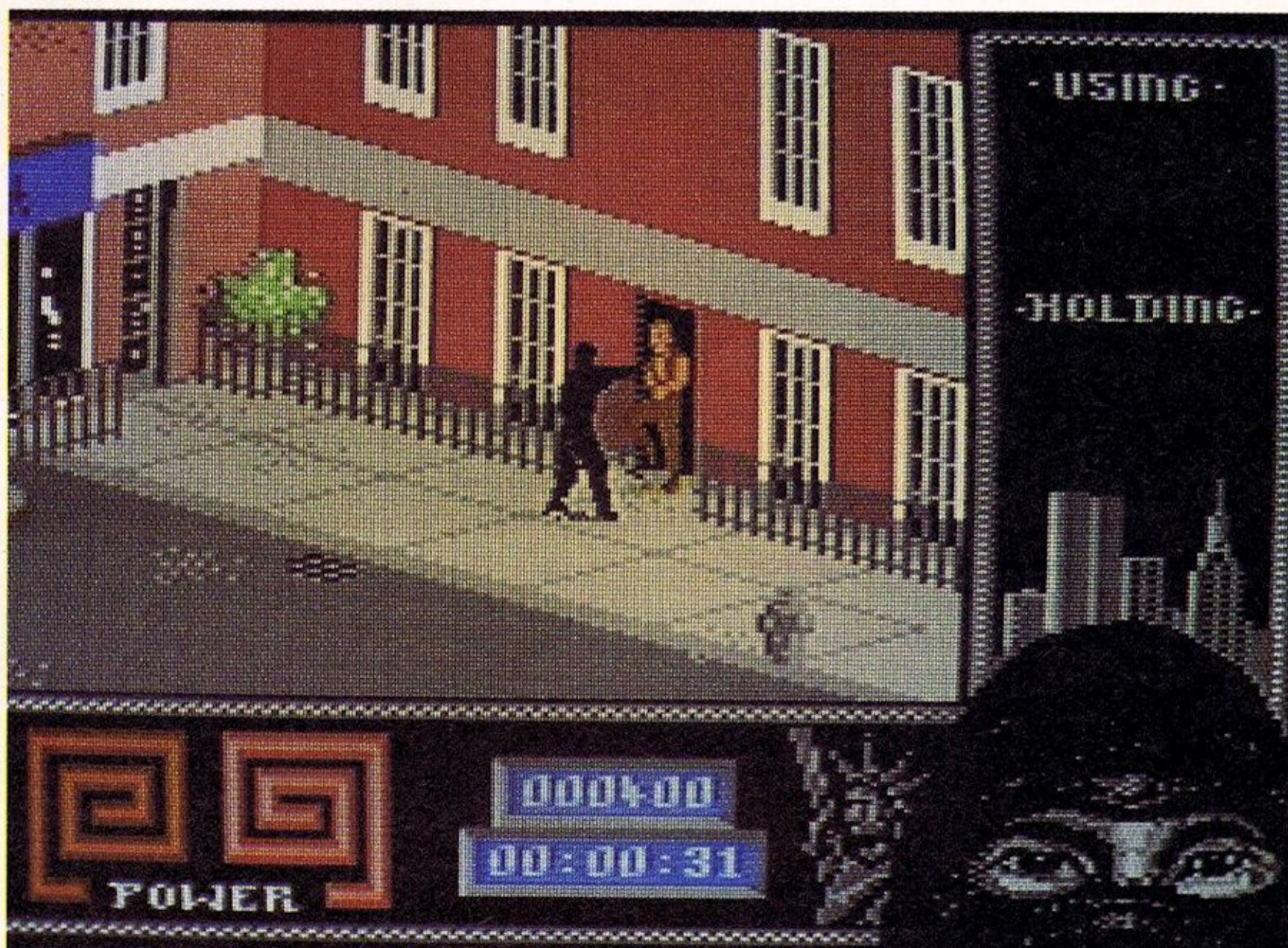
▲ Mad bikers are out to get you.



Oh no – a mugger at the door.



Why is that Ninja poking his staff at the boat.



# CAN YOU TACKLE THE HIGHER STRATEGY?

# FOOTBALL MANAGER 2



Kevin Toms, inventor of the world's best selling football game says, **"It beats my best seller - hands down"**



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The press says **"It's fantastic - another all time great."**



The computer panel says **"We were looking for improvements on Football Manager to be assured of a good game. We were surprised - it's outstanding! It's gold class!"**

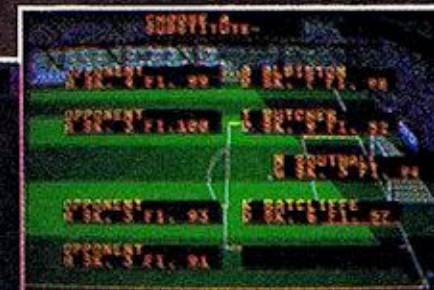
- CBM 64/128 Cassette — £9.99
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**"Football Manager 2 is not just an improvement on Football Manager - it's the next generation!"**



## GO FOR GOLD!

Screen shots from Atari St system.



*Kevin Toms*

IT'S TOTALLY **Addictive**

\* Addictive games is a division of:- Prism Leisure Corporation plc, Unit 1, Baird Road, Enfield, Middlesex EN1 1SJ.

Street Date: All formats June 17th

# LAST NINJA 2



advisable. As John Twiddy put it "cop killers are not popular". In other words, it makes the rest of the force pursue a shoot to kill policy.

The hamburger joints come in handy here – providing you with vital energy. Be careful not to scoff one in the seedy part of town though – as you might get food poisoning.

**Level Three** takes you down to the sewers where you encounter the rats. Ever since I read James Herbert's book about these vicious rodents I have been petrified by rats. They scuttle horribly towards you in the bowels of the city and your Ninja has to be fleet of foot to avoid them.

As in all other levels there is a puzzle to be solved.

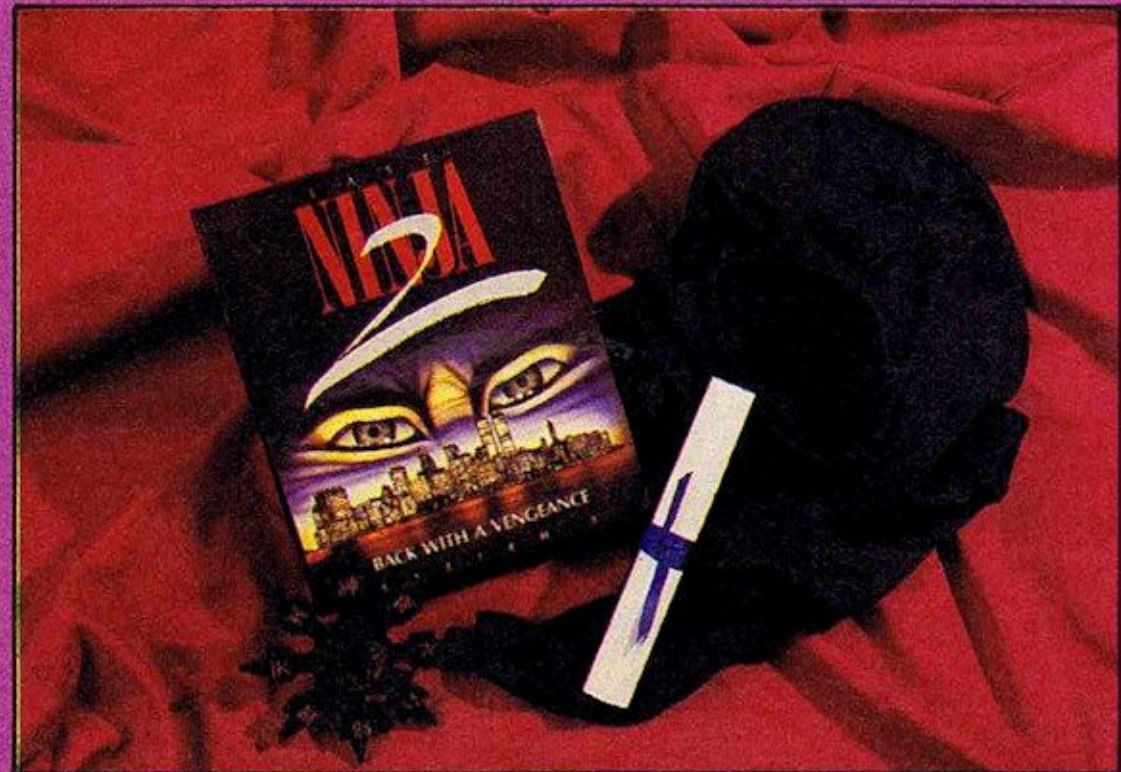
**Level Four.** You are now in the basement of the Shogun's office. The office level forces you into combat with one of the

bent policemen.

Not giving anything away but this level features the Access Card and a lift which places you in the heart of the Shogun's office – which is really an opium den. Your aim here is to find a secret passageway that will lead you to the roof where a helicopter is about to take off to the Shogun's Island fortress – otherwise known as the next load.

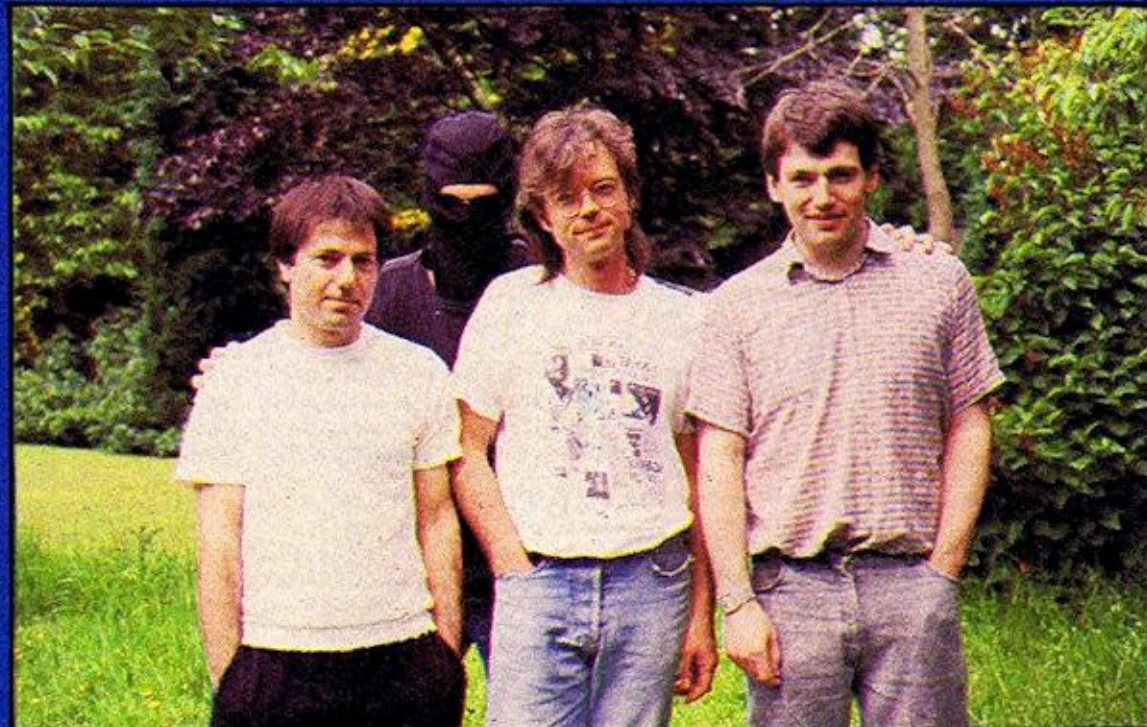
*Ninja II* is one of the best sequels I have seen. It works because the designers were brave enough to stick to the same basic concept.

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



So how does Mr Cale justify £12.99 for *Last Ninja II* on cassette?

"It's much more than just a cassette. The game is beautifully packaged in a top quality box. You get a 30 page booklet, a Ninja mask, and soft rubber shuriken which might, just might, be a clue to winning the game."



System 3 boss Mark Cale sniggers as he relates a tale about how "some kid" got through to him on his car phone to complain about *Last Ninja II* selling at three pounds above the normal price for games.

"You software people are all a bunch of b\*2@/rds," the aggrieved teenager is reputed to have told the red Ferrari encased Cale.

Yep, selling software has certainly made Mark a pretty penny.

## WIN A PC ENGINE

The pouticious Lora Clark – otherwise known as C+VG's editorial assistant – holds the fabled PC Engine.

C+VG and System 3 have got together to offer you a specially imported model, complete with Japanese TV set and a selection of free games – including *R-Type!*

Ten runners up will receive a free rubber shuriken and Ninja mask.

All you have to do is answer the following simple questions.



1) Name the Ninja TV series starring Lee Van Cleef.

Answer \_\_\_\_\_

2) Name the star of the two American Ninja films sometimes known as American Warrior)

Answer \_\_\_\_\_

3) Fill in the last names of these martial arts stars:

Jackie.....

Bruce.....

Chuck.....

TIEBREAK: There have been loads and loads of hokey Ninja films.

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Send your answers to PC Engine Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is July 16th and the Editor's decision is final.

# Reviews

# CHARLIE CHAPLIN

- ▶ MACHINES: SPECTRUM, AMSTRAD, IBM PC, C64 AND ST TO FOLLOW.
- ▶ SUPPLIER: US GOLD.
- ▶ PRICES: SPEC 48K £8.99 CASS, AMSTRAD £9.99 CASS, £14.99 DISK, C64 £9.99/14.99, ST £19.99 DISK, IBM PC £24.99 DISK.
- ▶ VERSION TESTED: SPECTRUM.
- ▶ REVIEWER: MATT BIELBY.

In my short(ish) time here at C+VG I've seen some great games, some good games and some less impressive ones from Britain's biggest software publishers.

Never, however, has a US Gold product made me laugh quite as much as *Starring Charlie Chaplin*. Yep, it was that bad!

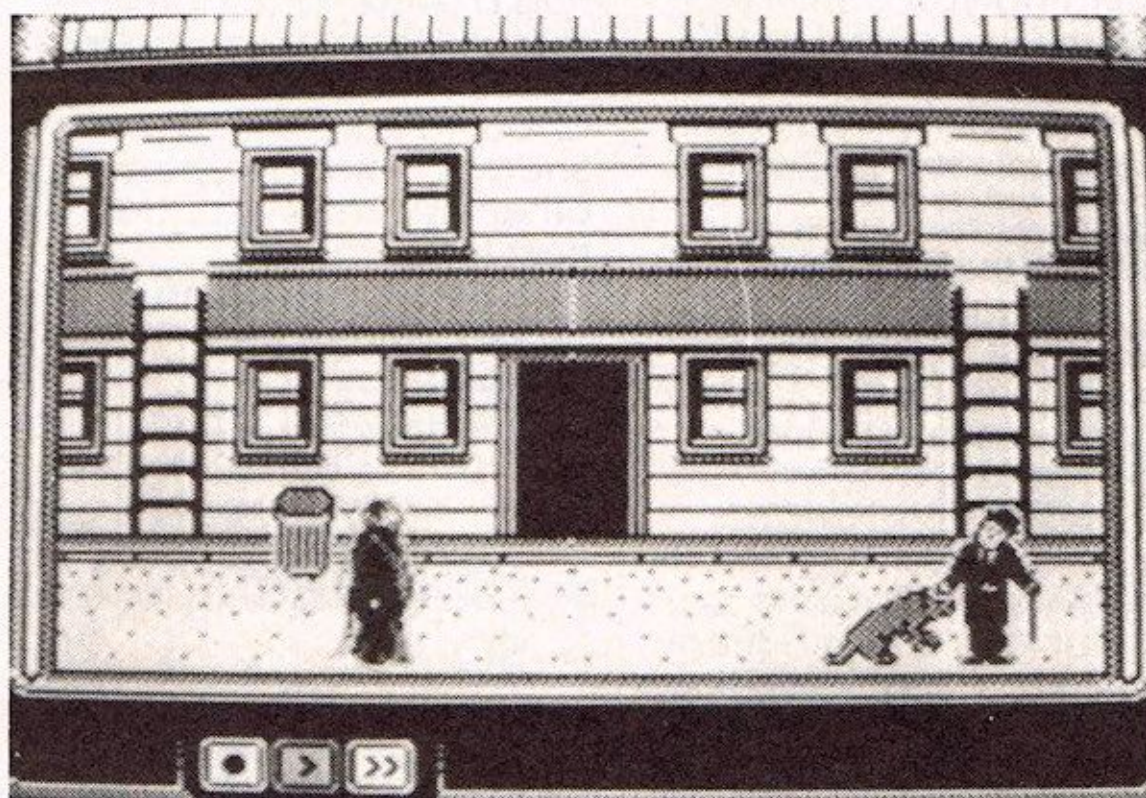
It is a "unique game concept" indeed. The idea is that you are the director of one of our Charlie's black and white classics, and have a choice between making *Modern Times*, *The Tramp*, *Married Life* and a bunch of others based to varying degree on his movies.

So far, so good. You chose your script, you flick past the screen which tells the cost of each scene, the actors and props involved and so on and then... the comedy begins!

Yep, it's funny alright. Funny that there should be so little to do. Each backdrop, be it a ship

deck, a country garden or a pub is laid out in exactly the same way: empty, with some steps to a balcony at the back.

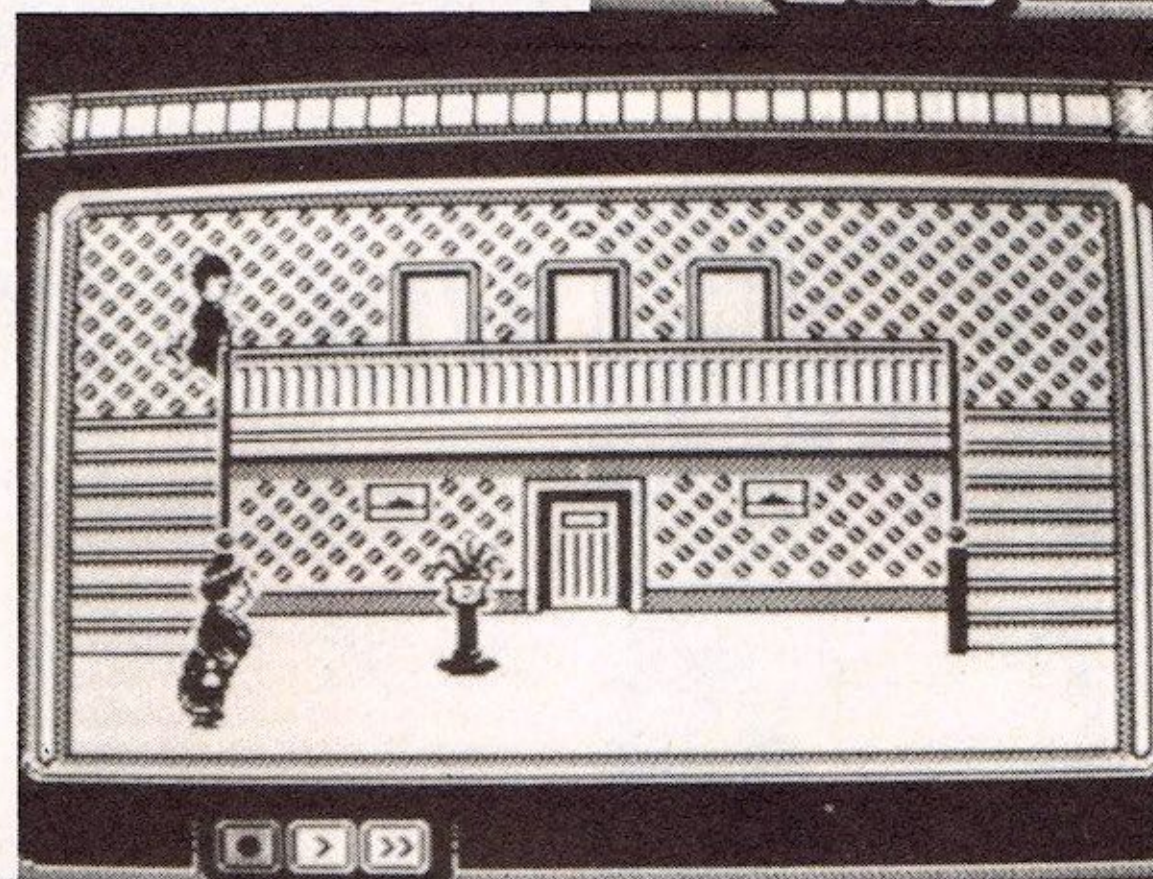
Each is populated by a couple of characters who walk about, back and forth, across the screen. Every time, you have to move around this rather basic set in the manner most likely to amuse an audience and so make your flick a success. It dawns on you that an audience would have to be pretty starved of



▲ It's fun and japes as Charlie gets bitten by a dog.

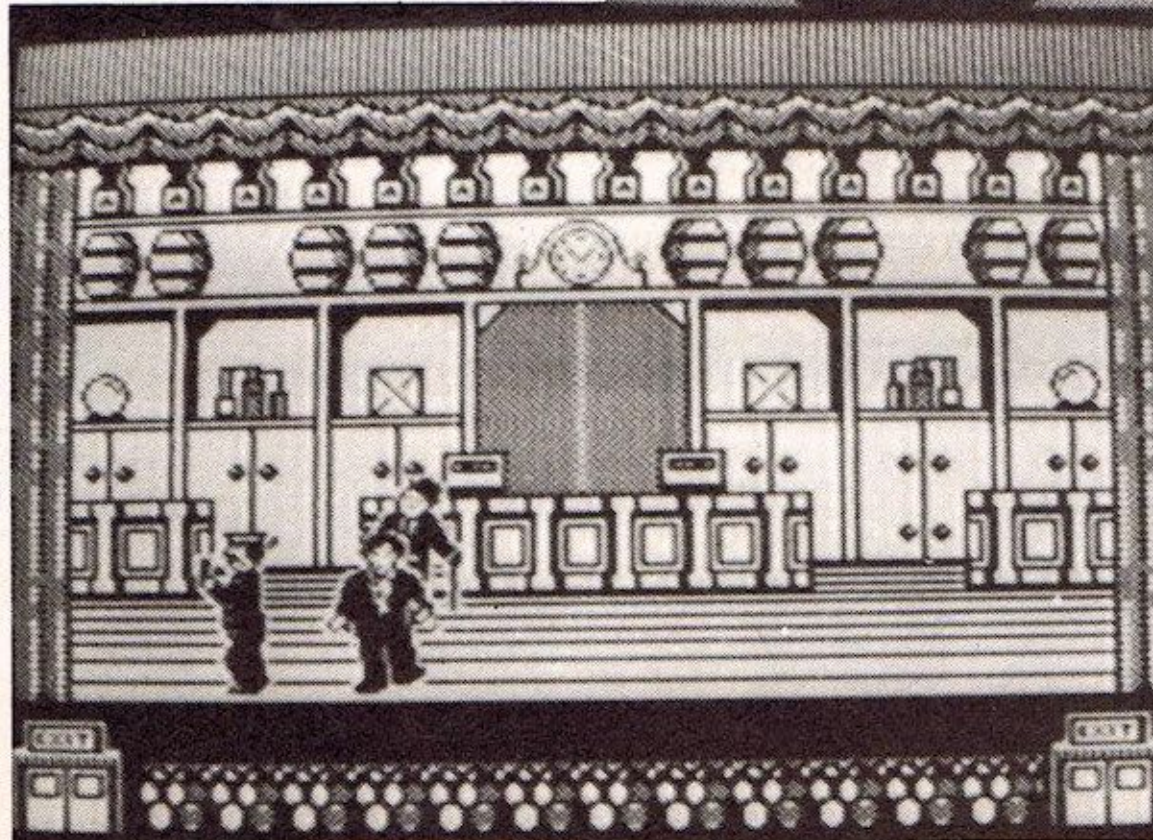
roaming around the set instead, climbing ladders and suchlike.

If a black and white game is surprising on the Spectrum, then it is surely unbelievable on a 64 or (gulp!) an ST, however atmospheric it may be. The game obviously looks a lot better on the ST, but the game play is just so ill thought-out and limited, I can't imagine anyone sitting down and playing it more than twice.



▲ It's fun and japes as Charlie walks along the landing. entertainment to be tickled by any of this.

The first film I attempted to make was *The Immigrant*, a tale of Charlie's arrival in America and inevitable falling in love with the woman of his dreams. The instructions advise you to perform "wacky stunts" on the other actors, but since the only wacky stunt my particular Charlie seemed to know how to perform was smacking people in the face with a good right jab, this soon began to pall, and I sent him



▲ It's fun and japes as Charlie goes to the empty pub (snooze...).

|               |   |
|---------------|---|
| ▶ GRAPHICS    | 4 |
| ▶ SOUND       | 4 |
| ▶ VALUE       | 4 |
| ▶ PLAYABILITY | 4 |
| ▶ OVERALL     | 4 |

## UPDATE...

If they each had more potential for movement, the sets were more varied, there were more props to use, if you could control them all and not just Charlie... If, if, if. The game is equally dodgy on the ST and Amstrad, and there is no reason to believe the 64 is any better, now is there?

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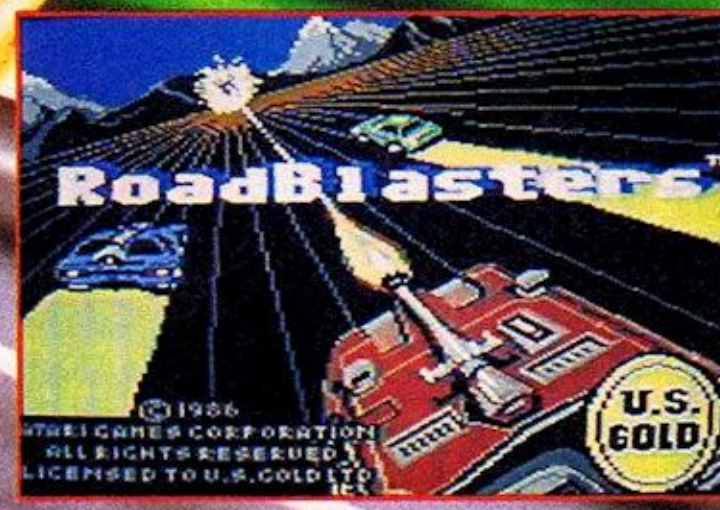


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Screen shot from Commodore version.

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- Atari ST **£19.99<sub>d</sub>**

# Reviews

- ▶ **MACHINES:** SPECTRUM/AMSTRAD/CBM 64/ATARI ST/AMIGA.
- ▶ **PRICE:** 8 BIT CASSETTES £9.95, DISKS £14.95. 16 BIT VERSIONS £19.95.
- ▶ **SUPPLIER:** PRISM.
- ▶ **VERSION TESTED:** ATARI ST.
- ▶ **REVIEWER:** JULIAN RIGNALL.

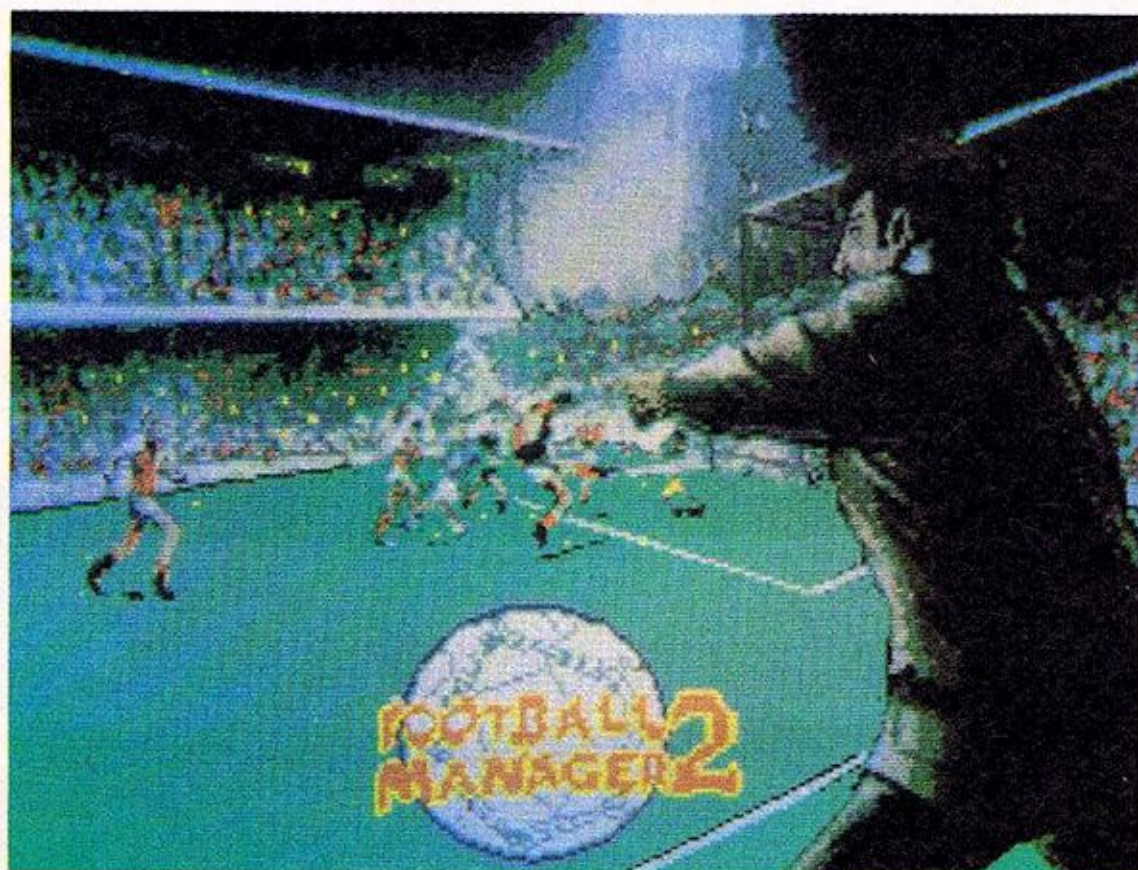
Half a decade ago *Football Manager* appeared on the ZX81

is asked whether or not he'd like to manage it. Choose 'NO' and another is displayed, and so on. Call me pedantic, but I found this annoying; especially as the team I wanted to manage was right at the end of the 92 club list. Just to make things worse, if you double click on the mouse button by mistake and miss your team, you have to go around all 92 again!

Once the team is selected, sponsorship is offered (you can refuse, but it's not wise) to increase the £500,000 club funds; then



# FOOTBALL MANAGER



▲ Thump – the striker knocks one home in this exciting ST title screen. ▼ That man Beardsley is in the line up again.

the game begins.

The objective is the same as the original *Football Manager* – to become as successful as possible. Life begins at the bottom of the fourth division, and it's entirely up to the player's managerial skills to guide his team to success.

The decision-making starts with the first league game, where a team is selected from the 15-strong squad. Each team member has three vital statistics: skill, fitness and position. Obviously, the higher the skill and fitness, the better the player. Skill never changes, but fitness diminishes on consecutive games, so it's advisable to leave players out of the team occasionally to give them time to recover.

Selecting a squad is very

straightforward. There are three screens representing defence, midfield and attack, with eight selection slots on each. The four slots on the left hand side represent the opponents' selection, and show where players are placed. The ones on the right are for the player. Each slot is the equivalent of a position on the field; so that you can decide to play down the middle, or go for wide play for example.

Having four slots per screen also allows different formations to be chosen, ie 4-2-4, 3-3-4, 4-4-2. It's useful seeing where the opponent has put his players, so you can choose to mark (by placing your players in the opposite slot), or let your players run free. On the defence

under the auspices of Addictive Games. It was a text-only game in which the player took a managerial role and attempted to guide his team from division four to the top of the first.

A few months later a Spectrum version was released, which boasted graphical 'match highlights'. Since then *Football Manager* has been converted to all popular (and some not-so-popular) home computer formats, and has gone on to become one of the all-time best-selling computer games.

Five years later, Kevin Toms (programmer of the original) has produced a sequel which has many new features, but still manages to keep the flavour of the original game.

The first item on the agenda is choosing a football team, which for me turned out to be a pain. A team is displayed on-screen, and the player



# BALL GER III

screen there's a fifth slot for a goalie.

By the way, a player's position is important here – for example, if you put an attacker into the midfield screen, he plays with a skill factor of two!

Once the team is chosen and positioned, two substitutes are nominated and the game begins – and this is where *Football Manager II* comes into its own. The 'match highlights' are shown on a three-screen-long flick-screen pitch. Being a manager, you have to sit on the touchline biting your nails while you watch your team play.

The graphics aren't brilliant, but the essence of a tense football match has been captured perfectly, and you get completely

wrapped up in the action. Ball movement, passing and shots are all thoroughly convincing, and at one point I began shouting and cursing at my team as they repeatedly failed to finish off a passing move. When a goal is scored, the build-up move and finish are shown again in a behind the net replay.

The duration of a match varies – but it's never long enough to get boring, and at half time you're allowed to make substitutions, and even change around the team's formation.

When the match is over, all the week's statistics are displayed. First of all the league results are shown, followed by the league tables. Next comes the finance screen, which shows gate receipts,

wages, overheads, profits and current bank balance. Any transfer transactions are also displayed.

After that comes the transfer screen which allows players to be bought or sold. If a player is to be sold, he's first selected, and then an offer is made by another club, which is either accepted or rejected. Players are bought on the next screen; offers are made for one of the three players displayed, but it's only accepted if the selling team think the offer is lucrative enough.

Passing training is the final option, and allows the player to modify the team's playing style. There are two selectable options: passing height and passing length, both of which may be increased or decreased. High passing is best used with a weak midfield, while short passes are useful for a team of players with high skill levels. What is particularly appealing is that if you watch the match highlights closely enough, you can actually see the type of playing style your team has adopted, and whether or not you should



▲ Commodore United go two down in this Speccy shot.



▼ "Goooooool!" shouts C+VG's caption writer.

change their passing style! Indeed, a change of tactics can make a significant difference in the team's performance.

*Football Manager II* is simply a football fan's dream come true. It's a beautifully structured and presented game and is engrossing, challenging and very, very addictive – it had me burning the midnight oil several nights running!

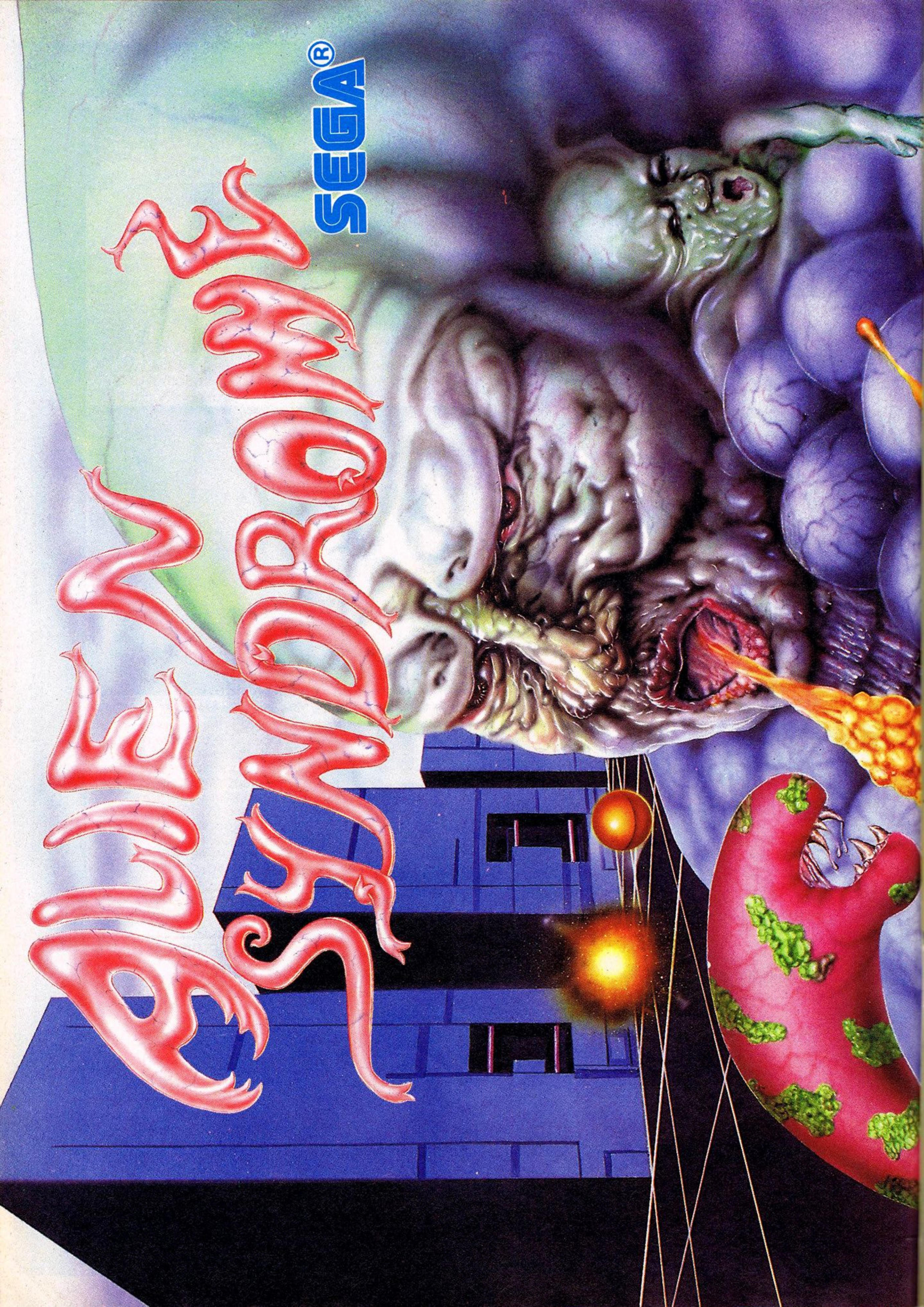
|               |   |
|---------------|---|
| ▶ GRAPHICS    | 6 |
| ▶ SOUND       | 1 |
| ▶ PLAYABILITY | 9 |
| ▶ VALUE       | 8 |
| ▶ OVERALL     | 9 |

## UPDATE . . .

All versions of *Football Manager II* are planned to be in the shops by June 17th according to Prism spokesman Mal Thomas: "We now have all the masters apart from the Commodore 64 and duplication is about to start."

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Spectrum



Atari ST



Commodore 64



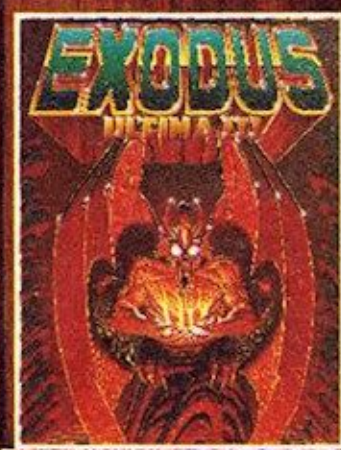
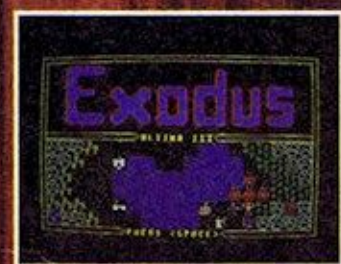
Atari ST



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# Unlock the myste

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# Reviews

- ▶ MACHINES: ATARI ST, AMIGA, SPECTRUM, COMMODORE 64, AMSTRAD.
- ▶ SUPPLIER: GRAND SLAM.
- ▶ PRICES: ST AND AMIGA £19.95. 8-BIT PRICES TO FOLLOW.
- ▶ VERSION TESTED: ATARI ST.
- ▶ REVIEWER: EUGENE LACEY.

# PETER BEARDSLEY'S FOOTBALL



▲ Throw in near the touch line – check the ads for Terramex on the hoarding behind.

right through to coin-op attempts like *Kick and Run* – without responsiveness they are naff.

The graphics are excellent – which is all the more frustrating as you can't help thinking what might have been. They employ the cartoon animation technique with a black line around each player to add to the definition.

Other nice touches – like the commentators that appear in cameo screens every time a goal is scored are fun but again they fail to rescue what is basically an unplayable game.

If there is one thing that really gets me about soccer (apart from Walsall beating Bristol City 4-0 in the play offs) its people singing "ere we go, 'ere we go, 'ere we go". Why don't they just go that's what I want to know.

Position Still Vacant – a decent footy game for 16 bit machines.

After putting four past mighty Aylesbury and getting off to a lightning start in the European Championships it looked as if Liverpool ace Peter Beardsley could do no wrong.

It looked that way – until he lent his name to Grand Slam's International

Football title.

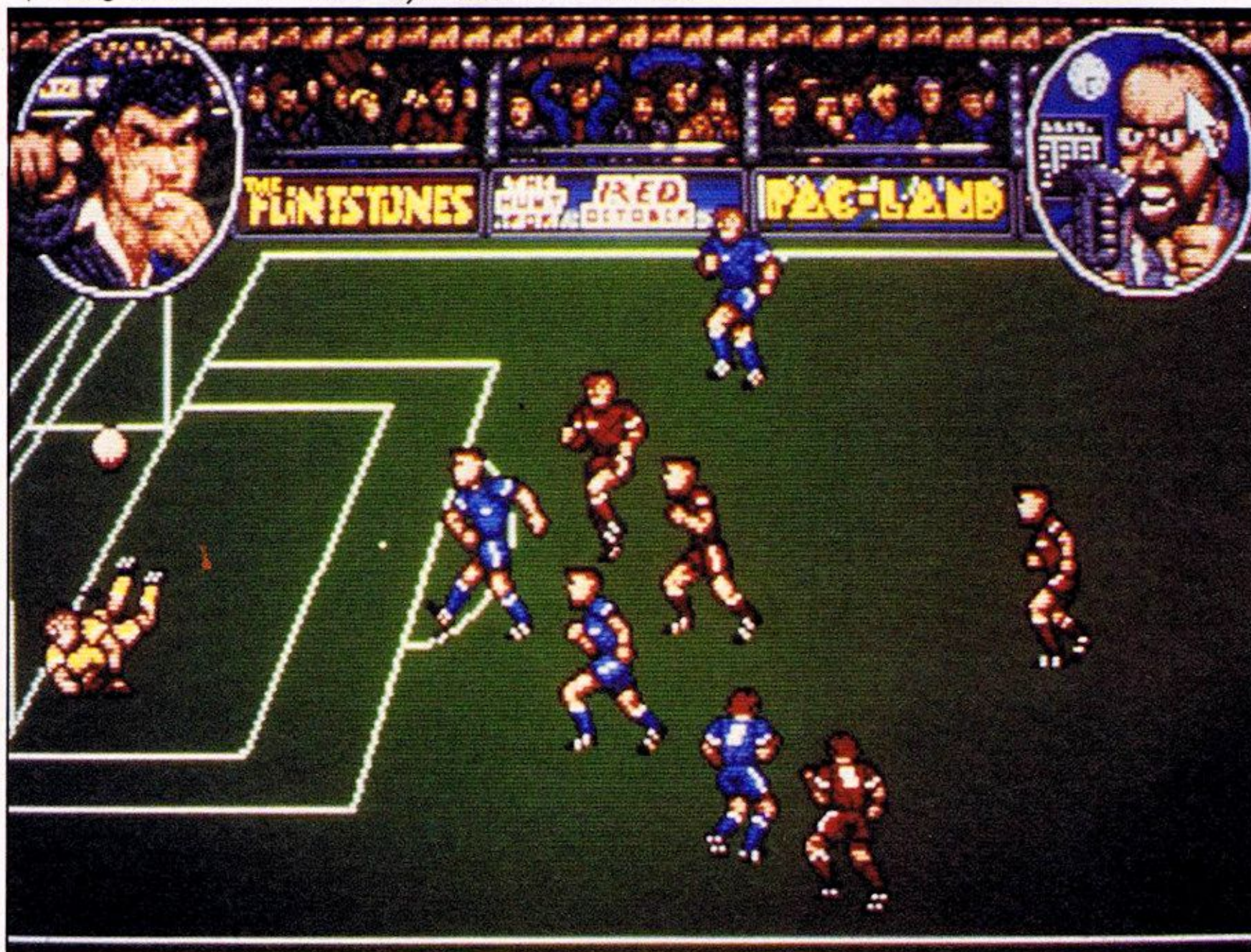
The first version to be finished and the only one to be out in time to coincide with the final event in the European soccer calendar was the ST version – and despite the amazing power of this leading 16 bit machine the game is still as sick as a

parrot.

So what's up with it? Quite simply lack of control over the players.

It really doesn't matter how amazingly powerful the computer is – if the software does not react responsively to the joystick football games fail. From Spectrum soccer games

▼ The goalie dives but Beardsley has driven the ball home.



|               |   |
|---------------|---|
| ▶ GRAPHICS    | 8 |
| ▶ SOUND       | 4 |
| ▶ VALUE       | 3 |
| ▶ PLAYABILITY | 3 |
| ▶ OVERALL     | 4 |

## UPDATE . . .

Though the ST and Amiga versions are out now, work has yet to seriously start on the promised C64 and Spectrum ones, so don't expect the 'til next season, Saint. There will be no big differences between the versions we are told.



# CORRUPTION



Atari ST screen shots.

## Can you cope with Corruption?

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# GAUNTLET

- ▶ MACHINE: ATARI ST.
- ▶ SUPPLIER: US GOLD.
- ▶ PRICE: £16.99.
- ▶ REVIEWER: JULIAN RIGNALL.

Atari's *Gauntlet* first appeared in 1986 and swiftly became one of the most top grossing arcade machines of all time. Last year *Gauntlet II* was released, boasting similar gameplay, but plenty of new features.

For those who were born yesterday, *Gauntlet* is an exploration game in which each player takes control of either a Wizard, Elf, Valkyrie or Warrior (each character has his or her own special abilities) and enters a multi-directionally scrolling dungeon to find treasure and do battle with the creatures that dwell within. Progress is made by

finding the exit, whereupon the next level of the dungeon is entered. Food and special potions are found scattered around and are picked up to help prolong a character's life.

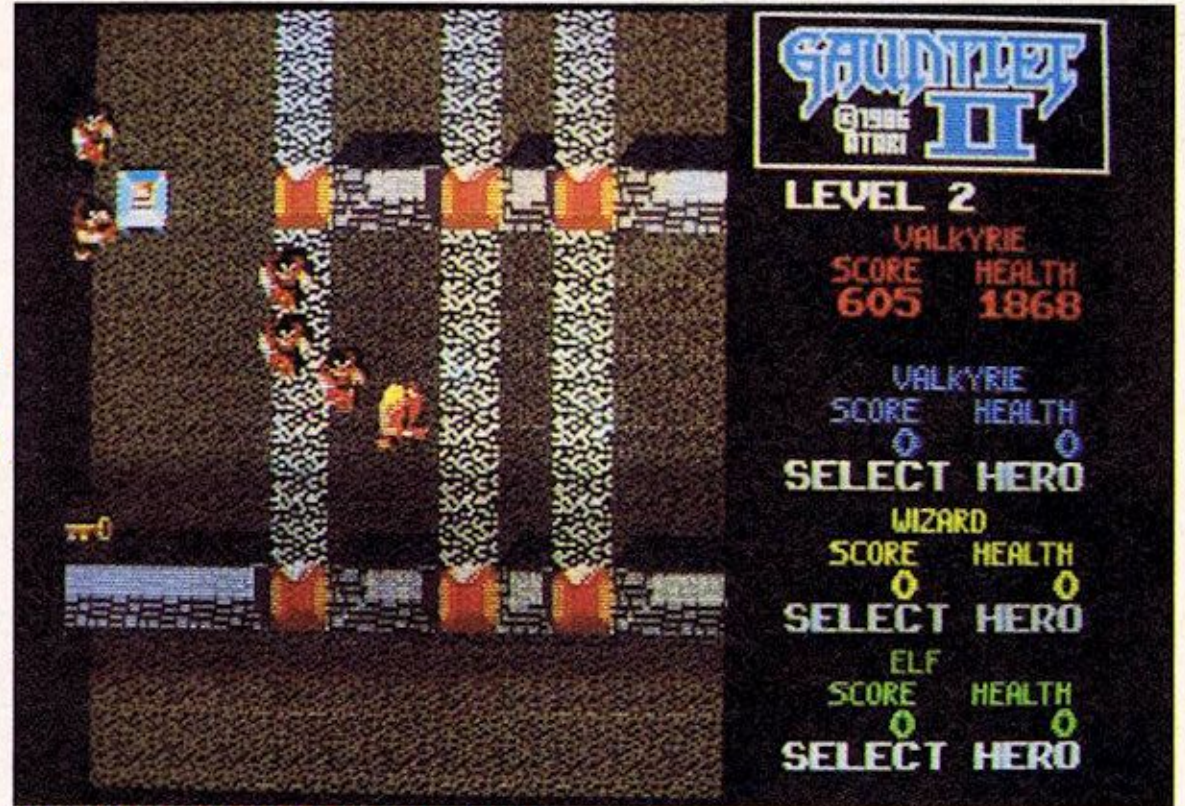
US Gold converted the original *Gauntlet* to the Atari ST last year; unfortunately the excellent graphics and sound were sadly let down by juddering scrolling, sluggish joystick response and irksome bugs. However, things are difficult with *Gauntlet II*...

The first thing to strike you are the graphics; vibrant colour schemes have been used to make the game almost leap out of the screen. The bas-relief backdrops are fabulous, and the beautifully detailed sprites easily match their coin-op counterparts. Scrolling is smooth and fast, and the

characters are very quick to respond to the joystick. There are no bugs, and even in the midst of the most furious battle the action doesn't visibly slow down.

If that isn't enough, the programmers have also digitised all of the arcade

machine's sound effects and speech and somehow squeezed them into the game. The speech is a little scratchy at times, but the overall effect is great – there's nothing quite like begin told 'that was a heroic effort' after a particularly hectic battle,



▲ Vibrant graphics and sound.

- ▶ MACHINE: ATARI ST.
- ▶ SUPPLIER: MICRODEAL.
- ▶ PRICE: £19.95.
- ▶ REVIEWER: CHRIS JENKINS.

If you know three people who enjoy doing mindless mayhem – and let's face it, most gamers do – you're going to enjoy *Leatherneck*.

In fact, if you don't have three suitable friends, you'd better find some, because the game is practically unplayable in one player mode.

You've seen

▼ Mindless mayhem – what the punters want.

*Commando*, you've seen *Ikari Warriors*; well this is basically the same thing, a vertically-scrolling arcade blast in which the aim is to knock off as many fanatical enemy soldiers as you can.

The twist is that by buying a printer port adaptor (£6)

you can plug in two extra joysticks, and any number of players from one to four can fight simultaneously. It's best to co-operate, but it's quite possible to shoot one of your colleagues if you get fed up with him.

The scrolling, animation and raphic design are all excellent. The four stages of the game – you can start at any stage depending on who presses their fire button – each start with a landing craft depositing you in the jungle.

The backgrounds are littered with crashed helicopters, ruined huts, sandbags, boulders and thickets, from which spring gun-toting soldiers, flinging grenades and trying to gun you down.

You have three selectable weapons, a light machine gun, heavy machine gun and

grenades (which you'll need to take out pillboxes).

Ammunition for each can be picked up along

▼ Excellent sound effects and scrolling.



# GAUNTLET II



and the guilty party responsible for shooting food is always named! By now you might be thinking that to cram in all the visual and aural effects, the programmers have had to cut corners. Well, I'm happy to say that all the features of the

arcade machine have been faithfully reproduced in this conversion. Everything has been included, from 'IT' monsters, the dragon and acid pools to moving exits, the mugger and treasure chests. Oh yes, all the extra weaponry is present, so

you won't miss out on treats like reflective and super shots, repulsiveness, invisibility and transportability.

The gameplay is superb, and again it's totally faithful to the original. I've spent many hours fighting through *Gauntlet II's* 100 levels, and can honestly say that it's one of the finest arcade conversions I've ever seen - don't miss it.

*Gauntlet* purists might be interested to know that there's an extra player interface available from US Gold for £5.99. It's a neat little widget that plugs into the user port and allows another two players to muscle in on the action - giving four-player interaction, just like the arcade machine!

This four player stuff really got even the hard to please C+VG ad department clustered 'round that monitor.

This is possibly the most fun we've had in the office since the waterpistols came in for FAX, and THAT'S saying something!

|               |   |
|---------------|---|
| ▶ GRAPHICS    | 9 |
| ▶ SOUND       | 8 |
| ▶ PLAYABILITY | 9 |
| ▶ VALUE       | 7 |
| ▶ OVERALL     | 9 |

## FOOTNOTE . . .

There are no plans on the US Gold schedule to release *Gauntlet II* on the Amiga, but December '87 saw the eight-bit variants first released upon the market.

The Spectrum version was criticised for being too close to *Gauntlet I* to make buying them both worthwhile, and was equipped with particularly weedy sound effects.

On the other hand the C64 had sound graphics, good big sprites and was extremely playable and addictive. Amstrad was good too.



▲ Superb gameplay . . . no irksome bugs.

# RNECK

the way, but of course you'll have to fight your buddies for the chance to pick it up.

On the right hand side of the game is displayed your score, lives remaining, and ammunition level. The three weapons start off with equal ammunition levels, and you must select the right one to get through each area; the light machine gun fires faster, but the heavy gun has a longer range and the grenades, though great for clearing out large concentrations of enemy troops, really should be kept for fortifications.

You can change weapons by wiggling the joystick, but it's more reliable to press control keys, which are grouped in a quarter of the keyboard for each player.

The sound effects, of digitised screams, gunshots and explosions, are excellent, as is the David Whittaker music.

In fact, the only possible

objection to the game is that it gets so frantic - with hordes of soldiers, pillboxes, mortars and mantraps firing at you - that there's no way a single player could complete even the first level.

Excellent fun, but it would have been better if the difficulty level varied according to the number of players.

And by the way, if you're playing with a pal and you're not getting on with him, you can always shoot him!

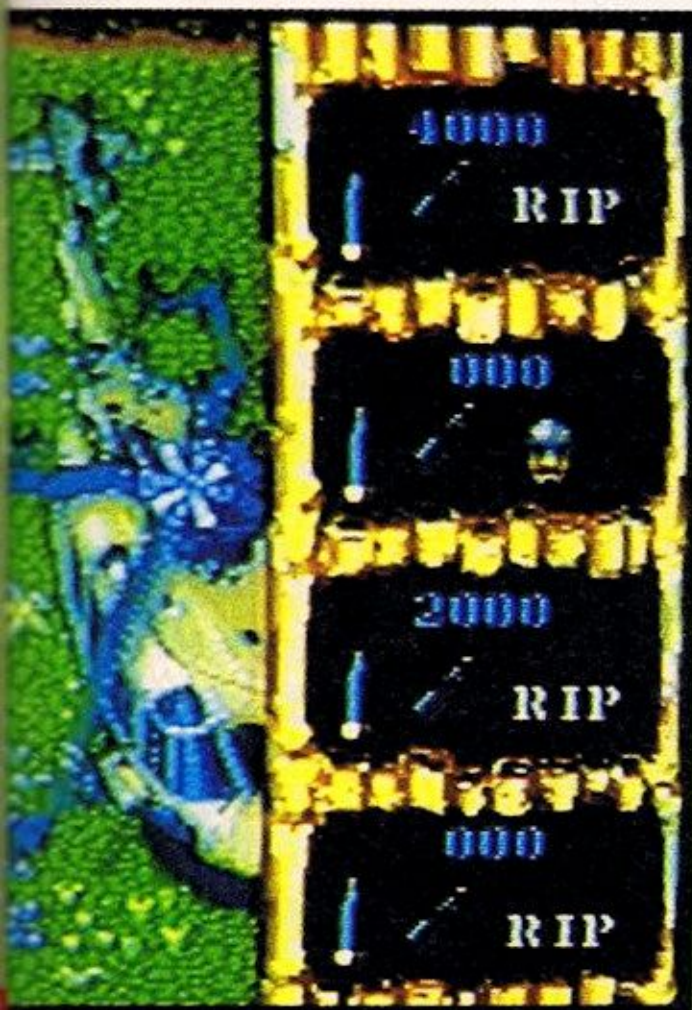
▼ Wonderful fun for two players.

|               |   |
|---------------|---|
| ▶ GRAPHICS    | 9 |
| ▶ SOUND       | 8 |
| ▶ VALUE       | 7 |
| ▶ PLAYABILITY | 7 |
| ▶ OVERALL     | 7 |

## UPDATE . . .

*Leatherneck* - from the mind of Steve Bird, creator of *Gridrunner*, is also out for the Amiga, also at £19.95.

No 8-bit conversions, are planned.



# BIONIC COMMANDOS



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**YOUR SINCLAIR**  
- Spectrum Version.

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Star

**ZZAP 64**  
- C64 Version.

C.U.  
Screen  
Star

**COMMODORE USER**  
- C64 Version.

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# PANDORA

# Reviews

- ▶ **MACHINES:** ATARI ST/AMIGA/CBM 64.
- ▶ **SUPPLIER:** FIREBIRD.
- ▶ **PRICES:** ATARI ST £19.95/AMIGA £19.95/CBM 64 £9.95, £12.95 DISC.
- ▶ **REVIEWER:** CHRIS JENKINS.

Not many games have combined the object-collecting, puzzle-solving, monster-fighting aspects of adventures with the animations, sound effects and graphics of arcade games. At least, not successfully. *Pandora*, though, may be the breakthrough, a joystick-driven arcade-adventure which should appeal to absolutely everyone.

For a start, the graphics are lovely, obviously more so on the 16-bit versions. The game is set on a complex space station, shown in a cut-away top-down view. The details are fascinating; sliding doors, panelled corridors, computer terminals, furniture and fittings of all kinds. Even more impressive are the characters, including yourself (an intergalactic salvage expert), and the surviving inhabitants of the space ark Pandora.

Somehow, most of the crew of the station have been killed; it's your job to make contact with the survivors, trade with them to obtain alien artefacts from Pandora's 200-year mission, and finally to shut down the computer and salvage the ship.

The first thing you discover is the importance of ID cards; the first character you meet on beaming aboard the ship disintegrates into a pile of bones, and unless you pick up her ID card, you'll go the same way.

One represents the contents of your backpack, one your

pockets, and one the object you are holding. Objects such as ID cards, weapons, alien artefacts and trading objects can be transferred from one to the other by pressing the space bar to activate the inventory window.

Moving around the ship and encountering various characters, you will soon

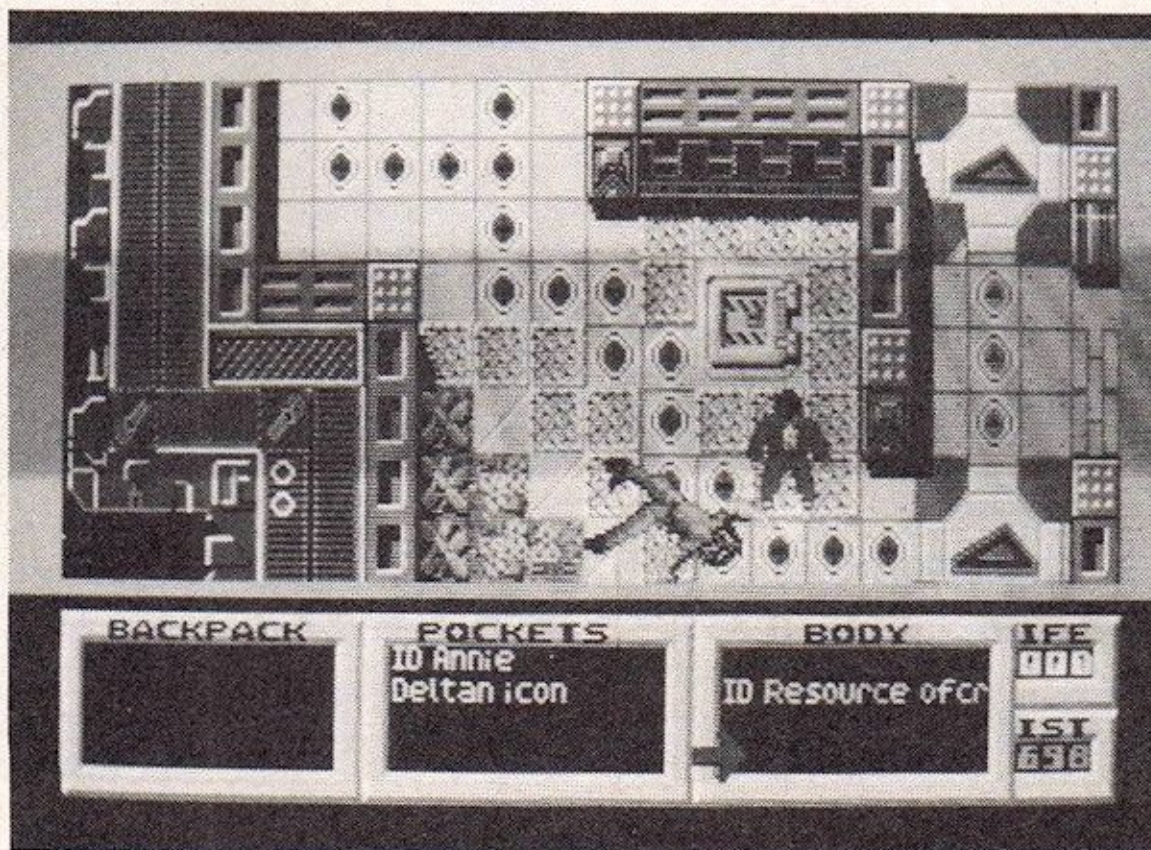
discover the use of many of the objects. The Diabetic, for instance, will give you a valuable artefact if you can give him a syringe. The Scientist will help you in return for a book, and so on.

Combat sequences (which are brilliantly animated) are played by watching an incrementing

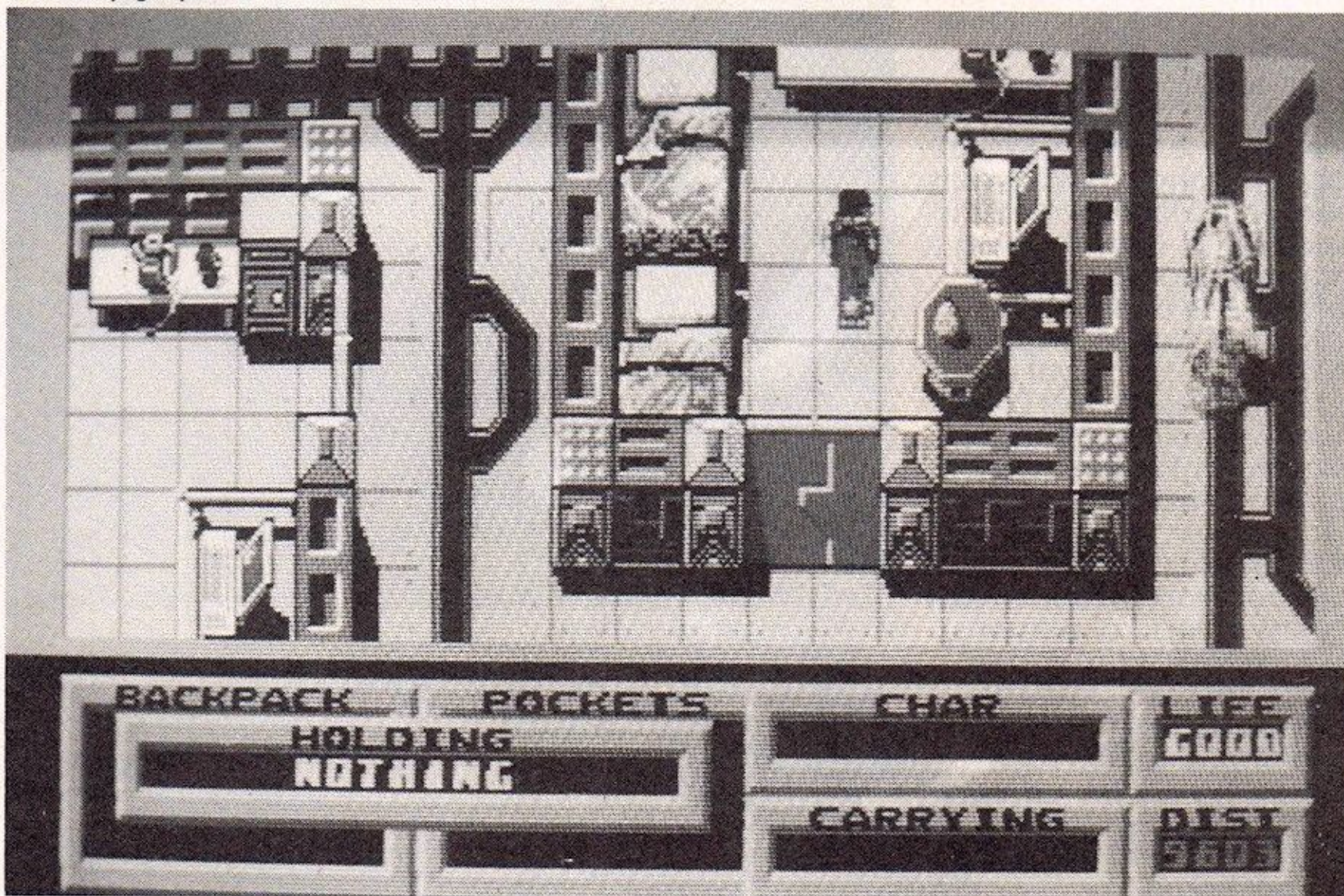
bar graph, then hitting the fire button just as it reaches its peak.

Force barriers which normally cook you can be deactivated if you carry the correct ID card. Similarly, computer terminals will give you vital clues if you log on with the right card. Some areas of the ship are inaccessible unless you have a security pass. Any objects you do not wish to use can be put in a chute which transfers them to your ship, increasing your score.

Certainly not a game you can expect to finish quickly, then. Fortunately, there's so much to see that there's not a chance of getting bored.



▲ *Lovely graphics.*



▲ *Kill or be killed.*

|               |   |
|---------------|---|
| ▶ GRAPHICS    | 9 |
| ▶ SOUND       | 9 |
| ▶ PLAYABILITY | 9 |
| ▶ VALUE       | 9 |
| ▶ OVERALL     | 9 |

# Reviews

# METROPOLIS

- ▶ **MACHINES:** SPECTRUM/AMSTRAD/C64.
- ▶ **SUPPLIER:** POWERHOUSE.
- ▶ **PRICE:** £1.99.
- ▶ **VERSION TESTED:** C64/SPECTRUM.
- ▶ **REVIEWER:** CHRIS JENKINS.

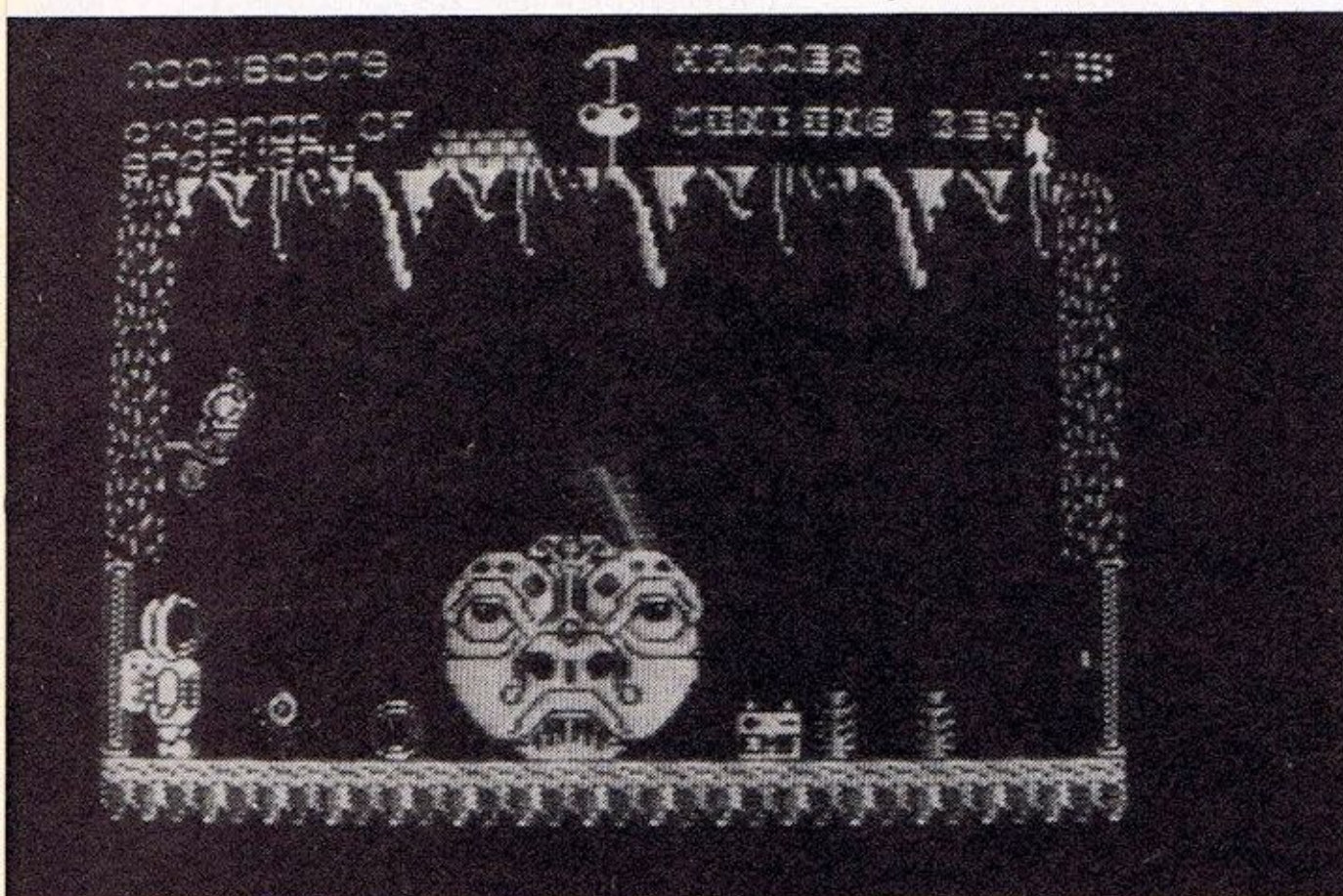
The backgrounds aren't bad, though there's precious little explanation of what chandeliers, suits of armour and Gothic pillars are doing in an alien metropolis. What lets the game down are the sprites; single coloured and very poorly designed, they don't dome near the

BOINK BOINK from some of the bouncing aliens, here's precious little in the way of aural excitement.

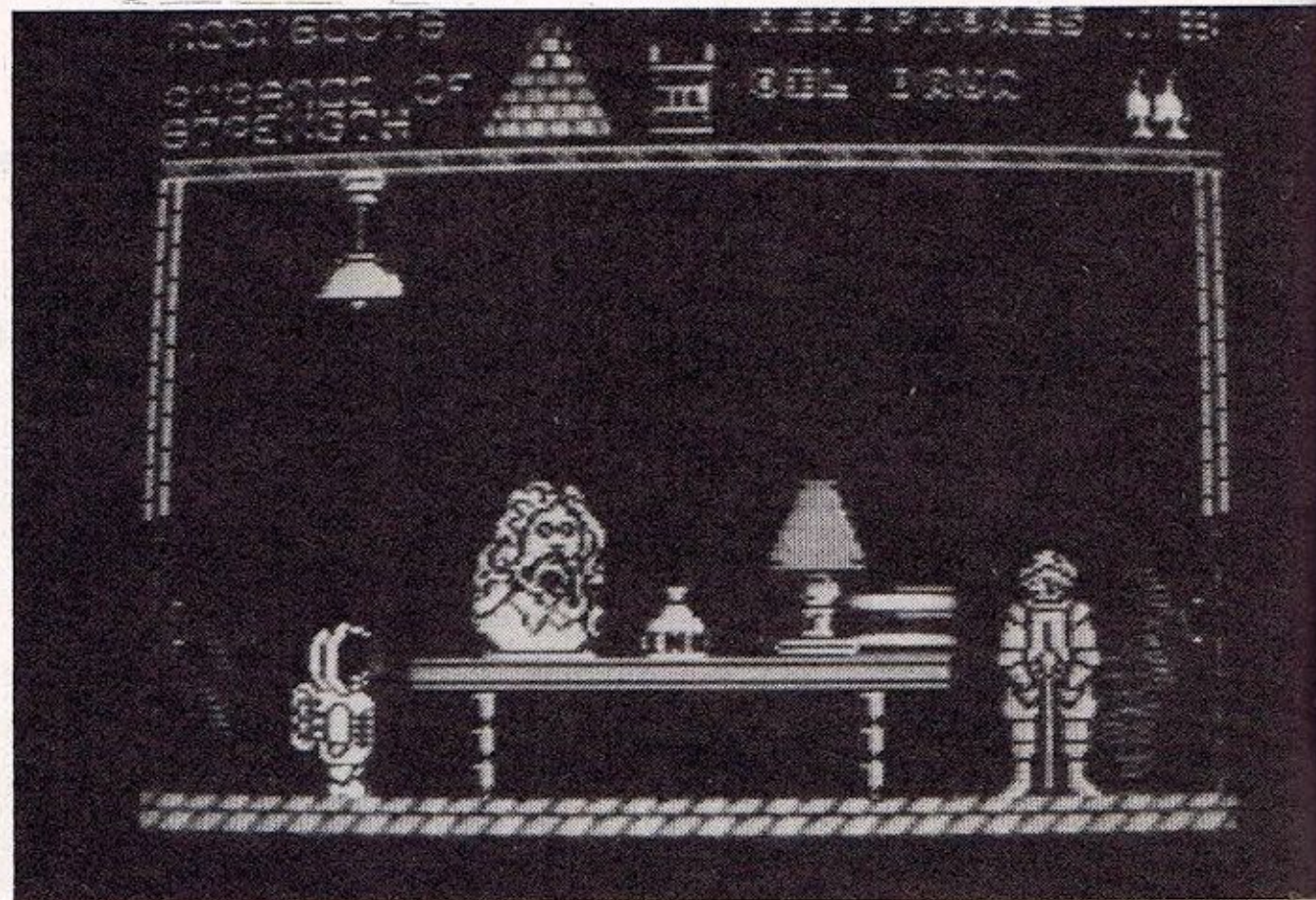
Fortunately, the gameplay isn't that bad. Above the playing area is your "Pyramid of Strength", which decreases on each contact with an alien. To the right is your inventory,

juggling objects in this way you should be able to find which will open the locked doors which bar your way.

Each time you lose a life you turn into a flying jelly (I didn't quite understand that bit) and at the end of the game you're told what percentage of the adventure you've



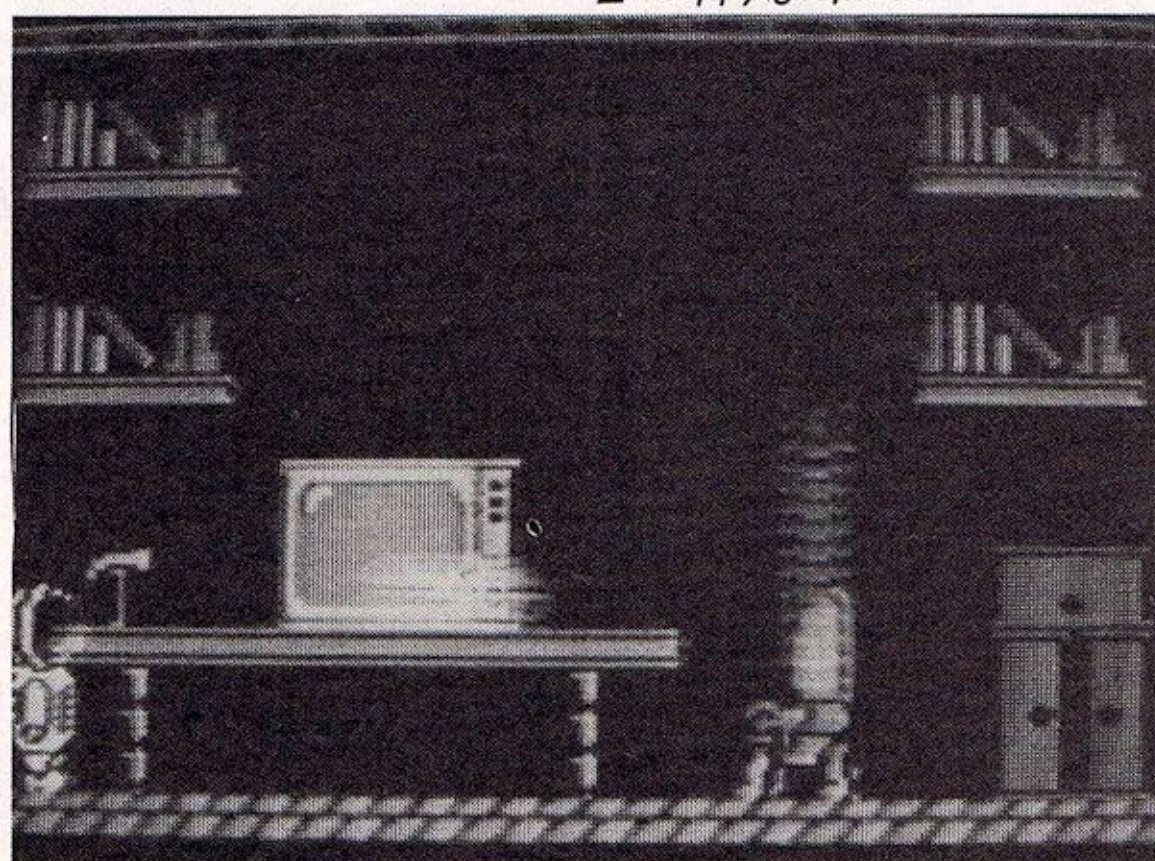
▲ Boink! Irritating aliens.



▲ Sloppy graphics.

People sometimes go to barmy lengths to conceal the fact that they've pinched an idea for a game. This one, for instance, is supposedly all about stranded astronauts searching for fuel for their spaceship. Pah! I know a rip-off of *Magic Knight* when I see one!

In truth, gentle reader, *Metropolis* is naught but a spafified version of David Jones excellent trilogy for Mastertronic. Here, the put-upon hero, Moonboots, wears a spacesuit instead of armour, and is attacked by aliens instead of demons, but the idea's the same; make your way through dozens of chambers, avoiding attack and searching out the objects which will open locked doors and help you return to your home.



▲ A *Magic Knight* clone. standard you'd expect, even from a budget game. At some stages the white astronaut disappears in front of the white background details.

The sound effects stink too; apart from an irritating

which never stretches beyond two objects. Each time you find a new object – an oil-can, hammer, key or whatever – it is automatically added to your inventory, and the last object dropped. By

completed. An amiable little game, then, probably entertaining for a good few hours but let down by some sloppy graphics and sound design.

|               |   |
|---------------|---|
| ▶ GRAPHICS    | 6 |
| ▶ SOUND       | 3 |
| ▶ PLAYABILITY | 7 |
| ▶ VALUE       | 6 |
| ▶ OVERALL     | 5 |

## UPDATE . . .

Well, you'll be pleased to know that Powerhouse plans to release *Magic Knight* . . . oops, sorry, that was a most unfortunate slip of the typewriter. Powerhouse will also be releasing *Metropolis* for the Amstrad.

That's better. Or rather we hope it will be.

# INTERCITY 125.



**ARI25: Road Sports.** Some 125's are difficult to ride because their engines produce too little power in some parts of the rev range, and too much in others. The Kawasaki, however, delivers power effortlessly, from low down right up to maximum speed. As Performance Bikes magazine wrote when comparing all the 125's "The Kawasaki is in a different class performance-wise. No matter what gear you're in, just twist the throttle and it always responds, better than any other 125".

With its superbly sweet engine, the ARI25 is as nippy between towns as it is around town. But Kawasaki performance is much more than speed. It is the ideal balance between handling, braking, economy and power. Super Bike summed it up as a "perfect learner two-stroke... handles brilliantly... brakes stop the bike on a sixpence... unconditionally recommended".

**KMX125: Country Sports.** The KMX is developed directly from Kawasaki's racing moto-crossers. So when you plough across the fields, you're riding a real thoroughbred.

When a crowd of first-timers tested all the new 125's, including riding them around a Part One Driving Test Course, they voted the KMX top of the lot.

Dirt Bike Rider magazine rated the KMX "the trickiest 125 on street or trail". Which is fair comment since the KMX is as brilliant on-road as it is off-road.

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# DESOLATOR

Out of the arcade into the computer... a fury of havoc and destruction straight from the Halls of Kairos.

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- ▶ MACHINES: SPECTRUM, COMMODORE 64, AMSTRAD.
- ▶ SUPPLIER: TV GAMES (DOMARK).
- ▶ PRICE: £7.95 CASSETTE, £10.95 C64 DISK, £12.95 AMSTRAD DISK.
- ▶ VERSION TESTED: C64 CASSETTE.
- ▶ REVIEWER: MATT BIELBY.

# EVERY

# SECOND

# COUNTS

All right, you're down the pub, or you're in the arcade, or you're wherever you reprobates go on a night, and it's getting around that time when there's nothing else for it: you just have to have a game of Triv.

So you wack your ten pees in, gather your mates around, and start to trash that cash. And what d'you get out of it? No adrenalin rush like in *Outrun* that's for sure, just to prove that perhaps you know a bit more useless information than everyone around you.

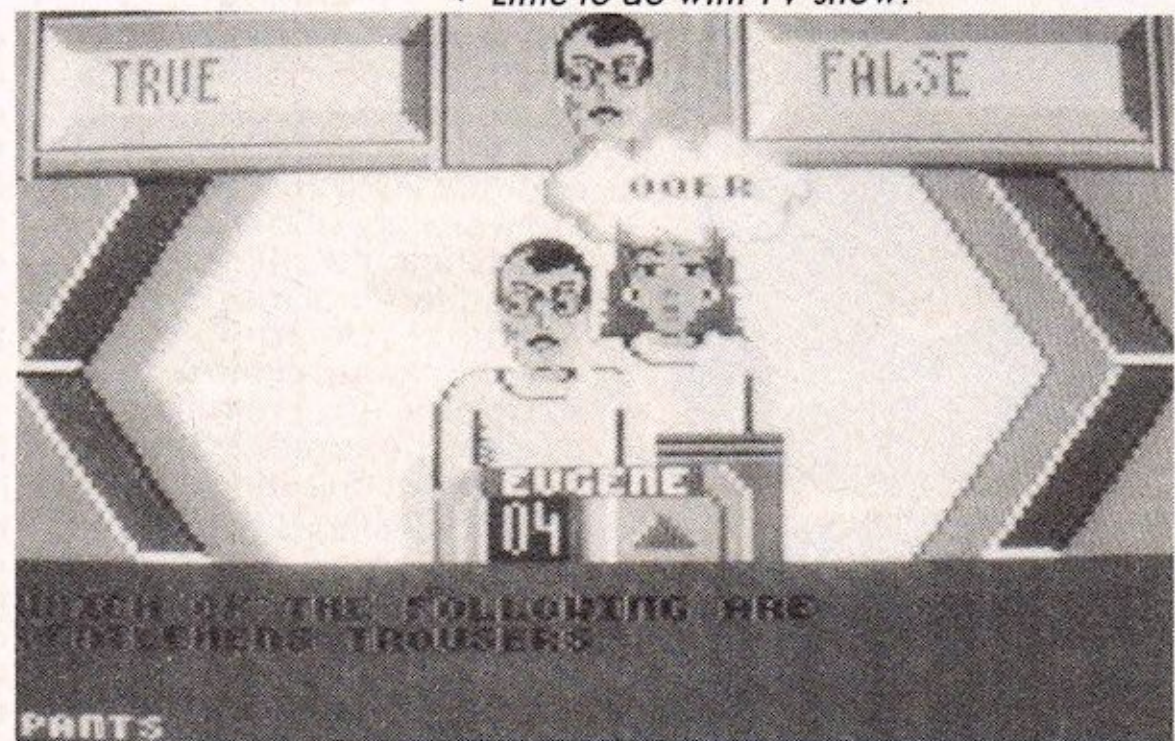
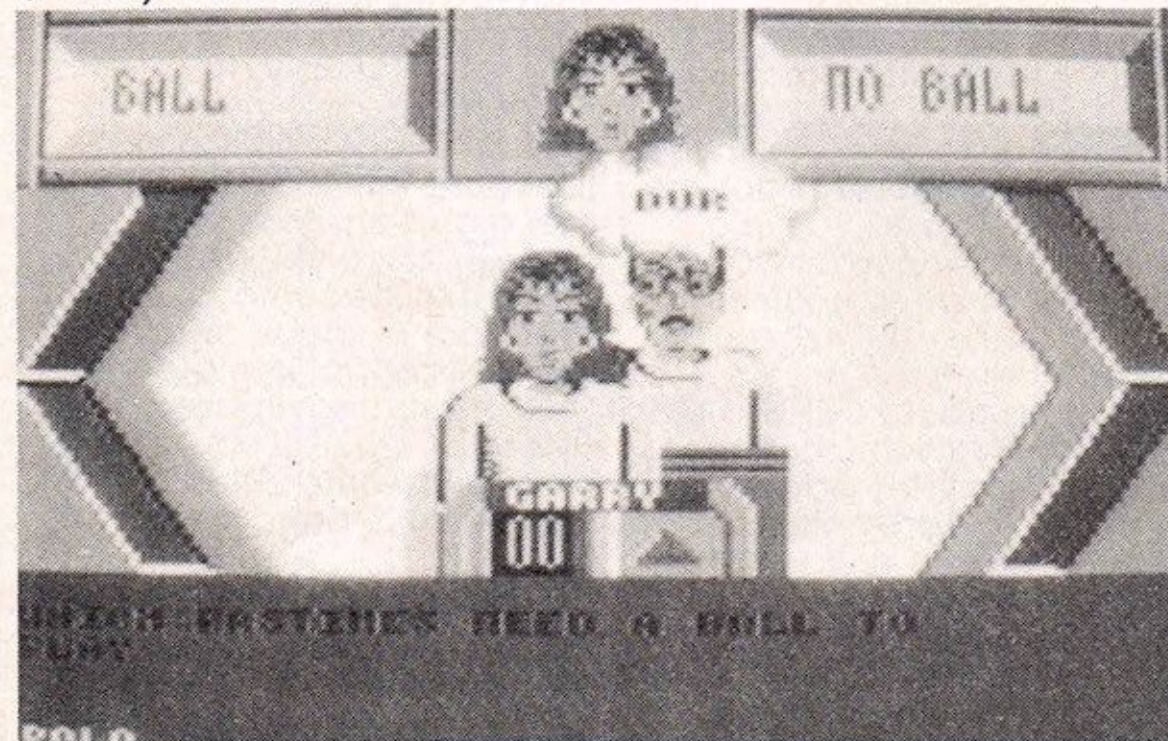
What basically we have here, guys and gals, is a computerised triv game for the home, and as such is bound to be a massive success not just now but in a year or two's time because: a) trivia has taken over the country since *Trivial Pursuit*, machines in pubs etc, b) Paul Daniels is the Granny's favourite, and they are bound to say around Christmas time "ah, little Johnny's into computer games, I'll buy him one", and then purchase the license they know.

So how does it fare as a trivia game? Well for a start, you can forget Paul Daniels. How many computerised pictures do you get of him? Answer: not a lot.

Not even at the end when you've won the contest. Instead you do get a rough (read: very rough) approximation of a TV studio, populated by just the sort of people you get in these game shows. Considering that they don't have to do very much - just blink occasionally - they could be better animated, though their very gormless stiffness helps capture the true character of the show.

First thing you have to do is chose your players from the vast range of worthies on offer. Should you

### ▼ Shifty Contestants



choose the shifty looking one with a beard, and perhaps partner him with the blond floozy or what? You can play up to three teams, so you can fight with your pals about which character to play.

After this fun, the game begins. You whiz through a number of rounds answering true or false questions, or choosing which of three categories various things fall into.

When you get tired of a certain block of questions, it's quite a faff having to rewind the tape to get to another block, if like me, you've made the mistake of playing the cassette version.

Throughout the game, your correct answers are earning you extra seconds which are of vital importance in the final round when the clock really is against you and, well, "every second counts". How much you like it just depends on how much you like triv, I guess.

|               |   |
|---------------|---|
| ▶ GRAPHICS    | 5 |
| ▶ SOUND       | 4 |
| ▶ VALUE       | 7 |
| ▶ PLAYABILITY | 7 |
| ▶ OVERALL     | 6 |

### UPDATE

On the Spectrum version the blinking eyes on the contestants are nowhere near as well animated as on the others, and the *Every Second Counts* clock is far less impressive... Nah, just kidding. This ain't a game that relies on graphics a great deal, so you get basically the same package whatever computer you've got. The questions are the same, anyway.

### ▼ Little to do with TV show.













- ▶ **MACHINES:** SPECTRUM/AMSTRAD/CBM 64.
- ▶ **SUPPLIER:** INCENTIVE.
- ▶ **PRICE:** £9.95.
- ▶ **VERSION TESTED:** AMSTRAD/SPECTRUM/CBM 64.
- ▶ **REVIEWER:** CHRIS JENKINS.

Imagine an entire world in solid 3-D, through which you can wander freely. Imagine a terrifying threat, an implacable enemy, and a challenging mission. Imagine a series of baffling puzzles, and the heart-stopping excitement of trying to solve them under enemy attack. Imagine no more . . . *Dark Side is here.*

If you saw Incentive's first Freespace 3-D game, *Driller*, you'll know how the Major Developments team has brought solid graphics to a new high point. You can move around and into buildings and structures, view them from any angle, even take off and see them from above.

In *Dark Side*, the system is refined to an even greater degree, and the gameplay is pushed to amazing heights. It's the same old story; malevolent alien race (the Ketars) build giant weapon (Zephyr One) and threaten the home planet of the peace-loving goodies (the Evaths). Only one man can invade the moon of Tricuspid, knock out the Ketar weapon and save Evath. It's you, muggins.

The surface of Tricuspid is dotted with Ketar structures. Some serve no function, some can help you and some will attack you. Learning to recognise which is which becomes pretty crucial.

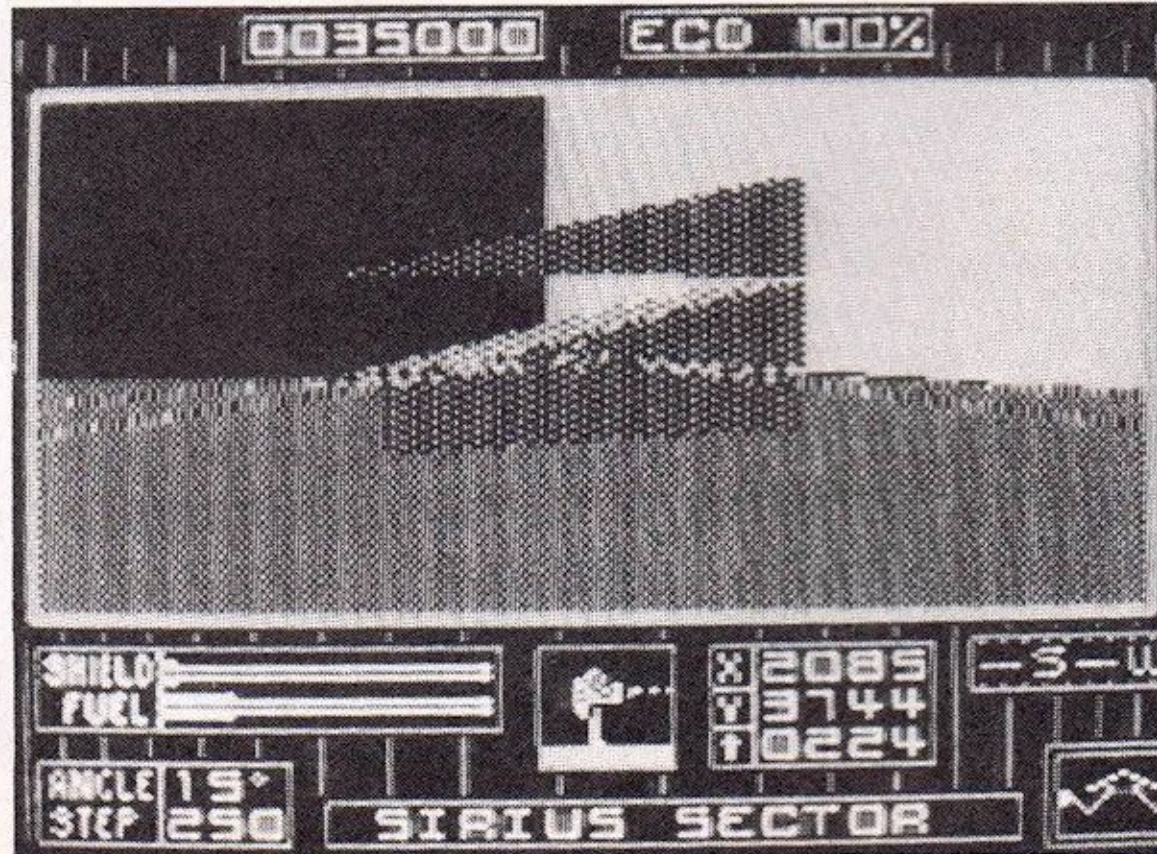
As you move through the 3-D landscape, your first aim is to locate ECDs – Energy Collection Devices. These solar energy units are feeding power into the Zephyr One weapon. Unless you disable them and slow down the charging rate, the weapon will fire and toast your home.

Many of the ECDs are hidden inside buildings, which you can only enter by locating doorways and shooting out the doors. This all takes energy, and of

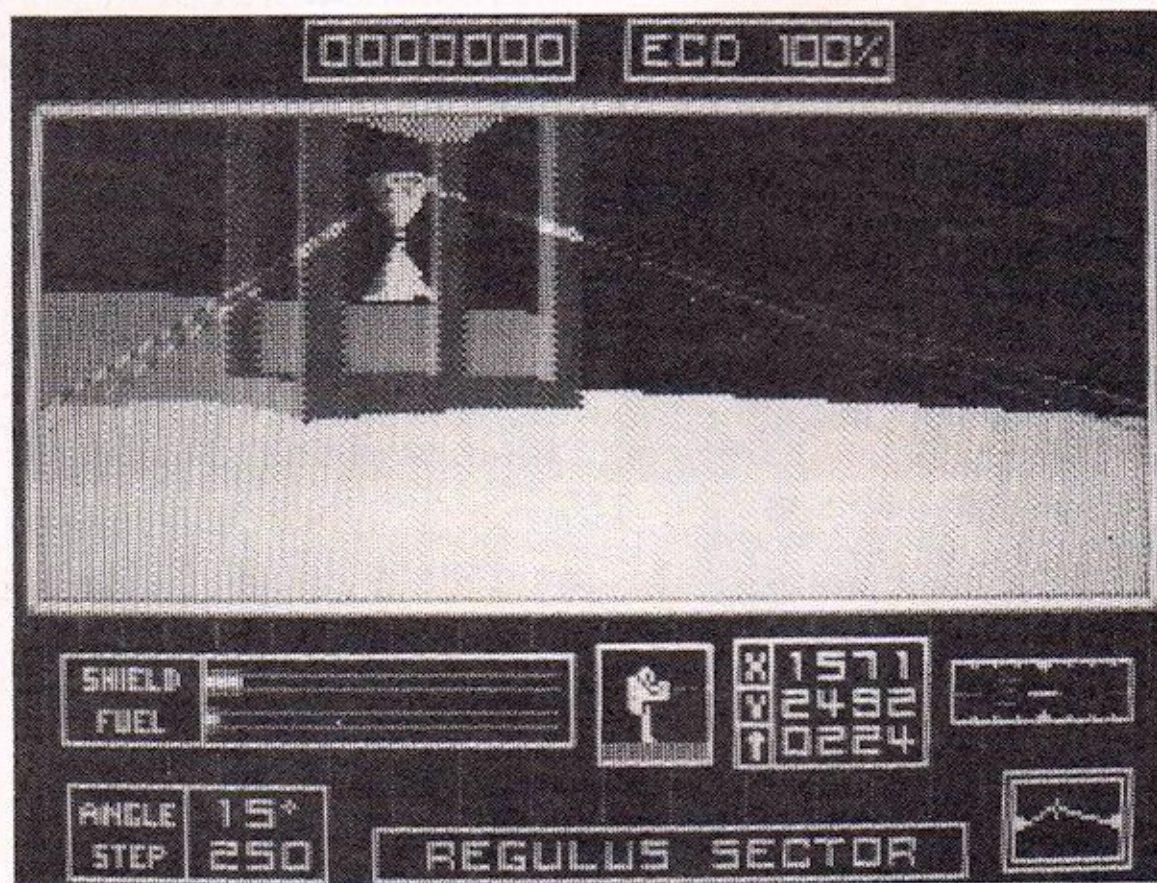


▲ Inside one of the buildings.

# DARKSIDE



▲ In the Sirius sector.



▲ Blast away.

# Reviews

course you will snuff it if your power rating falls to zero. There are also more immediate ways of meeting a sticky end; Plexor defence tanks patrol the moon, and will open fire as soon as you are within range. Go into weapons mode, aim for the head and blow them away before they get you.

To knock out all the ECDs before the Zephyr One fires, you need to learn to use the map supplied, the location co-ordinates displayed on your instrument panel, and the teleporter pads, to cover the huge game area.

Your final weapon is your jet pack. Supplied with a limited amount of fuel, it allows you to soar over the landscape, spotting ECDs and taking out Plexors as you go. Energy convertor pods allow you to transfer fuel to your shield, and there are control keys to alter your orientation and make U-turns. You can also save a game part-way through.

If it isn't already clear from this really inadequate review, *Dark Side* is absolutely stunning.

The colourful interior scenes on the Amstrad and 64 versions, together with the impressive designs of the Ketar installations, make it a pleasure just to wander through the maze zones of the moon. But in addition, the gameplay is absolutely absorbing.

Miss out on *Dark Side* and you might as well throw your micro out of the window.

|               |    |
|---------------|----|
| ▶ GRAPHICS    | 9  |
| ▶ SOUND       | 7  |
| ▶ PLAYABILITY | 10 |
| ▶ VALUE       | 10 |

# Reviews

# BLOOD BROTHERS

▶ **MACHINES:**  
SPECTRUM/AMSTRAD/CBM 64.  
▶ **PRICE:** £7.99 (SPECTRUM)/£9.99 (AMSTRAD).  
▶ **SUPPLIER:** GREMLIN GRAPHICS.  
▶ **VERSIONS TESTED:** SPECTRUM/AMSTRAD.  
▶ **REVIEWER:** PAUL BOUGHTON.

Tut, tut, tut. In these super-health conscious days, Gremlin Graphics certainly hasn't been reading its inter-galactic government health warnings. *Blood Brothers!* Gasp!

It's not that many weeks ago that one of the television companies was slammed for showing an old film which included two chums becoming blood brothers. Shameful! Bad Example! Irresponsible, cried the critics.

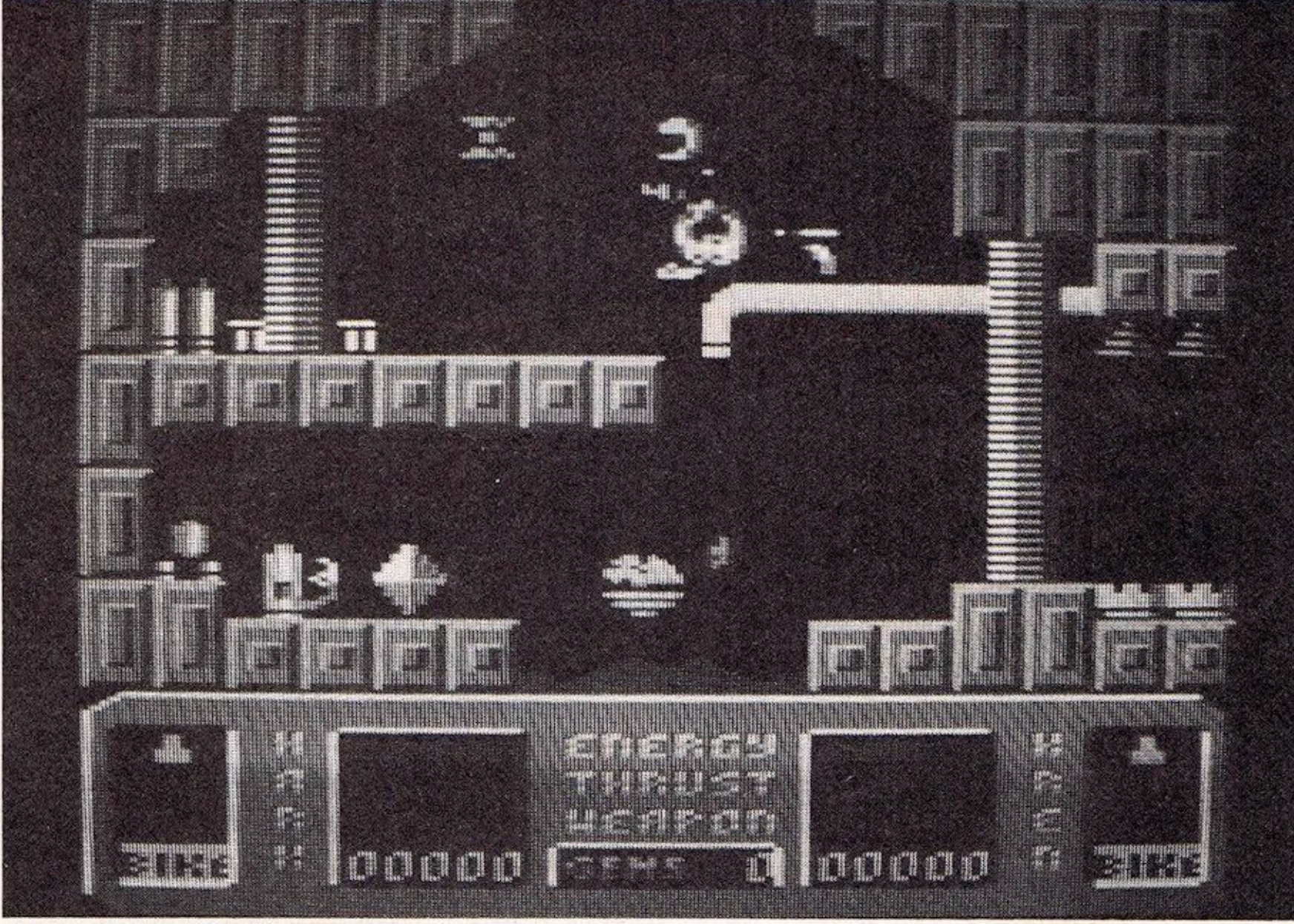
So it comes as some surprise to find our heroes "draw blood from their wrists and press them together, mixing the blood, and combining their companionship."

Now even with added health dangers, it's not a great idea to go around cutting your wrists. It's liable to hurt and be very, very messy.

And just why two brothers – who after all are blood brothers to begin with – should want to indulge in this dangerous and totally ridiculous ritual, is never explained.

Here endeth the health warning. Back to the game.

This is a space tale of slaughter and revenge, the ingredients of a thousand Westerns. Brothers Hark and Kren – aren't they two of the bods from *A-ha* – have been zooming around testing out their new Skywalker jet bikes. They return home to their village on the planet Sylonia and find the place in ruins, the



▲ Oh Brother! Out for revenge.

homes destroyed and their families slaughtered.

The thugs responsible for this heinous crime are a band of crazed space convicts known as the Scorpions, who roam the galaxy preying on the innocent, plundering, looting and stashing the swag in an underground city of tunnels and mines on Sylonia.

Understandably Hark and Kren are a little miffed at finding their home and loved ones are no more. So added by this tragedy are their brains that they indulge in the blood brothers ritual and swear revenge on the Scorpions.

Now Hark and Kren are, apart for a predilection for

self-mutilation, completely non-violent. However, in their attempts to pass exams the brothers have built a range of sophisticated weapons. These fearsome hardware built as part of their A-level A-level Holocaust and Annihilation, are strapped to their sky bikes and the brothers set off for revenge.

The game opens with the bros at the mine entrance. Two people can play, one using the joystick, the other keyboard. You can choose to drop into the mine, start exploring, collecting gems, extra fuel etc and blasting the aliens. On the jet bike – much more fun, I found – you fly towards a mine entrance, avoiding

blocks, blasting away others. It's a sort of maze and dodge 'em.

But basically, the game is much-of-a-muchness, playable but not addictive, entertaining but not memorable.

|               | SPEC | AM |
|---------------|------|----|
| ▶ GRAPHICS    | 7    | 8  |
| ▶ SOUND       | 5    | 6  |
| ▶ VALUE       | 7    | 7  |
| ▶ PLAYABILITY | 7    | 7  |
| ▶ OVERALL     | 7    | 7  |

**UPDATE . . .**  
The Commodore 64 version of BB is out now. No news of any 16-bit conversions.







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Sargon III is the result of over 21 man-years of development. It will play at precisely the level of difficulty (or simplicity !) you need. It will give hints, take back moves, replay for you - it will even change sides. Sargon III contains an opening library of over 68,000 opening moves, and it stores over 100 Classic games in Chess History. In the US, it has won the PC World magazine Microcomputer Chess Tournament. And in field trials on 6502 and 68000 - based computers, it has beaten its main rival, Chessmaster 2000.

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And if you are a Grand Master, Sargon III will rise to the occasion - it's beaten a Chess Master rated 2209.



Sargon III will be available at £ 19.95 for Commodore 64, Atari (8-bit) on disk, and £24.95 on PC, Amiga and PC.

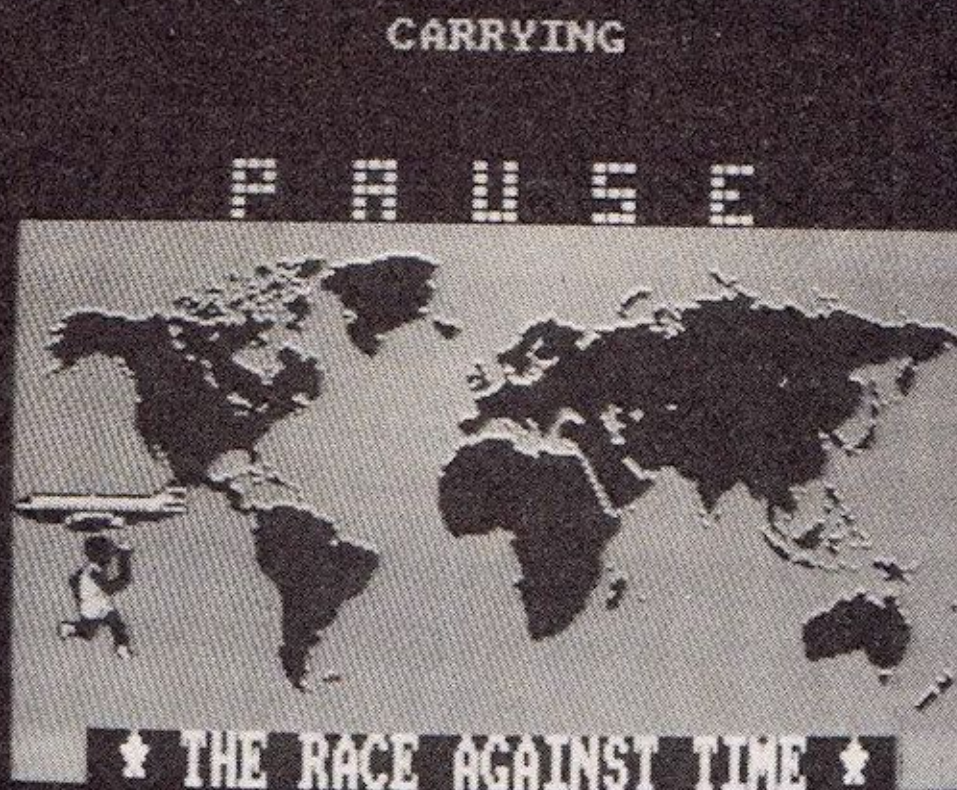
# SARGON III

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# RACE AGAINST TIME



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▲ Carrying a torch for Paris.

► **MACHINES:** SPECTRUM/  
AMSTRAD.  
► **SUPPLIERS:** CODEMASTERS.  
► **PRICE:** £4.99.  
► **VERSION TESTED:** SPECTRUM/  
AMSTRAD.  
► **REVIEWER:** PAUL BOUGHTON.

How are you really expected to criticise a game which it is hoped will raise loads of money for Sport Aid 88, the charity fighting hunger, poverty and disease among children worldwide? To say anything against it would be churlish to say the least. Even if this game's bad, it's good. Right?

And, in fact, what we have here is a quite decent arcade adventure for a fair price.

However, most of the praise for this game comes from Codemaster themselves. Just get a load of the blurb.

"Another great game by the Oliver Twins." Well, it's another game by the Oliver Twins. But great?

"An excellent example of how compulsive and addictive a game can really be!!!" That depends on what other games you've ever played.

"Absolutely brilliant - this is one of the best computer games ever written." Now steady on! That really is going too far.

In *Race Against Time* you play the part of Sudanese runner Omar Khalifa. He's the athlete who back in 1986 lit a torch from the campfire in an African village and ran with it through Europe and the United States to launch Sports Aid.

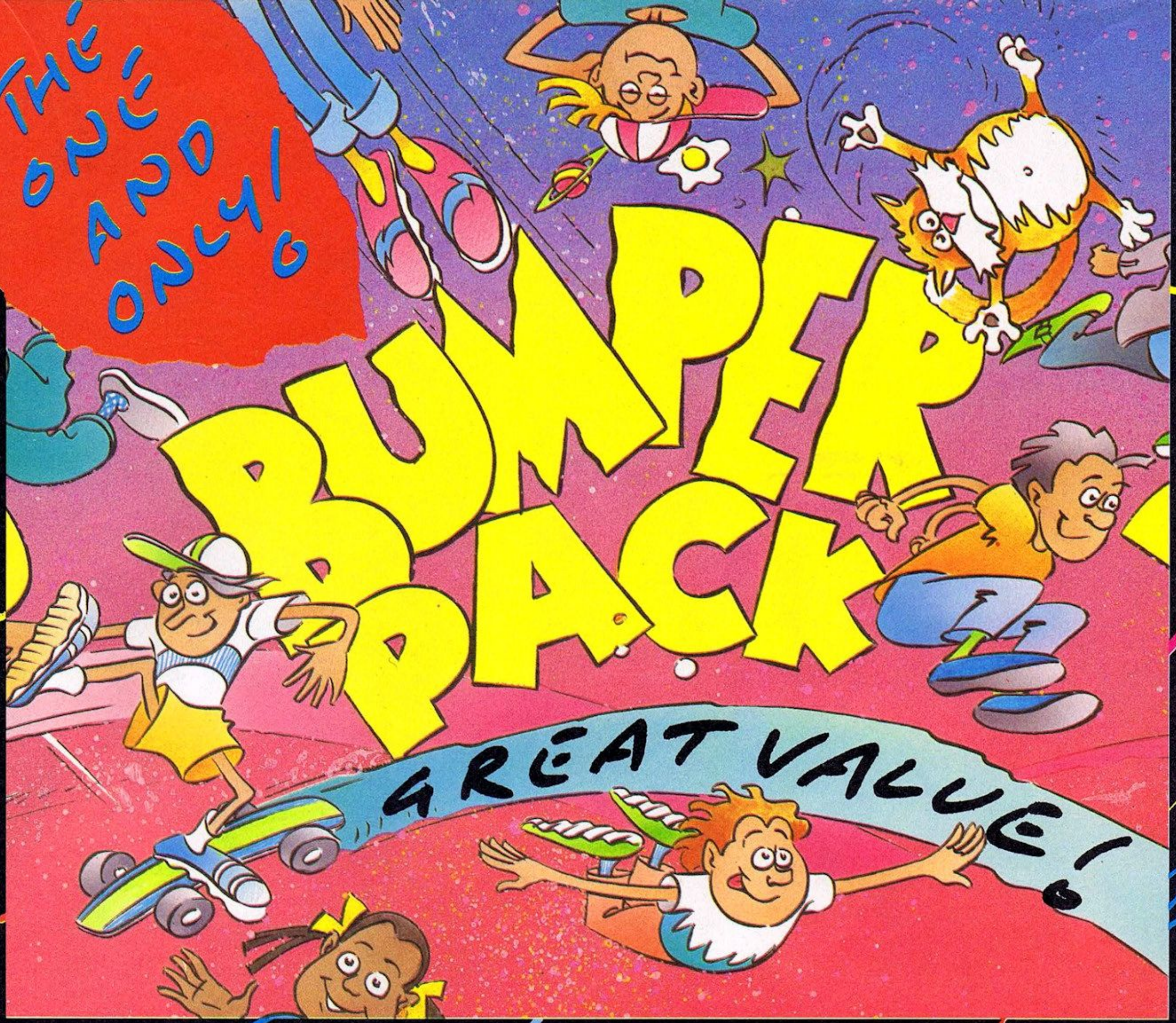
Nicely programmed and playable, *Race Against Time* has to be a recommended buy. It even has Peter Gabriel's *Games Without Frontiers* as a soundtrack.

|               | AMS | SP |
|---------------|-----|----|
| ▶ GRAPHICS    | 8   | 7  |
| ▶ SOUND       | 8   | 6  |
| ▶ VALUE       | 8   | 8  |
| ▶ PLAYABILITY | 8   | 8  |
| ▶ OVERALL     | 8   | 7  |

The Commodore 64 version should be out by the time you read this.



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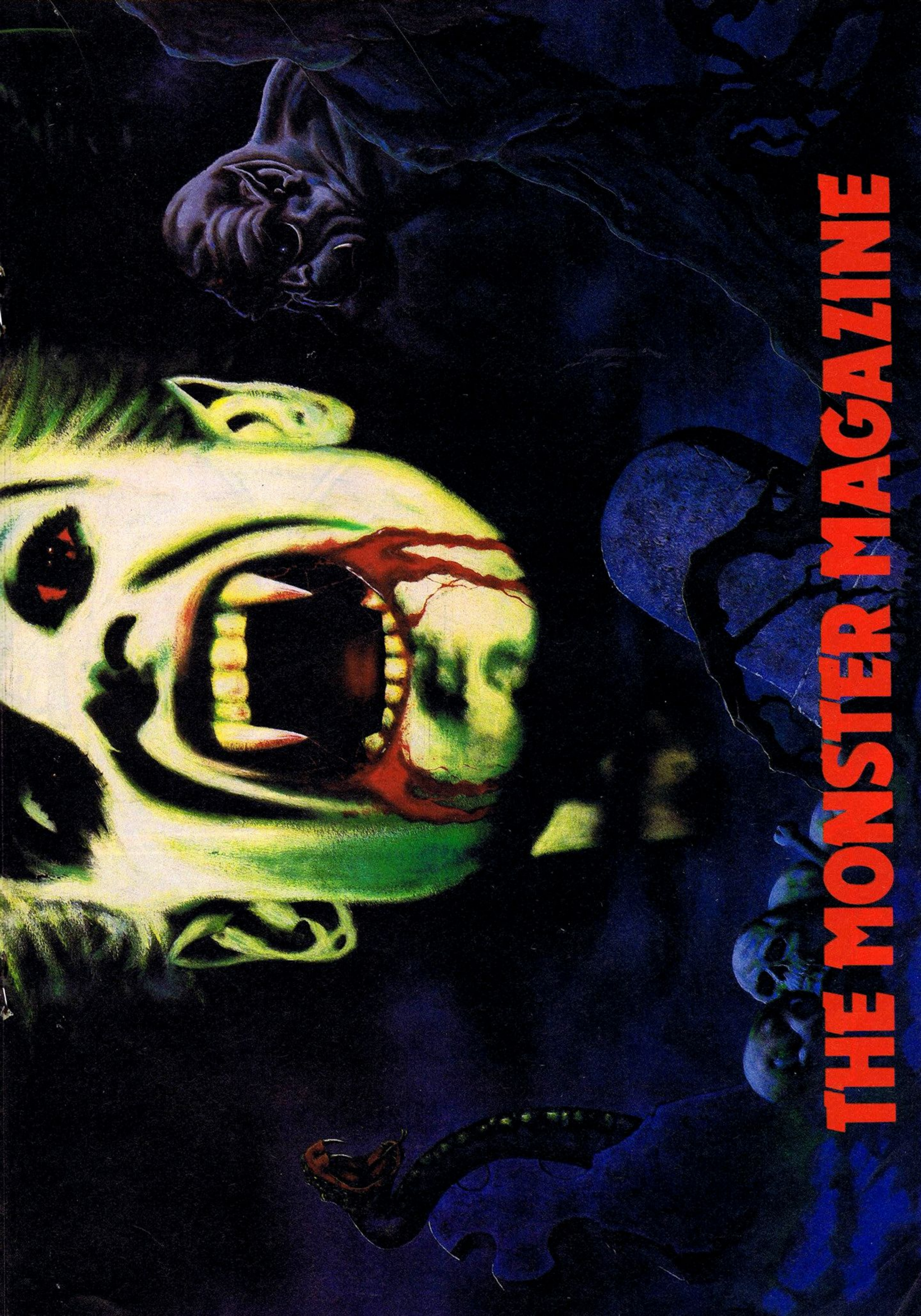
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Screen shots from CBM 64/128 version.  
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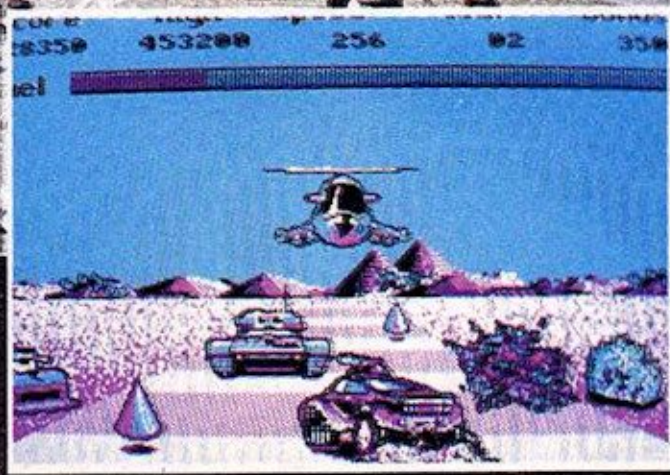
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# FRAME UP

Fame again beckons for those who play the frame game, the superb computer artists who submit to C+VG's Frame-Up.

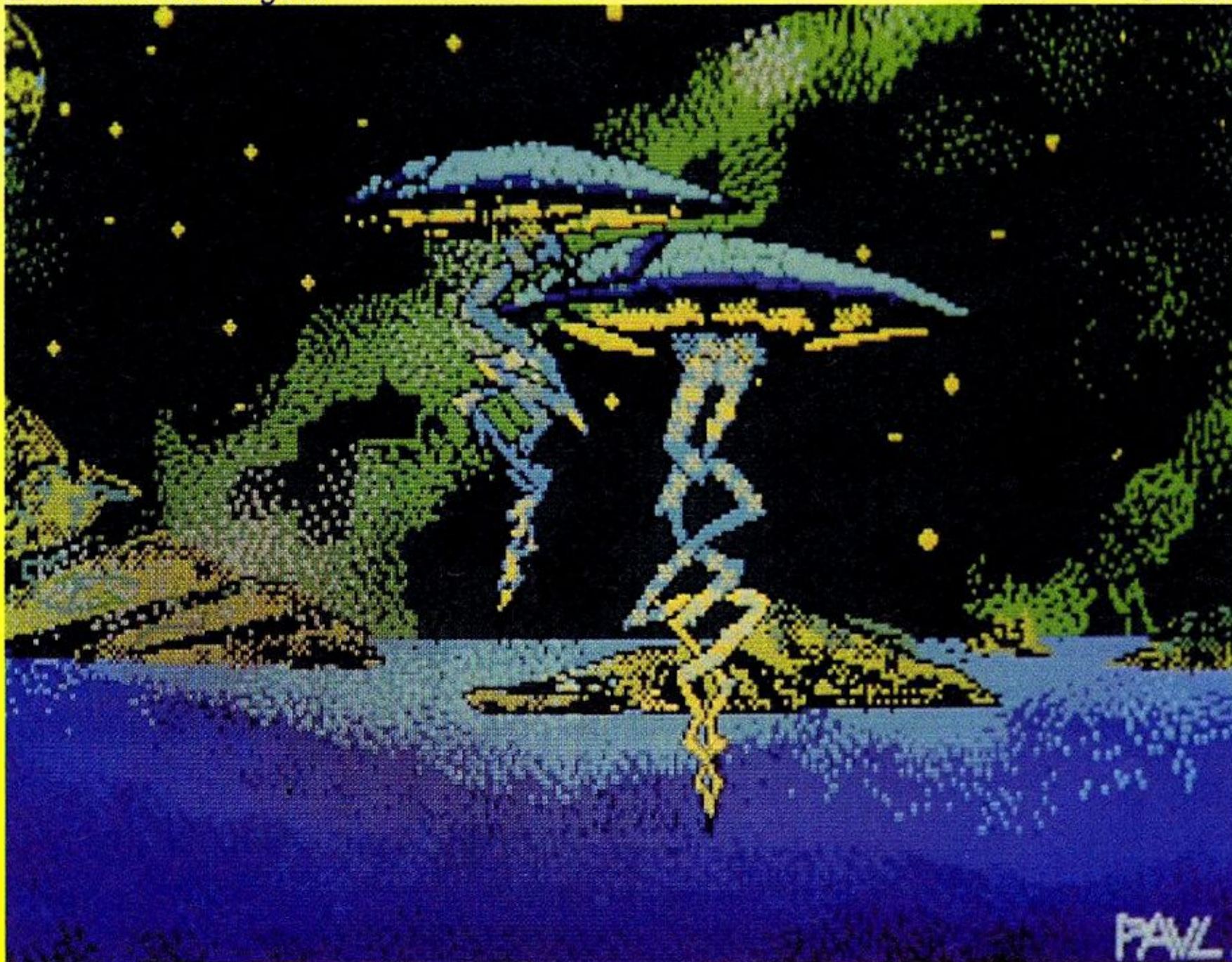
Those who feature this month are Stuart Shackleton, of Bradford, who produced *Karnov* and *Frightmare* on the Amstrad; Paul Sargent, of Canvey Island, Essex, came with a version of Stephen King's *It* book jacket and the Roger Dean inspired *Vertigo* on the Atari ST. *Trooper* and *Psychic* on the ST were drawn by Laurent Stern, 15, from France. Barry Pringle, of Wembley, shows us what he thinks *Outrun* should like on the Amiga, and his version of *Rampage*. And thanks to Rob Matthews, from Teddington, Middlesex, for *Freddy*, *Madonna*, *Pinocchio* and *Rupert Bear*. Finally the Amstrad *Mel and Kim* is from Anthony Wilson, who lives somewhere on Planet Earth.



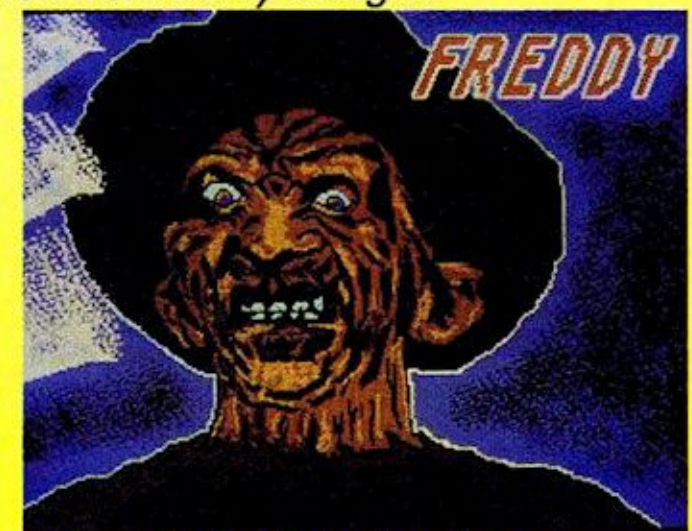
▲ *It* from Paul Sargent.



▲ *Out Run* from Barry Pringle.



▲ *Paul's Vertigo*.



▲ *Freddy* by Rob Matthews.

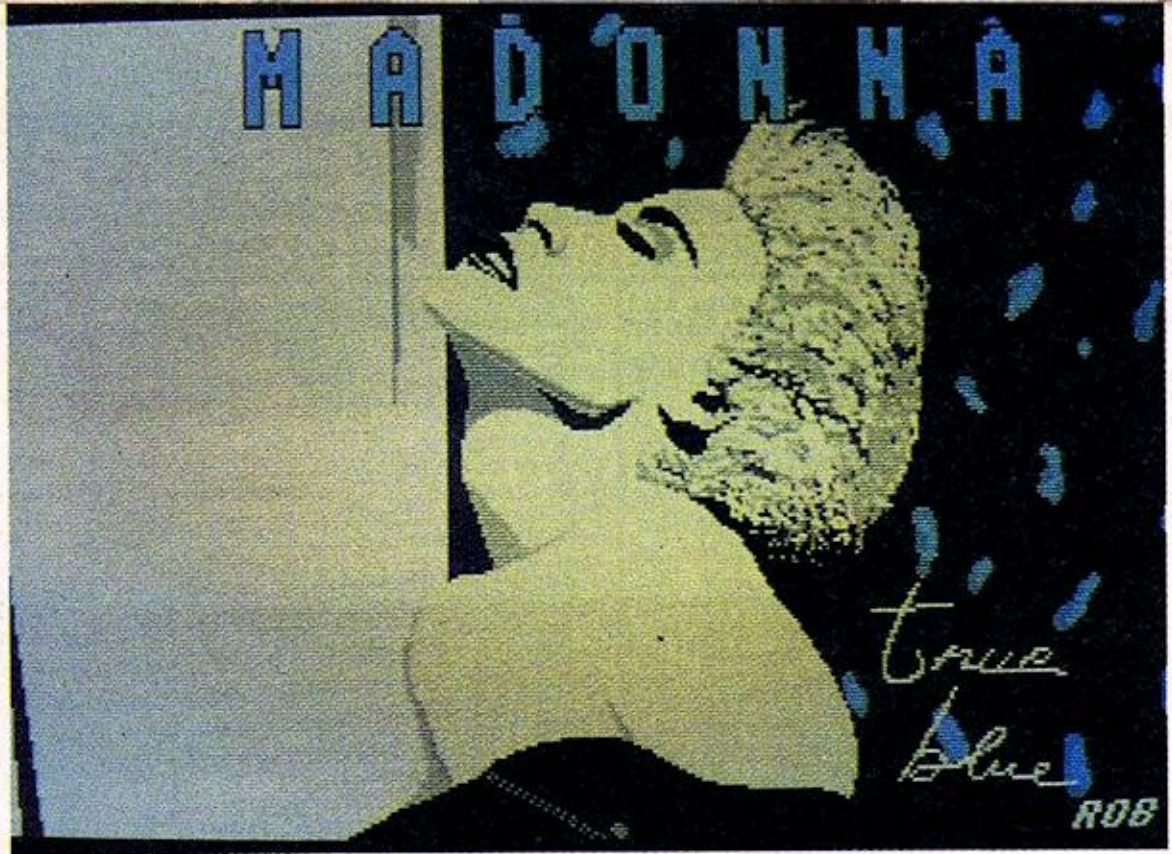


▲ *Mel and Kim* by Anthony Wilson.





▲ Stuart's Frightmare.



▲ Madonna by Rob.



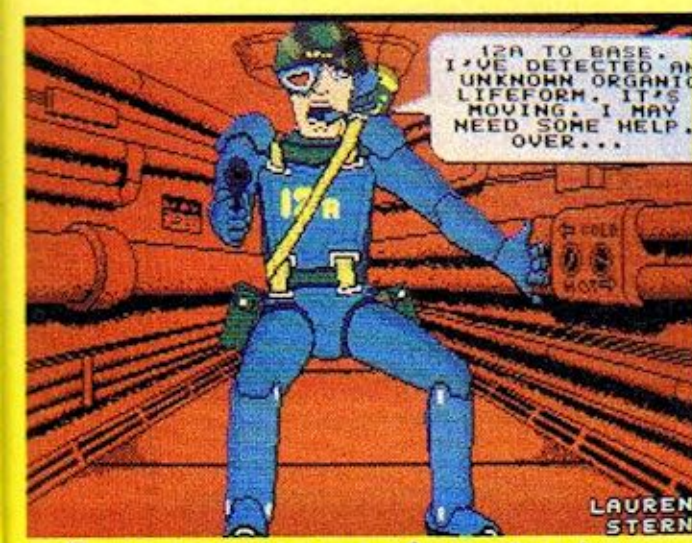
▲ Barry's Rampage.



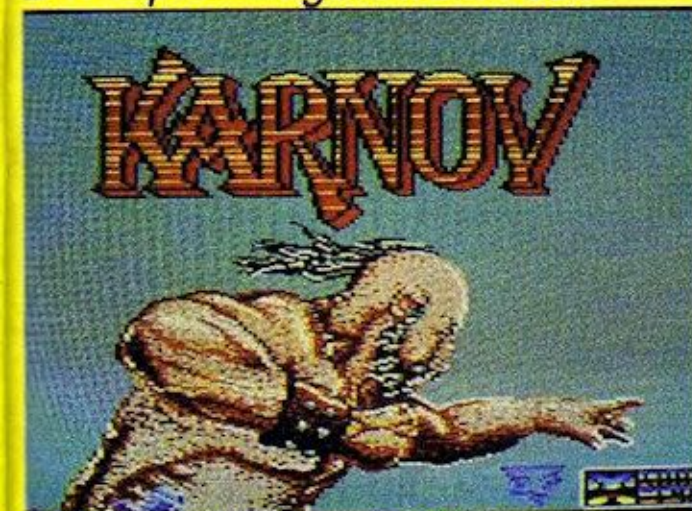
▲ Pinocchio by Rob.



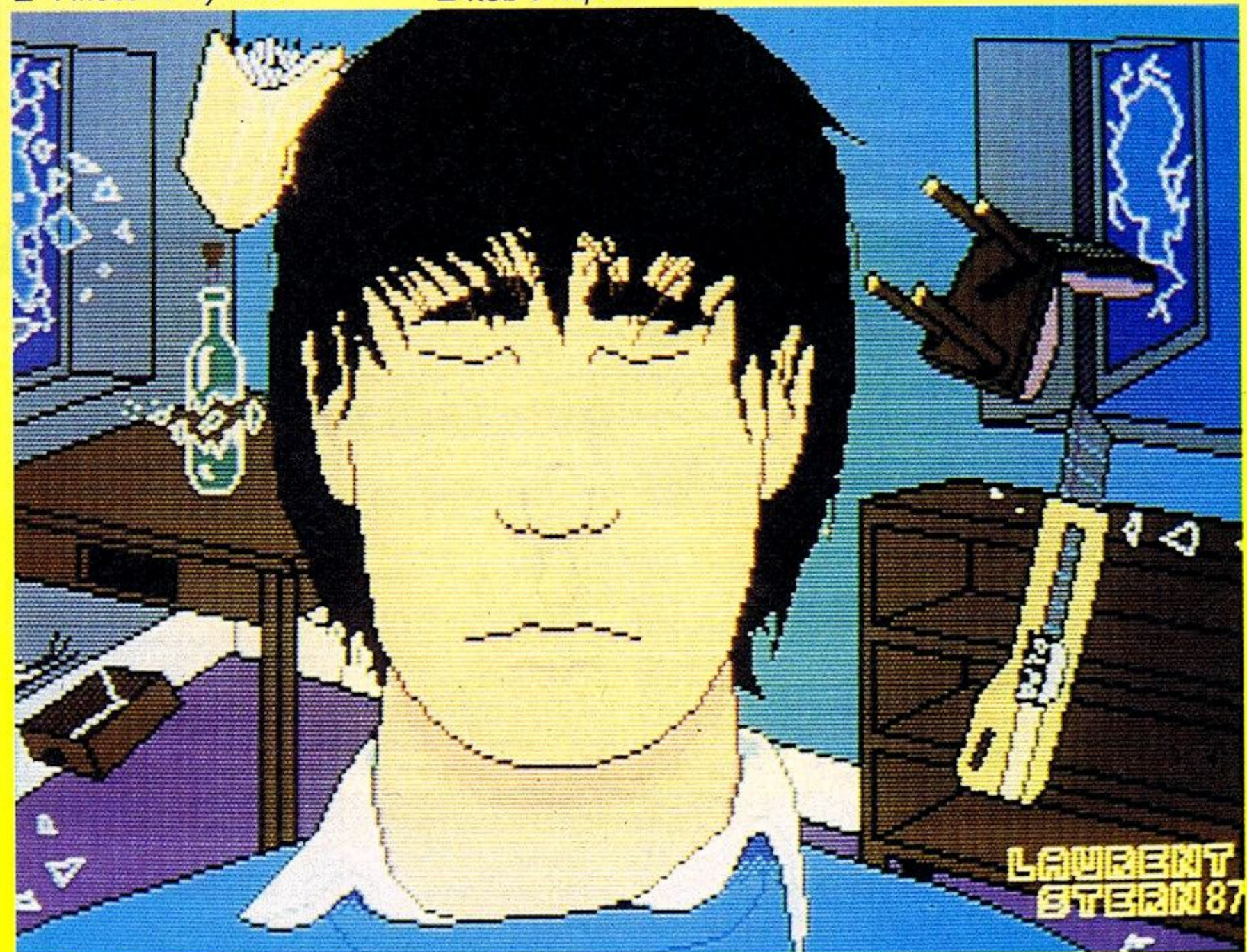
▲ Rob's Rupert.



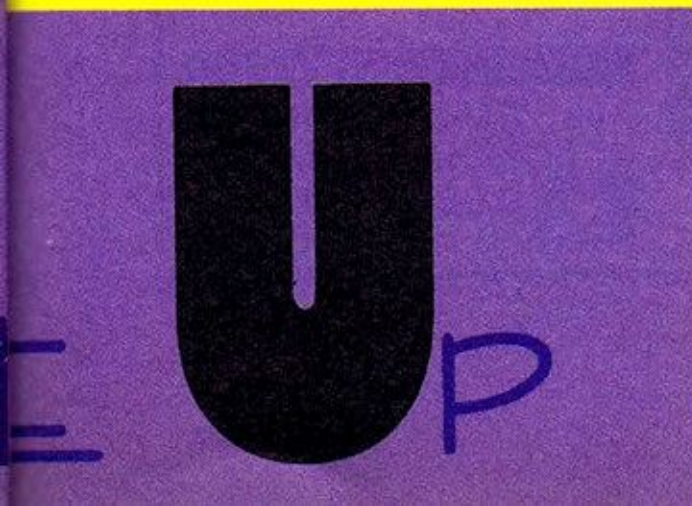
▲ Trooper - again from Paul.



▲ Karnov by Stuart Shackleton.



▲ Another from Laurent.





# BIG SCREEN

Question: what do you call a dirty, smelly tramp with a knife, who's found near the body of a woman, and who won't talk to the police?

Answer: 'Murderer!' That is unless you're a crusading attorney like Kathleen Riley (Cher), who believes that a **Suspect** (15) is innocent until proven guilty.

That doesn't count for much if he's a penniless bum in Washington, though. It's one law for the Whitehouse and another for the homeless. Luckily, the workaholic lawyer cares and sets out to prove her client's innocence, starting with the minor detail that he's a deaf and dumb – hence his non-cooperation!

Meanwhile smoothie, self-seeking political lobbyist Eddie Sanger (Dennis Quaid) is summoned for jury service and lumbered with this case.

What everyone else has overlooked – but what has Eddie exclaiming 'Elementary!', just like Sherlock Holmes – suggests that the tramp is innocent after all. But jury members aren't supposed to talk to the attorneys, let alone turn into private detectives and do their jobs for them!

**Suspect** isn't the most convincing thriller you'll ever see, but it's directed with considerable verve by Englishmen Peter Yates, who draws a rich contrast between the corridors of power and the holes in the ground that are home to the destitutes.

There's more murder in **Throw Momma From The Train** (15) but it's not a whodunit. It's actually a how-will-they-do-it – the 'it' being the disposal of Momma, a senile, housebound monster who makes her son Owen's life a misery.

Larry also has problems. His ex-wife walked off with the plot of his latest book and became an overnight success, leaving him with a terminal case of writer's block. And aggravating it all is Owen, who attends his creative writing evening classes and submits murder mysteries with only two characters.

In desperation, Larry sends Owen to see Hitchcock's *Stranger's on a Train*, the tale of two men who both have people they want dead, so decide to swap murders. But Owen takes it personally and

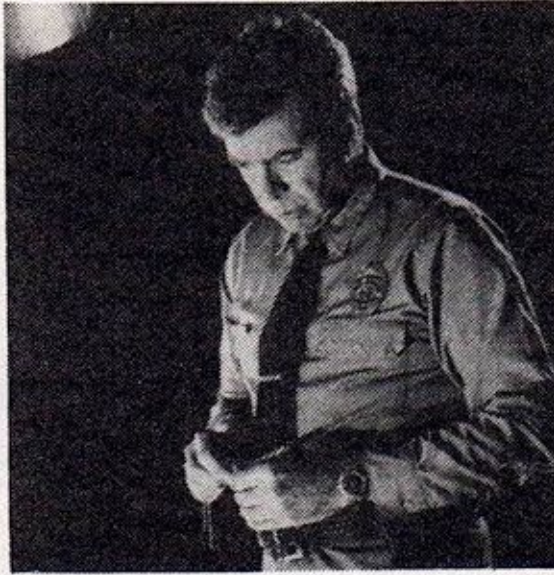
Death by misadventure or murder most foul? Celluloid coroner **Ward R Street** passes judgement on this month's movies and discovers a few stiff . . .



▲ *Momma*: You must be choking!



▲ *Suspect*: Cher lays down the law.



▲ *Prison*: Jailhouse Shock.



▲ *Cop*: Lighter moment among the seediness.

thinks that Larry is suggesting a similar exchange – and before you can say 'assassin' he's killing Larry's wife.

Now Owen insists that Larry fulfils his part of a bargain that he never made. Will he kill Momma? Can Momma be killed? She not only looks like the Hulk – she shares his temper and she's just about as indestructible!

While **Throw Momma** doesn't quite live up to its tasteless premise, it is still a lot funnier than most Hollywood comedies. Danny DeVito (*Romancing the Stone*) directs and stars as Owen with Billy Crystal (*Running Scared*) providing excellent support. And don't overlook Anne Ramsay as Momma, the best argument for euthanasia I've seen!

With all these deaths occurring it's inevitable that eventually a **Cop** (18) would show up. He's James Woods, the craggy actor from last year's **Best Seller**, where he was on the other side of the law, playing a self-publicising hit-man.

Not that he's much better with a badge. He throws away the rule book immediately he leaves the station. His vigilante zeal makes *Dirty Harry* look like a liberal as he tracks down a serial killer who does messy things to call-girls – and in this slice of life from the seedy side, we're not spared a thing.

Inevitably for such an unorthodox law-man, he runs into trouble with his superiors, not to say his wife who reckons that telling True Detective bedtime stories to their daughter is taking obsession a bit too far. But pretty soon he's probing a hooker in a manner he was definitely not taught as part of routine interrogation.

Normally I like James Woods' performances, and there's no denying that this is another powerful part. But the unrelenting seediness of the film proved a little too much.

There's only one film that can follow it and that's **Prison** (18). What next, I ask? Parole? For the inmates of this particular institution, the only way out is in a box – and that goes for guards as well as their charges.

This is yet another roller-coaster ride from

continued ▶

Empire Pictures, the company behind *Critters* and *Re-Animator*, who can usually be depended on to deliver the exploitation goods. This time they do it in double quantities by combining the tough jailhouse movie with supernatural nastiness.

Years after the state prison was closed, it's due to be re-opened on account of overcrowding elsewhere. The warden is none other than the guard who ripped a cross from the neck of the last man to be executed there – just before he went to the chair. No prizes for guessing which spirit is responsible when one escapee has a metal pole driven through his head and a guard is trussed up with barbed wire, then!

**Prison** is yucky enough to satisfy the most ravenous gore-hounds but witty enough to escape the gratuitousness of **Cop**. Spend a spell in the penitentiary.

Having a kid is another kind of life sentence, as the parents in **Maybe Baby** (15) discover . . . but only hardened Molly Ringwald fans need subject themselves to the traumas of teenage parenthood. This is the best argument I've seen for contraception – is should never have been conceived!

Darcy and Stan are the young lovers whose moment of carelessness leads to a lifetime of misery – at least it seems like a lifetime as the movie wavers between broad comedy and the harsh realities of being kicked out of home and having to live in a slummy loft.

I suspect that the idea was to produce a serious, moral movie, enlightened with moments of humour, but director John G Avildsen, better known for the slightly more mature *Rocky*, is so OTT that the result makes *Neighbours* look subtle.

It's a Johnson's Baby Soap Opera as Stan gives up his scholarship to college and Darcy gets piles!

A movie called **Shy People** may not sound gripping entertainment for the average extrovert, but it's really a melodramatic brew set in the Louisiana Bayou. A classy New York Journalist goes to interview a distant strand of her family for an article for a glossy magazine and ends up letting enough

# BIG SCREEN



▲ *Wings of Desire: Swinging fantasy.*



▲ *Shy People: backward.*



▲ *Man on Fire: Grunts and stunts.*



▲ *Maybe Baby: Bundle of joy?*

skeletons out of the cupboard to keep a gravedigger busy for a year.

Her kith and kin are every bit as strange as the mutant brood in that classic of family life, *The Hills Have Eyes*. Ma is a tough talking, tobacco chewing matriach who rules the roost with a rod of iron. Her sons include the inevitable simpleton, another who's about to become a father, and a third kept locked up in a disused chicken coop. And nobody talks about their father!

But it takes the journalist's sassy, cynical, coke-snorting teenage daughter, to set things moving, when she plays the sophisticated temptress. The film has virtues, including some nice performances and some atmospheric camerawork.

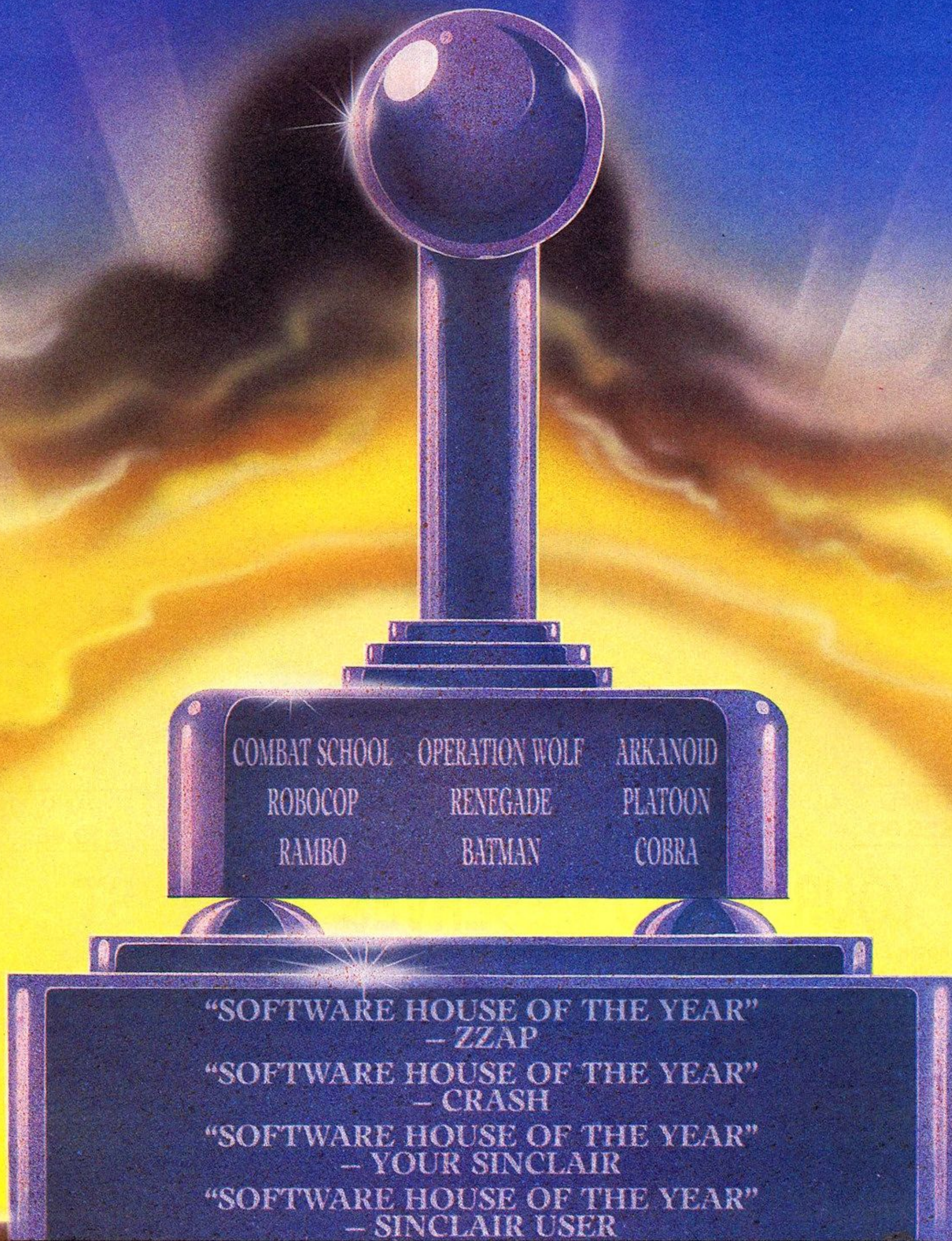
The film is never dull – but with such a collection of freaks it's never really convincing either.

Every bit as hysterical, though with fewer redeeming features, is **Man on Fire** (18), a bizarre European production, set in Italy and starring American Scott Glenn as an ex-CIA man hired to protect a child from kidnappers. After the criminals finally get to her, shooting him in the attack, he decides to wage a private war against them.

There's slow motion photography; long sequences when nobody does more than grunt; a little designer violence . . . and one of the most ludicrous stunts I've ever seen

There's such an excess of silliness that in the end, **Man of Fire** simply burns itself out!

The director should take a lesson from Wim Wender's low key **Wings of Desire** (15). This two-hour, mostly black and white fantasy, set in Berlin and won't be for everyone. But if you don't mind making a mental effort and reading sub-titles, prepare to be entranced by a tale of two angels, passing unseen amongst the mortals and easing their suffering, and find out what happens when one decides that he'd give up immortality for a few years



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- Great isn't it. All you will have to pay for is transport too and from Gatwick Airport, food and spending money.

All you have to do is draw a picture of Mickey Mouse and answer three easy questions.

The competition will be split into two age groups, up to 14 and 15 and over.

The entry form will be inserted in copies of Gremlin's *Mickey Mouse* game and must be sent with your entry to Computer+Video Games. The address will be on the form.

The closing date for the competition will be September 15th and winners will be picked by a representative of Gremlin Graphics and *C+VG*'s Art Editor, Craig Kennedy.

And a diary of the winner's time in Disneyland will appear in *C+VG* at a future date.

So don't delay. *Mickey Mouse* should be on sale round about now.

# COMPUTER

+video

# GAMES

# Next Month



C+VG is sizzling into Summer with a red hot scoop on the launch of the year so far – the stunning *Barbarian II – the Dungeons of Drax*. It will be launched on all systems and C+VG will have the full story with an exclusive £1.00 off deal for C+VG readers. All the latest reviews, a

guide to the best rides and arcades in the UK, the latest challenger in *Winner Stays On*, and the best maps, hints, tips and pokes in *Playmasters*. On sale July 15th. Essential holiday reading at the completely unbeatable, value-packed price of £1.10.

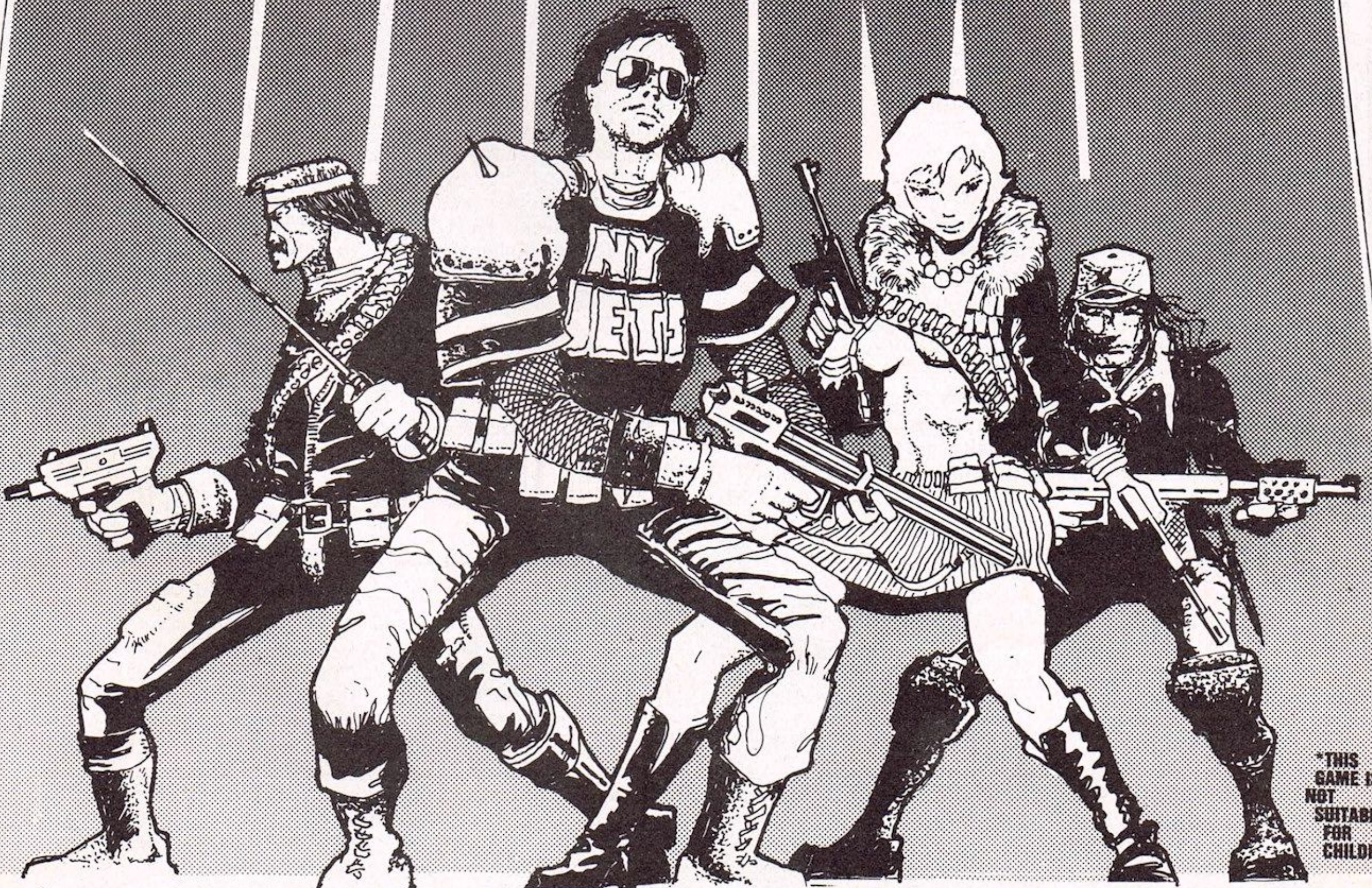


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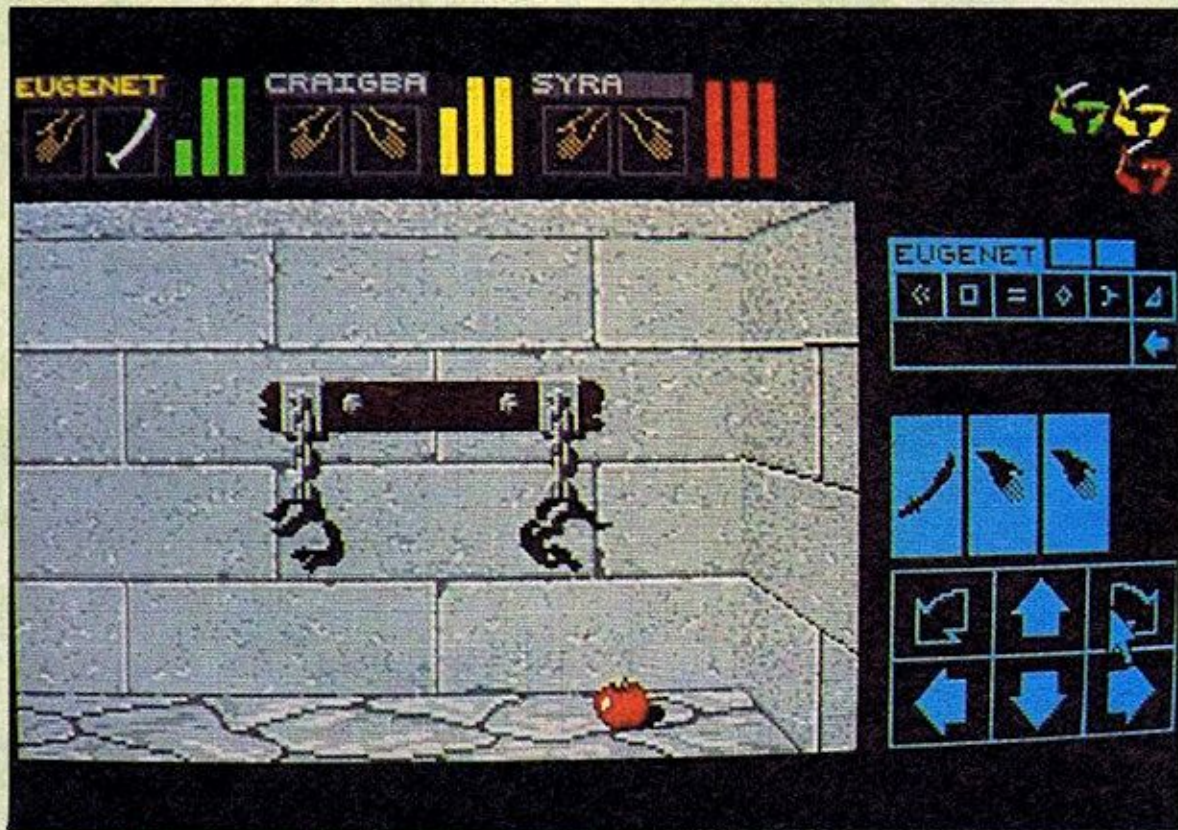
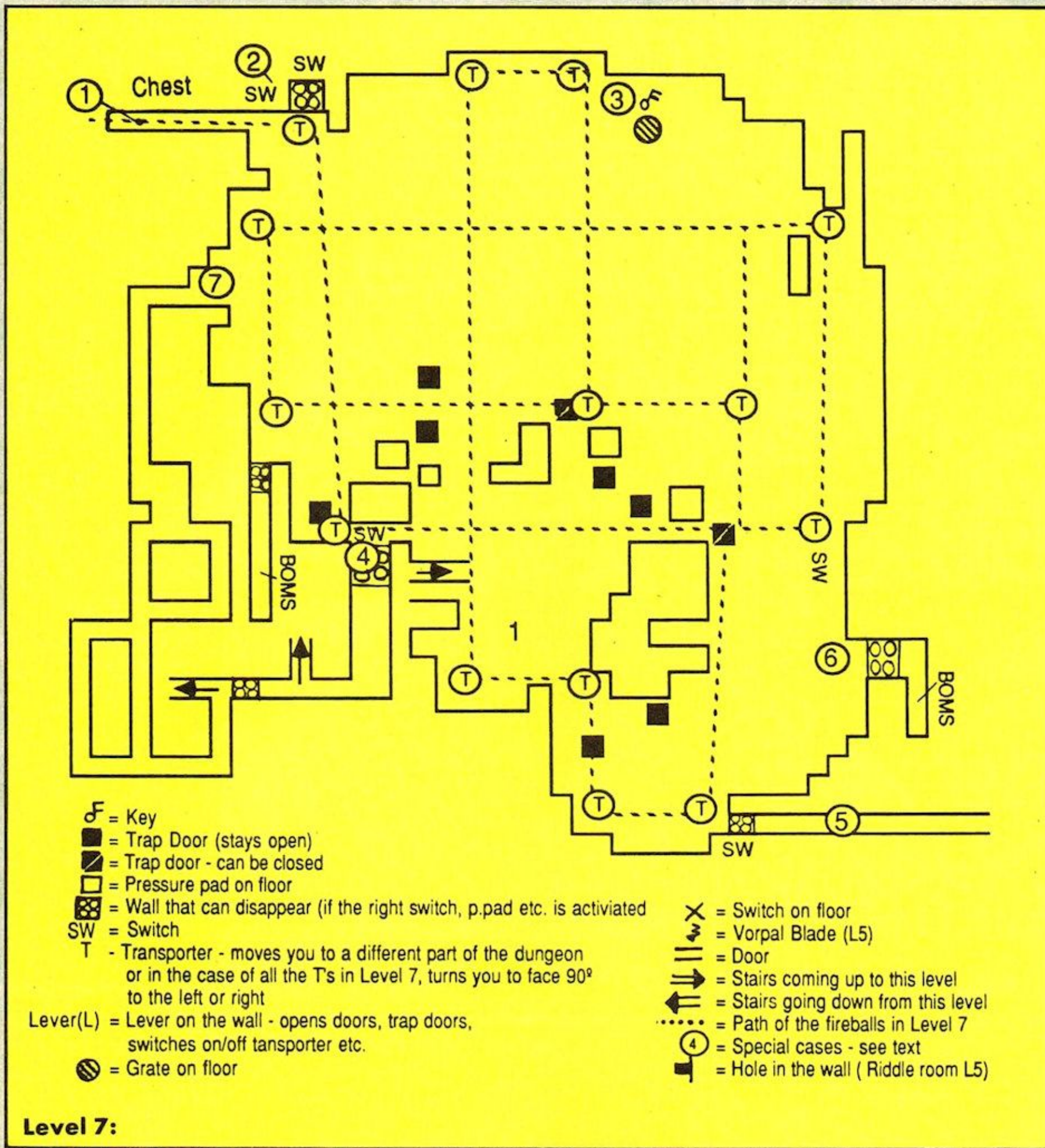








# Dungeon Master



▲ The Big Ed cringes as Justin whips him on Sidewinder.

(9) The other end of the transporter link (5). Remember, the link has to be switched on, which can only be done from one end – which end? Well you'll have to find out won't you.

**Level 7**  
By far the most difficult to map, level 7 is basically one gigantic room, full of ghosts, skeletons, trap doors, switches, transporters, and fireballs. Before you go down the stairs to

the start of this level, make sure you're topped up to the brim with 'weaken material beings' spells – you're gonna need'em!  
The first thing you'll notice when you step out into the room is a click. Look round and you'll see a trap door has appeared behind you, cutting off any retreat. But don't panic, just walk off the PP you're standing on, and step back onto it. The trap door disappears and your

**TEAM SELECTION**

This is very important. Try to strike a good balance between brawn and brain, and make sure three of your party have at least some mana (magic potential). When first playing the game choose the resurrect option which gives you back your characters just as they were when they died, but as you get more experienced, go for re-incarnate. This gets rid of all the old acquired skills, but leaves the characteristics (ie. mana, stamina etc). It will take a while to get back to the same level of skills, but when you do they will be stronger.

**MONSTERS**

Dungeon Master is really jam packed with monsters, some of which are easy to kill, some hard. A good way to get rid of difficult monsters is to lure them to the nearest button operated door or gate and close it on them, though you'd better make sure you don't let them through! Alternatively you can use a fireball spell against them. Toughest are the giant rats and the pink worms, though as with many of the monsters, they can be eaten once dead.

escape route is clear. Get into the habit of doing this whenever you enter level 7, believe me, ghosts won't wait while you tiptoe around the PP's looking for a way out.













## ROLLING THUNDER:

**Time:**  
38637,0  
38638,0  
38639,0

**Machine Gun:**  
38633,57  
38634,57  
38635,57

**Bullets:**  
38629,57  
38630,57  
38631,57

**Lives:**  
38641,0  
KARNOV  
Lives: 24941,0  
Thanks to K. Wenn, North Shields.

## RASTAN

Here are a couple of cheats for *Rastan*, which we mapped in detail a couple of issues back.

1) On level one, pressing the keys Graph, Delete and Extend Mode makes your warrior immune to attack other than from fireballs, lava and falling into lakes. The only problem is that you cannot collect any other items.

2) Wait until after the title screen when it says "searching for round A". You can then load up any level you want to. You can also do this when you have completed a level and are waiting for "load round B". You get infinite energy also in both cases.

These cheats are from Paul Ryan and Martin Drummy, but it seems they aren't the only ones who've been playing *Rastan*:

This poke for infinite lives and energy sent in by K. Brady from Dublin, though he warns that you still have to keep away from the lava and the water.

```
0 REM **BY K BRADY**
1 FOR X + 400 TO 457
2 READ B:POKEX,
B:C = C + B:NEXT
3 IF C = 6543 THEN SYS400
4 PRINT "DATA
ERROR":END
5 DATA 32,44,247,32,108,
245,169,163
6 DATA
```

# POKING FUN!

Hi, Matt Bielby here again, C + VG's top tipster, with a mission to bring you the best gaming help. With *Playmasters* there's no more POKE and hope. We deliver.

141,196,2,169,1,141,201,2  
7 DATA  
76,167,2169,189,141,  
116,1  
8 DATA 169,1,141,117,1,169,  
88,141  
9 DATA  
211,2,169,96,141,244,  
10,141  
10 DATA 125,10,76,81,3,169,  
96,141  
11 DATA  
165,160,169,173,141,7,201,  
76  
12 DATA 26,129

NB: When the game loads there will be no music.

## OUTRUN

Lots of people seem to have discovered this handy cheat on the ST version of *Outrun*, the biggest selling game in the country at the moment of writing.

Once the game has loaded and you are playing, type in STARION.

Now you can select any of the following codes:

T - this gives you ten extra seconds

S - Sends you on to the next stage

B - Very handy when you are running out of time, this panic button gives you extended play with extra time without leaving the stage you are currently racing.

D - Allows you to save frames of the game to disk as a picture file.

X - Not to be pressed in the normal run of things as it escapes the game.

## TARGET RENEGADE

To get infinite lives:

1) Play the game well enough to get third place on the high score table.

2) Type "E" and "R" very quickly for two lines (you will notice you are writing over the score).

3) Press enter and you will find you are back in the game but playing in black and white, not colour.

4) Press pause three times.  
5) You continue the game with infinite lives.

Apparently there are a number of ways of getting the same effect, including getting the score table, pressing cut shift and symbol shift together 6 times, and then getting it to go to black and white etc.

Ta to the Kenilworth Kool Kids and others.

## 720°

*720°* may have lost out to *Skate or Die* in the head to head we ran in January, but it's still a pretty good game, and anything about boards, just has to be rad, doesn't it? Here're some hints and tips courtesy of Gavin Ewing. Worked out on the Speccy, but likely to apply for all versions.

● If you can stand the culture shock, use the keyboard rather than joystick, as points for jumps will be higher from the beginning (250 per jump).

● Make sure you chose a sequence of going to skate parks around the city and stick with it (and buying from every shop you pass, funds permitting). This saves the wasted time of going to a closed park.

● Buy a board as soon as possible. This will increase jump points from 250 to 400, or 700 if you get a second board. Next buy shoes or pads, and helmet last (oh, VERY safe, I don't think).

● Despite these recommendations to spend, spend, spend, don't waste dosh by buying more than three of each item, unless you are of need of points for a ticket (buying gives you points).

● If you are being chased by bees, don't panic, but keep moving. If you change direction or jump occasionally, chances are you will reach a park.

● Don't keep hitting the kick key, but simply keep it held down all the time for speed and kindness to the hand!

● In the parks, don't worry about time on the slalom, but make sure you go through all the gates, going back for one if need be. You still get a medal if you miss ALL the gates though! On the other hand take as many risks and cut as many corners as you dare on the downhill park, where speed is of the essence. Getting a gold on the ramp park only takes a finger on the kick button, and taking a straight path as near to being between the central lines as possible. When tickets are running low, proceed to the gates of the next park, and keep on doing 700 point jumps outside the gates until you have enough.

## ECO

(Atari ST)

If you press Control-S while playing the game you will enter the gene design screen with another gene unlocked, making evolution slightly easier.

## ARKANOID 1

(Imagine)

While the game is booting, press Capslock and type in DEATHSTAR. Then, when the game is running you can use the S key to flip through the screens and chose where you wish to start.

## PREDATOR

(Activision)

Here's a poke for infinite lives (quite useful if you've ever played *Predator*) from the wonderfully named Mr Mould.

10 rem poke by Mr. Mould  
20 rem infinite lives for Predator.

Type in program and save to disk.

30 rem Insert Predator disk 1 and run this program.

40 bload "a:heli1.data",  
&h64a00

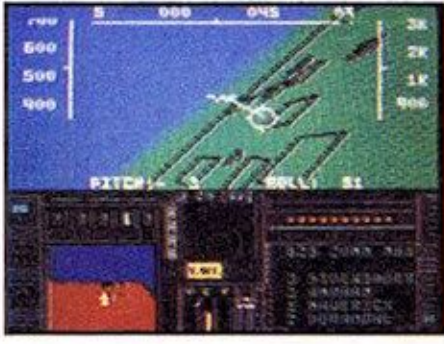
50 poke &h6904e,  
&h4a79:poke &h698ce,  
&h4a79:poke &h6ba76,  
&h4a79

60 poke &hbe094, &h4a79:  
cheat = &h64a00:call cheat.

*Matt*

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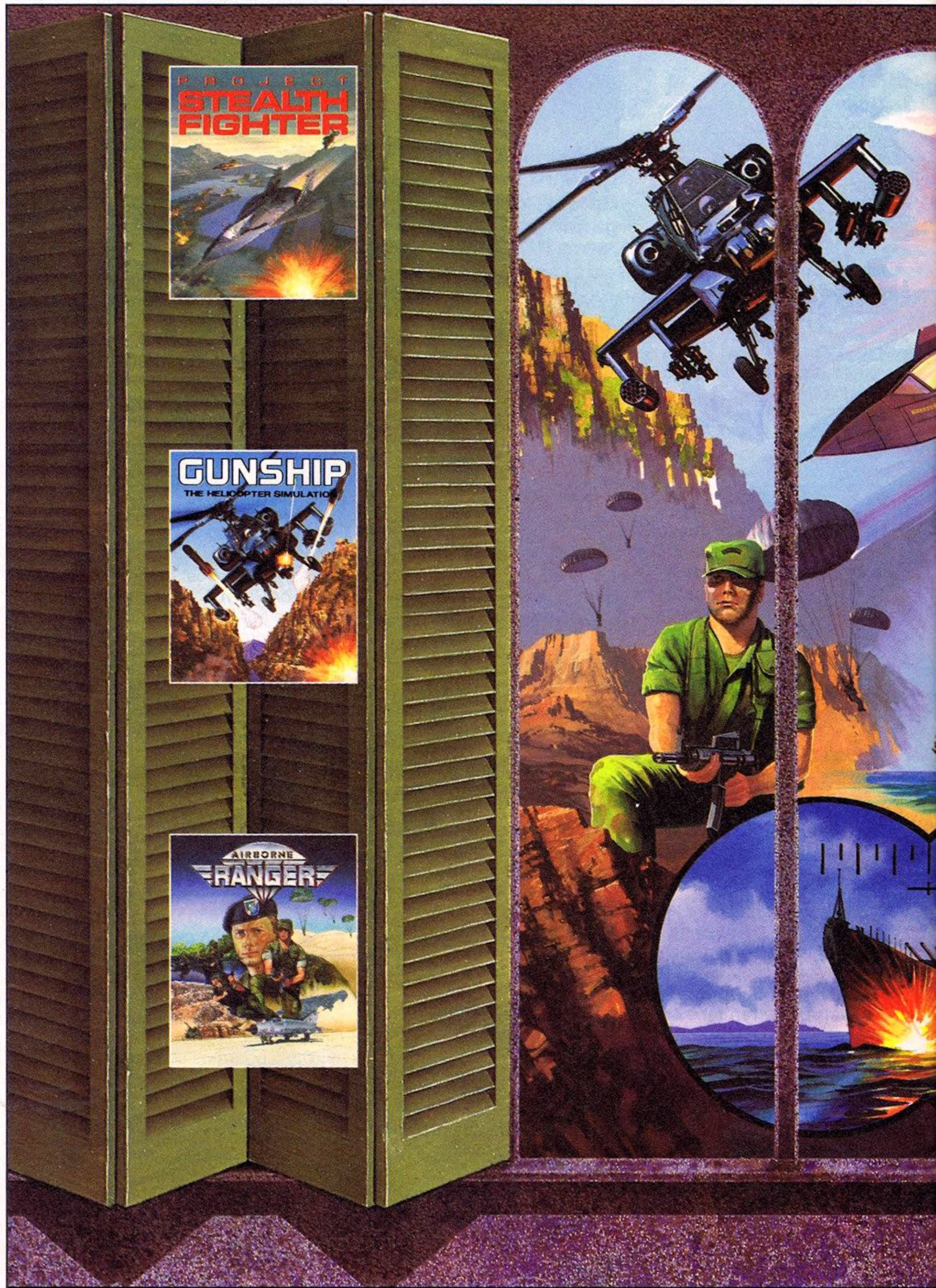


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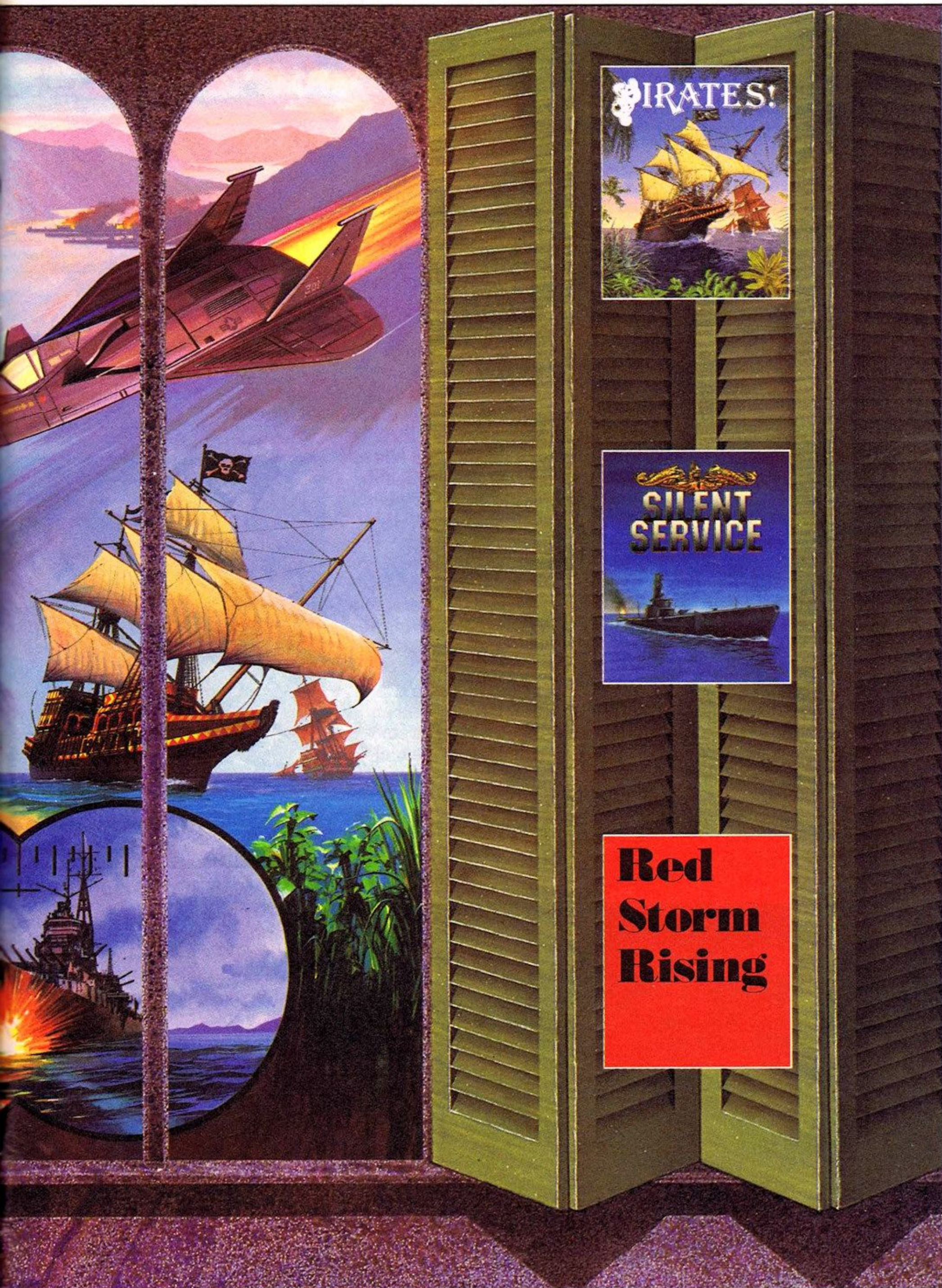
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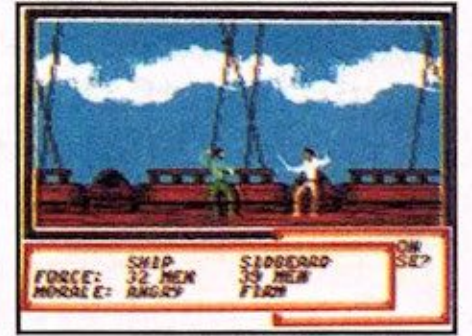
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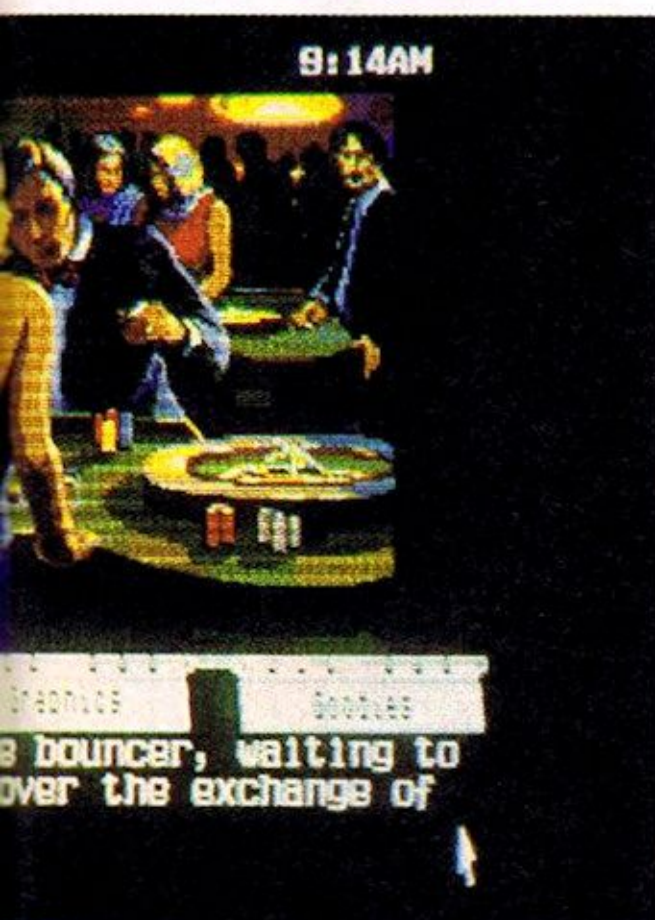


# ption



the game, and set about discovering how you are being framed, in order to prevent it. The best way to do this is to play through a number of times, observing the movements of the characters. There are about thirty characters in all, and you can interact with about fifteen of them.

Where does David go



something/someone. So many times I wanted to ask WHY, and couldn't, that I felt like screaming! Like ASK MARGARET WHY SHE WENT FOR A MEAL AT 11.00. Overall, the game has very much the same feel as the Infocom mysteries, like *Suspect*, although I found this plot to be far more interesting.

Another limitation of a mystery game, is what I can tell you about it! I could mention that I got up to in the Police Station – but I won't! I'd like to tell you what I did after I came out of hospital, but I can't, for I haven't – yet!

*Corruption*, thankfully, isn't played in real time, but each move takes one minute, and certain things happen at set times, every time you pay. It's quite important to be in the right place when something important is happening, so that it doesn't go on behind you back. And when you have it sussed out, you are

going to have to be really mean and unscrupulous to clear your name – so I'm told!

An adventure set in offices in the city, doesn't sound particularly exciting graphically, yet Magnetic Scrolls has made it so. Since the game revolves around people, it is people who feature heavily in the pictures, and the artists have done a terrific job, producing pictures every bit as good as those in *Jinxter*, but quite different.

With the package you will get a map to help you find your way around. Don't be deceived by it – there's more places you can go than you are led to believe! You will also get a cassette. Don't try to insert it into your disk drive, nor load it into your computer with a cassette player! It is an audio tape, containing a conversation relating to the frame up.

If you haven't got a suitable device in which to play it, Scrolls will happily

exchange it for a typed transcript.

Here is a game that Magnetic Scrolls is not urging people to rush out and buy. They recognise that it is a completely different genre from their previous titles, and, whilst they hope their fans will like it, would prefer them to read reviews and think carefully whether or not it's their type of adventure before deciding. They feel some people could end up disappointed, which is the last thing they want.

So there you have it. If you like the sound of *Corruption* it should give you hours of enjoyable frustration. On the other hand, if you prefer more jokey and cryptic puzzles, you'll have to wait for their next title, *Fish*, coming very soon!

- ▶ VOCABULARY 8
- ▶ ATMOSPHERE 9
- ▶ PERSONAL 9
- ▶ VALUE 9

when he dashes off in his car? What goes on at the meeting behind locked doors in the lawyer's office?

Is the tramp in the park up to no good? And that cleaning lady – funny, she goes in and out of offices, and up and down corridors, but never seems to actually clean anything. She couldn't be spying on you, could she?

Here is a mystery that is exciting to solve, but, cleverly as the interaction with the characters in it is implemented, the limitations of such a format show. It would, of course, be quite impossible to expect a wide range of ordinary conversations to be held with characters in any adventures, and in this one, the usual Magnetic Scrolls format of NAME, SPEECH is missing. You are limited to ASK or TELL character ABOUT



▲ Well ... it was only a company car, after all.



# Shadowgate

- **SUPPLIER:** MIRRORSOFT/ICOM SIMULATIONS.
- **MACHINES:** ATARI ST.
- **PRICE:** 24, 99.
- **REVIEWER:** KEITH CAMPBELL.

Ever been for a ride on a ghost train? Of course you have! Well *Shadowgate* in some ways reminded me of when I was a kid, and used to be scared silly by all the monsters that suddenly appeared screaming in front of me as my truck rattled around in the darkness! Mind you, I never got killed riding a ghost train!

The game is played almost entirely by mouse, in the same way as *Deja Vu* – in fact it is from the same people. But I played *Deja Vu* on a 64, and the format is infinitely more playable on an ST, making full use of the window facilities built into the GEM operating system.

Centre screen is a square picture window, displaying the current location. Below is a text window, in which a commentary of the action is displayed. Above is a command verb window, displaying a relatively small number of verbs. To each side is an area of background, upon which are placed a number of smaller windows for Inventory, Self, and Exits. The inventory window can be dragged around and plonked wherever you like; it can be resized, and scrolled when it contains more than is displayed. If you open a container, another window opens, to display its contents.

To GET an object, you simply place the cursor arrow over the object in question, and drag it into the inventory window. Dropping something is the reverse. A command is entered by selecting one of the verb icons above the picture, although for the most common of these, there

are short cuts. Double clicking on something will usually EXAMINE it, double clicking on an exit will first open it, and then take you through.

The only time you need to touch the keyboard is when you select the SPEAK icon. At this point, a large window opens up with a line in which you can type what you wish to say, and then you can click on the OK box.

That then is the method of operating the game, and very slick it is too. But what makes the game so highly entertaining is the superb use made of animation

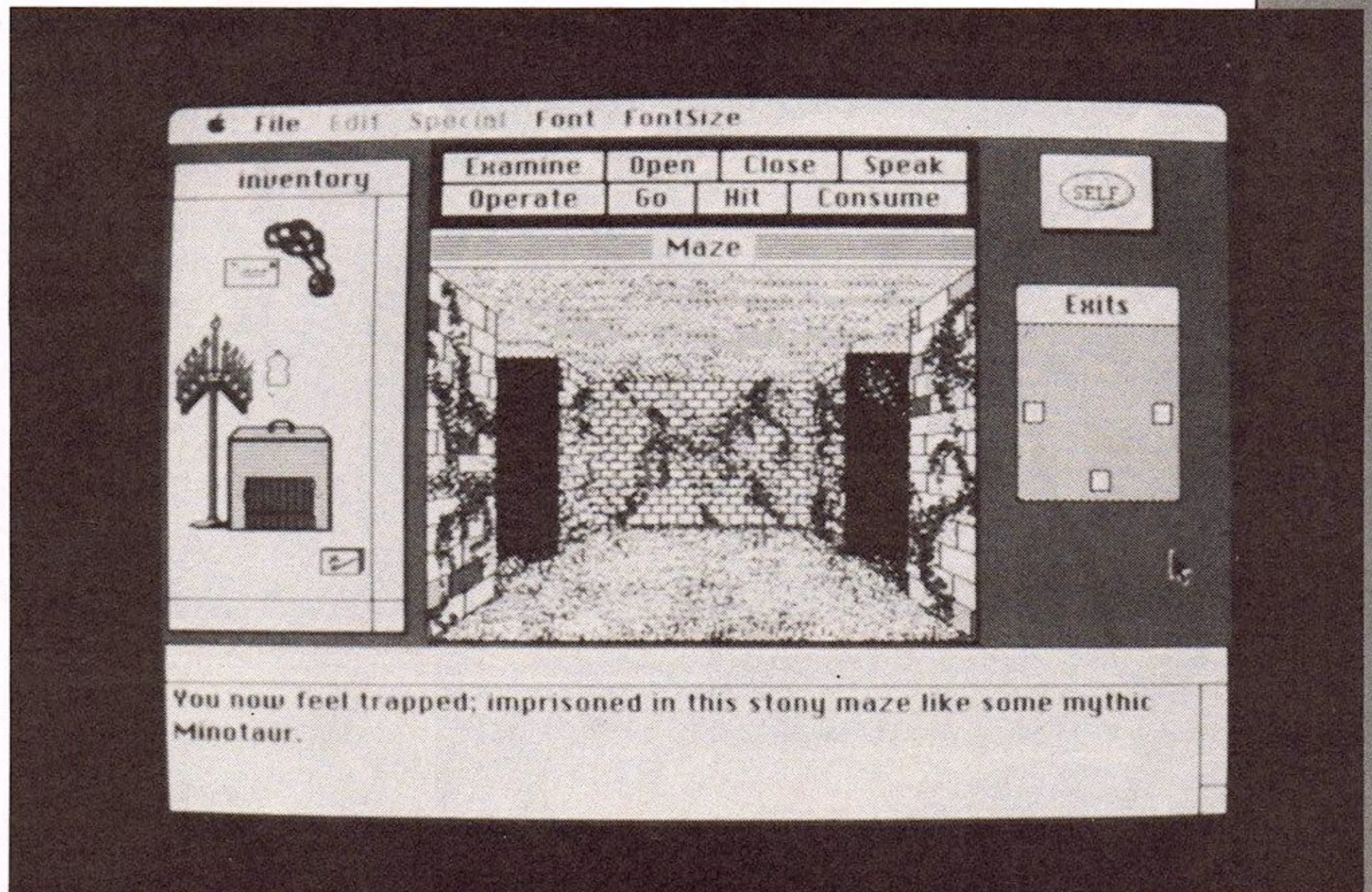
precaution of lighting another. This is done by taking one off the wall in the hallway, and selecting the OPERATE icon, then clicking on the lit torch followed by the unlit torch. Hey presto – another lit torch! Not much of a problem, but it forces you to become used to operating the icon system at the outset.

There are two doors in the hall that look inviting – but finding the key to unlock them I will leave for you to

into – and it is essential to check every exit out. Some lead to ordinary pits, which, believe me, are far more painful than the bottomless variety!

As you move around and poke your nose into things, be sure to have the sound turned well up, and be ready for shocks! Try opening the first sarcophagus on the left, in the pillared hall, for example! And stand well back as you try to smashing things in the hall of mirrors!

*Shadowgate* comes on two disks. It will, of course, run on one drive systems, but if you have two, put one disk



▲ *Shadowgate* – great entertainment if you like graphic adventure.

within the picture area, and the sound effects that go with it.

You start off outside the door of a dungeon, which creaks as you open it. You soon find yourself in an arched hall. A pair of eyes look down on you, and a mocking laugh greets you. The torch you are carrying soon dies – and you with it, unless you have taken the

figure out. Onward, then, through a passage until you reach a stone corridor with three doors. Where to go next? An adventure of exploration of the unknown, full of danger and excitement, follows.

It pays to look around very carefully, and to save the game at frequent intervals, for there are plenty of sudden-death traps to fall

in each and it will save swapping. Great entertainment, with surprises and puzzles all along the way!

- **VOCABULARY** N/A
- **ATMOSPHERE** 9
- **PERSONAL** 10
- **VALUE** 9
- **OVERALL** 9

# Time and Magik

► **SUPPLIER:** MANDARIN/LEVEL 9.  
 ► **MACHINES:** DISK: AMIGA; ATAR, ST, IBM PC, AMSTRAD CPC 6128, AMSTRAD PCW, APPLE II, ATARI XE OR 800XL, BBC MASTER OR 128K, COMMODORE 64, MAC. CASS: SPECTRUM 48K AND 128K, COMMODORE 64, AMSTRAD CPC, MSX, ATARI XE OR 800XL.  
 ► **PRICES:** \$14.95.  
 ► **REVIEWER:** KEITH CAMPBELL.

*Time and Magik*, at one time under contract to be published by Rainbird, has now been released by the new Mandarin Software, following a reportedly acrimonious parting of the ways between Level 9 and Rainbird.

The package is a revamped version of three of Level 9's earlier games, *Lords of*

*Time*, *Red Moon*, and *Price of Magik*. Of these, *Lords of Time* is something of a classic, dating back to the days when Level 9 produced text only adventures. *Red Moon* won the C+VG Golden Joystick for best adventure of 1985.

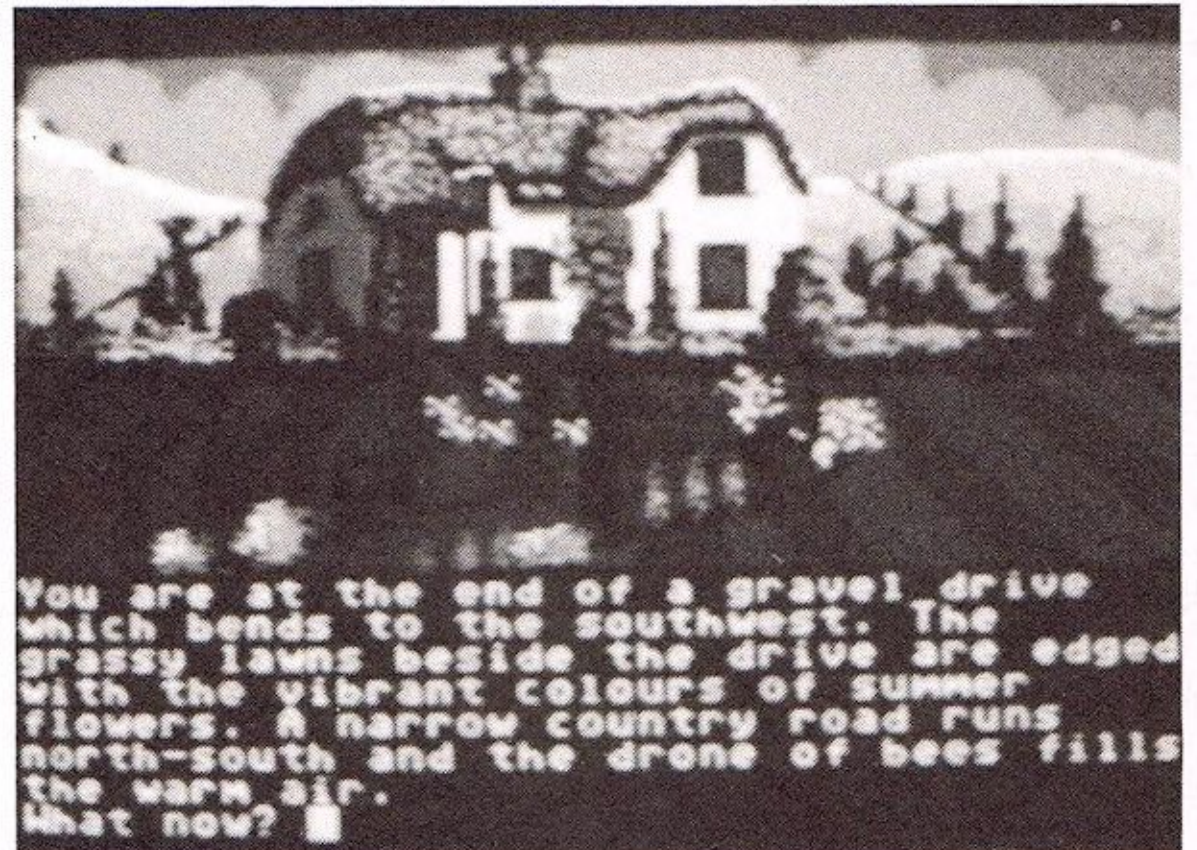
Now, all of three games have been given a facelift, with enhanced text and game features. The ST version, for example, has a facility for changing text size, for added legibility when using a TV (a feature I found almost essential) a picture cache, (to avoid unnecessary disk loads), and last command edit.

Unfortunately, with no mention in the manual of how to bring back the previous command into the

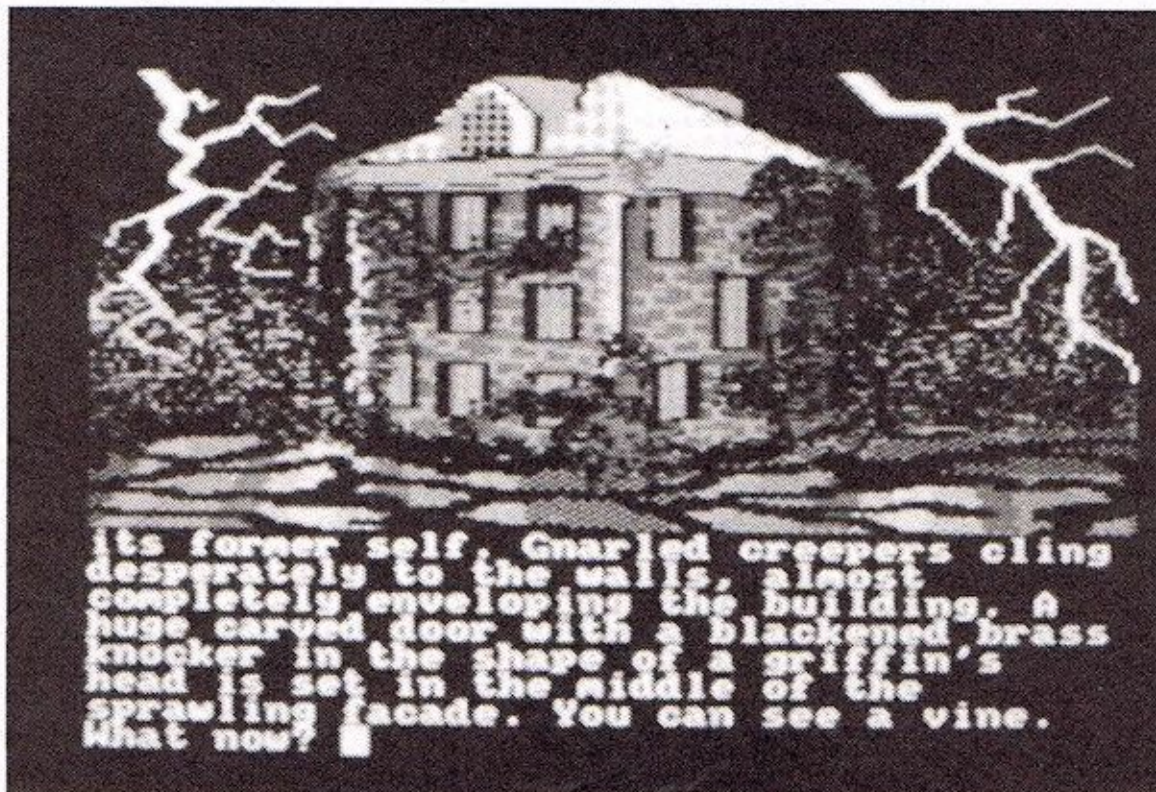
input field, I was unable to use this feature, despite experimenting with many combinations of keystroke.

On the ST, the new features such as text sizing,

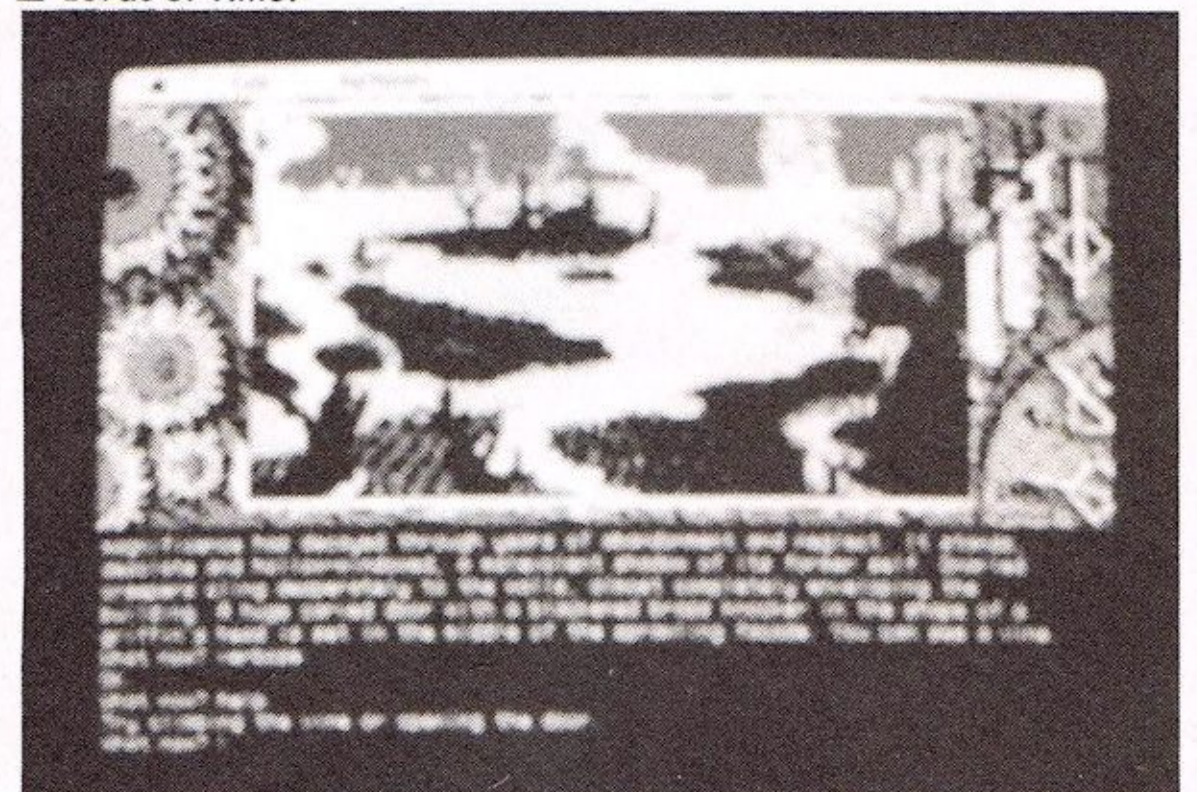
urge to remove and polish my specs – they still give the impression they are being viewed through an obscure-glass window. On a hi-res mono monitor,



▲ *Lords of Time.*



▲ *Price of Magik.*



▲ *Price of Magik.*



▲ *Lords of Time.*

can be used with existing copies of *Knights Orc*, by copying bits of both onto one disk.

All three games now have graphics on disk versions, and the old graphics of *Red Moon* and *Price of Magik* have been replaced with 'real' pictures. However, on the ST, I could not help comparing a thatched cottage in *Lords of Time*, with a similar thatched cottage in *Jinxter* – and *Jinxter* won hands down.

The Level 9 graphics are far better than they used to be, but I had the constant though, they are much crisper.

I dug out my original BBC copy of *Lords of Time*, and

during the six or seven minutes it took to load, I nostalgically listened to the music coming from the Beeb's speaker, once a feature of Level 9's BBC cassettes. I played both versions of the game side by side for a while, and came to the conclusion that since the basic adventure had not been altered, the additional text was irrelevant, and time-wasting, and the multi-word parser redundant. After all, if the puzzles are two-word puzzles, why mess around typing whole sentences?

*Time And Magik* comes in a slide-out box, complete with 23 page manual which includes three short stories.



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screen shot from CBM version

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# THE AXE MAN COMETH

There are three levels to explore and conquer before, if you are extremely lucky and skillful, the final confrontation with Drax.

Each level is mapable and each contains two objects to be collected which will be needed later on in the game. There are three levels; the wastelands, a fiery, hostile landscape of volcanoes, and circling vultures; the caverns, where peril lurks at every turn; and the dank, dark, deadly dangerous dungeons of Drax. Populating these three levels are 20 of the most unbelievably fantastic, head-biting, teeth-tearing, clawing-killing beasts you never want to meet on a dark night.

For instance, there's a repulsive thing which looks like a maggot with claws, a floating cobra-like creature with a slicing spikey tail, and a huge, pot-bellied giant.

Hitting these creatures with axe and sword produces a noxious spray from their bodies and, if you managed to hit the pot-bellied giant in the right place, his heart is ripped pounding from his chest. Gross, eh?

Remember the cute green creature from the first game, who enters the arena and

And once more the brave warrior, mighty of muscle and quick of brain, prepares to do battle with the evil wizard and his monstrous hordes of hideous creatures. So come, brave ones, and steel yourself for *Barbarian II: The Dungeons of Drax*: C+ VG's Deputy Editor Paul Boughton, armed with only pen and notebook, ventures into the dank, dark dungeons.

Without doubt Palace Software's *Barbarian – the Ultimate Warrior* is one of the most brilliantly playable hack and slash games ever released

It's famous head chopping action caused a storm of controversy, leading it to being banned in Germany. The use of Page 3 beauty Maria Whittaker on the cassette cover outraged many others.

Well, it's time to be outraged and shocked again. *Barbarian II: The Dungeons of Drax* is coming your way. It features all the same ingredients – and so much

more. So be prepared to be shocked, outraged but, above all, be prepared for a brilliant, addictive and hugely playable game.

Too many sequels to successful games are just a basic rehash of ideas. But not *Barbarian II*. It's bigger and better. It also contains some very funny touches. And, as in common with the vast majority of Palace's games, it's a quality product in all departments – concept, programming, sound and graphics.

Remember in the first *Barbarian* game you had to rescue the beautiful Princess

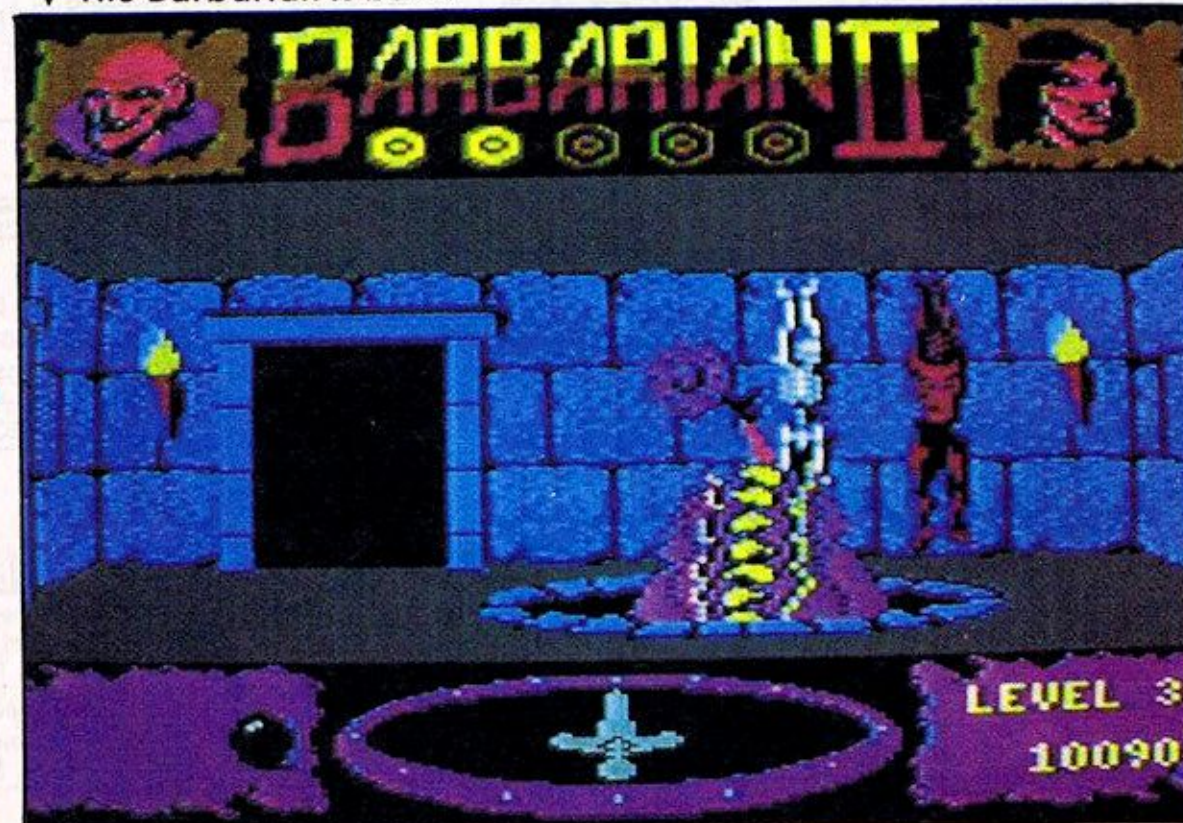
Marina from the evil wizard Drax? Well in *Barbarian II* the passive Princess has got tough, strapped on a broadsword and joined the big, beefy Barbarian to hunt Drax down.

At the start of the game you get the choice of playing the Barbarian character, armed with an axe, of the sword-slashing Princess.

▼ Get that axe ready.



▼ The Barbarian is back!



drags the body of the slain barbarian away? Well he's back. Only this time he's got an axe and he knows how to use it.

Watch out for the pits in the dungeons. You have to jump over them but make sure your timing is right. Make a wrong move a tentacle whips out from the depths and circles your body and drags you into the maw of a hideous creature. He even spits your skull out afterwards.

Well, if you survive all this, it's onto the confrontation of Drax. I'd love to tell you what happens but I can't. I've been sworn to secrecy. But it's suitably clever and funny.

know how this marvellous illusion is created.

## STAGE ONE

Palace's Steve Brown, the man behind the Barbarian game, came up with the concept. And produced a rough sketch of how he wanted the poster to look.

Commerical artist Lee Gibbons was then brought in to work on the project. He produced another rough for the poster which Palace okayed.

## STAGE TWO

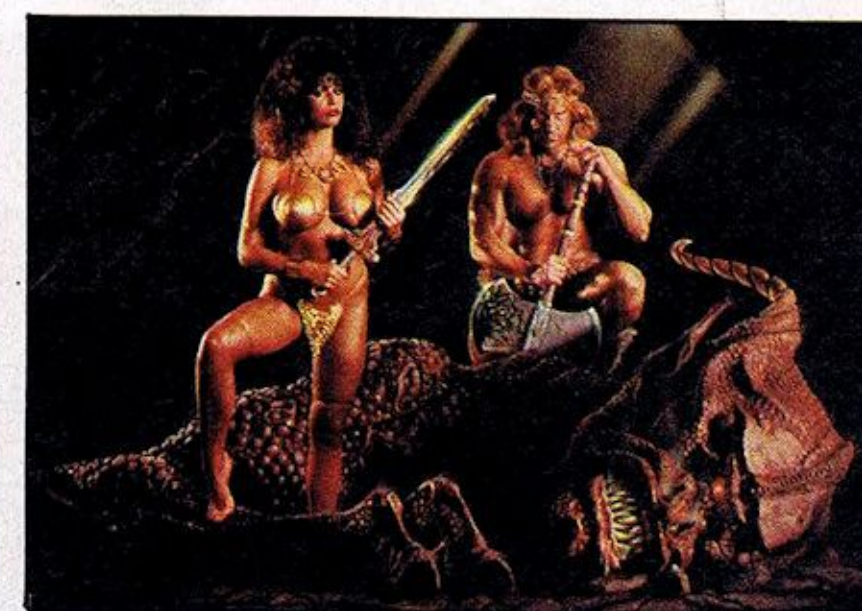
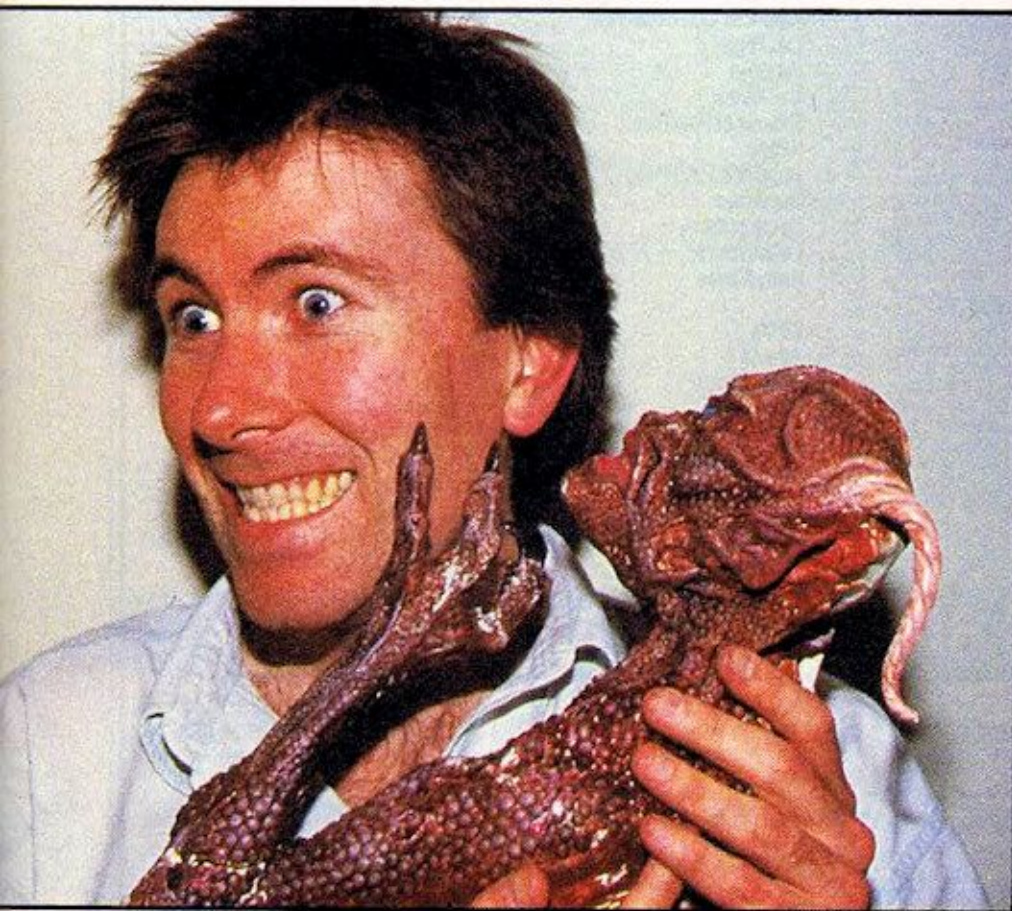
Lee started work on producing the monster.



▼ Steve Brown – the brains (?) behind Barbarian.

▼ Mike Van Wyjk.

▲ The fantasy is almost complete.



▲ You'd almost believe it was real...

as the smokey breath coming from the monster's nostrils.

## THE POSTER

Wanted: Mutant monster at least 30 feet long and weighing 20 tons to pose with Barbarian Warrior and Page 3 beauty Maria Whittaker. Please apply Palace Software.

Now you may think it's impossible to find such a out-of-work monster to promote your sure-fire number one game. But take a look at last month's *C+VG*/Palace *Barbarian II* poster. The Barbarian and Maria pose defiantly over the slain body of such a monster. Impressive, isn't it? Mr Muscles and Miss Whittaker are flesh and blood. But what about the monster? Of course, it's a clever photographic trick combined with skilled model-making.

And as *C+VG* will be featuring an even more impressive monster montage on next month's cover, we thought you would like to

Believe it or not, it's made just from plasticene. It's around 18 inches long. It took Lee around 20 hours to make.

## STAGE THREE

The photographic session involving the Barbarian – Mike Van Wyjk – and Maria Whittaker took place. Great care is taken to get the models in the correct poses which will appear on the finished poster.

The milk crates and paint pot are used to help get the right positions and, of course, they won't appear in the finished work.

## STAGE FOUR

The monster model was then photographed with great care and attention being made to perspective and lighting.

## STAGE FIVE

The three photographs – that of the Barbarian, Maria

and monster are then combined in a photomontage. A large print is then produced of the result.

## STAGE SIX

Lee Gibbons then retouches the photograph, hiding joins, painting out any milk crates that can be seen, adding a background and effects such

## STAGE SEVEN

The retouched photograph is then photographed again and, as you can see, the finished product is very effective.

From start to finish, there are about four week's work needed to produce the poster.

Don't miss *C+VG* next month which features a fantastic *Barbarian II* montage on its cover plus an exclusive review.

## BARBARIAN OFFER

*Barbarian II: The Dungeons of Drax* will be a sure-fire hit. And thanks to our Palace pals, readers can get £1 off the price of *Barbarian II* by keeping the token published on this page together with the one we'll be printing next month.

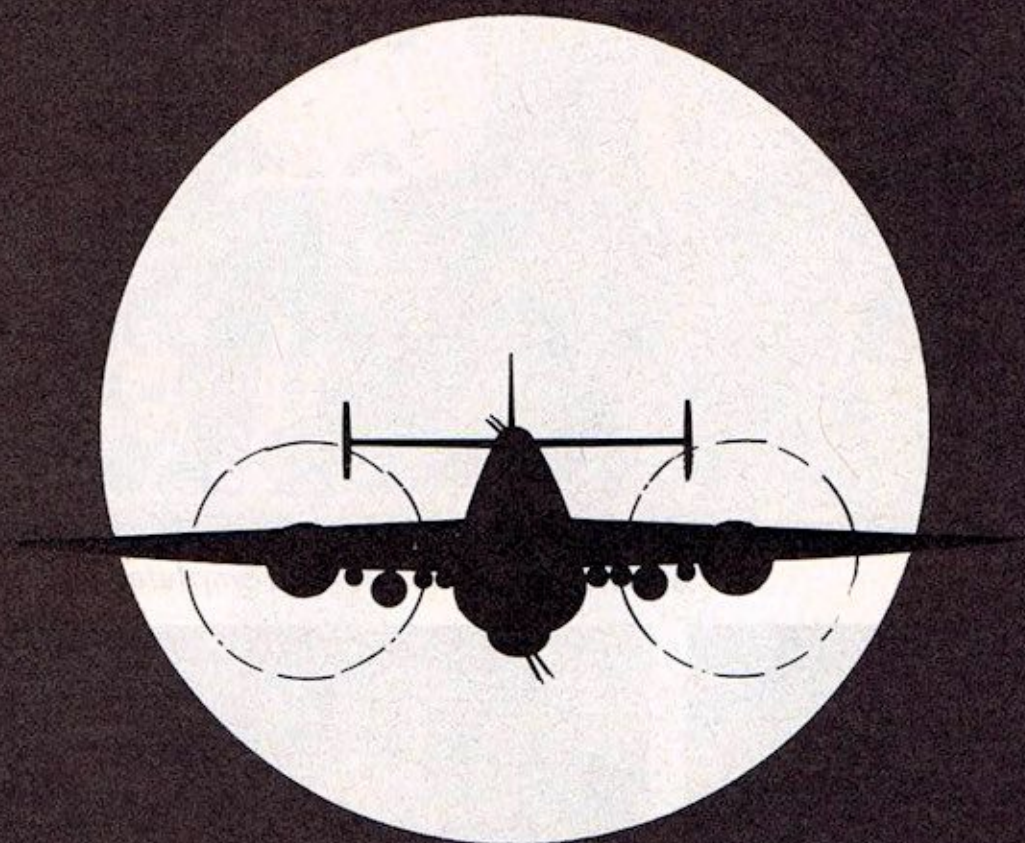
The full price of *Barbarian II* will be £9.99 on Spectrum, Amstrad and Commodore cassette, £14.99 on Amstrad disk and Atari ST, and £19.99 on the Commodore Amiga. So you'll get £1 off these prices.

All you have to do is collect the two tokens, worth a total of £1, and send either a cheque or postal order to Palace Software, The Old Forge, 7 Caledonian Road, NI 9DX.

Palace say no cheques will be cashed until the particular version of the game requested has been officially released. But be warned, individual versions may not be released at the same time. So you may have to wait.

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# ARCADE

**Arcade Action takes to the skies this month with Chopper 1 – the game we think will make the best conversion to home computer since Out Run.**

**Clare Edgeley also reports on Data East's new Dragon Ninja and Capcom's driving game F1 Dream – or is it a nightmare?**

## CHOPPER 1

If you'd thought you'd seen the last of bomb them from the skies games, you better get your flying goggles back on again and take off with *Chopper 1*.

It's hard to imagine that a game of this type has much new to offer – but *Chopper 1* is full of surprises and an awful lot of blasting action, too.

The game begins with a display of your airforce base when you are informed that you must take off on an emergency mission (what exactly the emergency is, is not explained in any detail) and then the action begins with several helicopters lifting off from the base.

The game is presented by a bird's eye view of your chopper and the incoming helicopters and tanks on the ground. The first offensive involves small groups of helicopters flying formation towards you and this generally doesn't cause too much of a

problem – unless of course they disappear off the bottom of the screen only to sweep back onto the screen right into the back of your gunship.

The tanks tend to be more of a problem to knock-out. They are stationed in groups and move along railway tracks in an effort to get you in their sights.

Some tanks lurk inside caverns in huge boulders that line the route your chopper is taking. It's not unusual for one to sneak out while your busy blasting some



helicopters and fill your ship full of mortar. The boulders themselves are as much a help as a hinderance. They often provide a place to hide behind when the action gets a little too hot to handle, but it's all too easy to get trapped in a corner and have your ship crushed to pieces.

As you progress through the game very large helicopters appears from the bottom of the screen. These monsters require quite a few shots to take them out, but once you managed to bring it down you can pick up some power-up symbols which improve your firepower and add heat seeking missiles to your armoury.

Even the heat seeking missiles are little defence against the catapults which fling nets at your chopper's rotating blades. The only option here is to dodge the nets and try to get a shot at the

ground based catapults.

Against all the overwhelming forces that face you, you do have one trick up your sleeve – the Airforce!

When things are looking very black, the airforce is only the push a button away. Yup, that's right. Just press the 'panic' button and a whole squadron of fighter planes sweep over your chopper



destroying everything on the screen. The problem is you can only call in your airforce buddies three times, after that it's a solo mission.

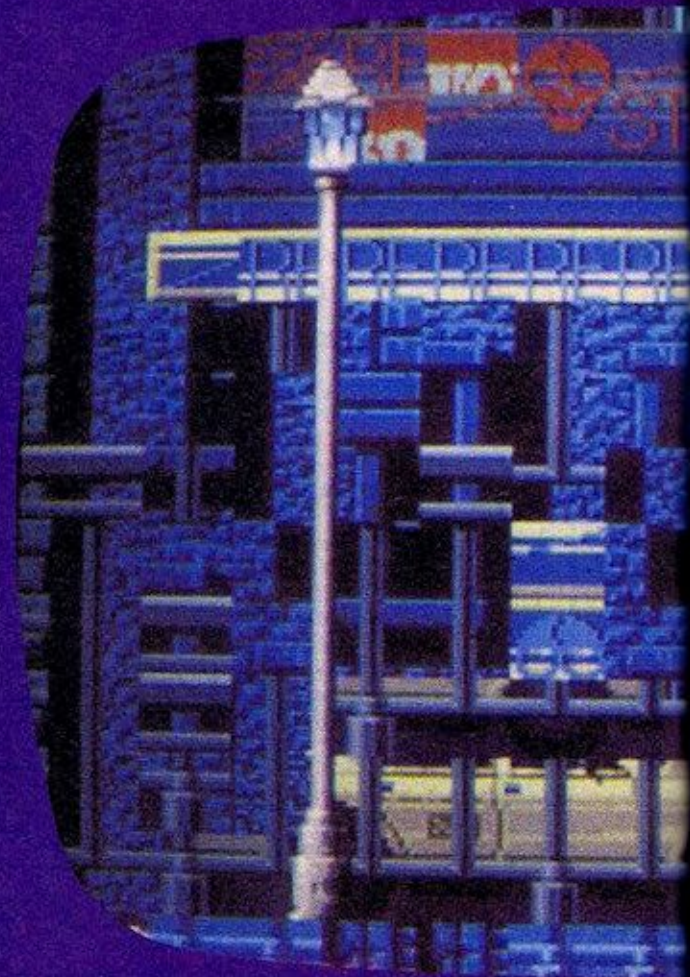
At the end of the first level you begin to start flying over water while managing to avoid the gun emplacements stationed on the top of little islands as well as the obligatory choppers that buzz you from all directions.

Once this section is complete you come to a large machine at the end of the first level. The only way to describe the machine is that it's like a huge rocket that runs on tracking and fires huge blasts of flame at you.

This is easier said than done as the machine moves so fast that it's almost impossible to keep out of the way of the flame.

Unfortunately that was as far as this particular reviewer could get. Although I did spot some regulars in the arcade get onto the second level. This one requires a lot of nifty manoeuvring as you must fly down narrow corridors and make almost impossible right angled turns just to keep out the way of the buildings.

Chopper 1 is one of the most interesting shoot 'em ups I've seen in the arcades for some time. It's get loads of action, is challenging and has some excellent graphics and animation.



## DRAGON NINJA

Here's your chance to act the part of a real macho man – huge muscley arms and a punch and kick which will annihilate even the most deadly force.

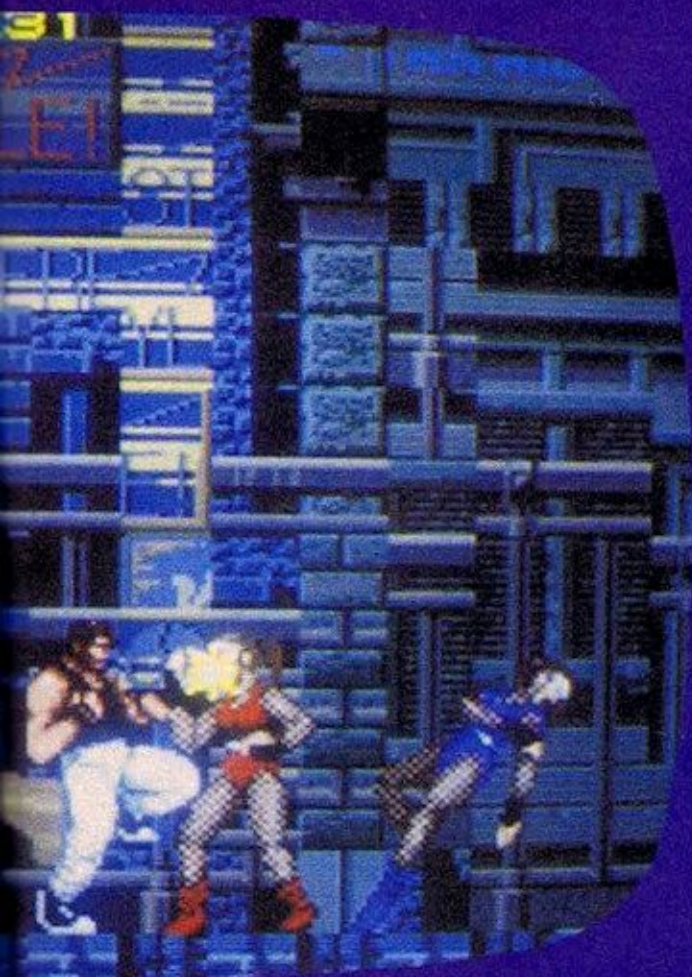
*Dragon Ninja* from Data East is the game you should be playing and, though it's another *Street Fighter/Double Dragon/Vigilante* lookalike, it's nonetheless an action-packed battle – fast paced with danger stalking from every direction.

You can't relax a minute as you and your partner – it's much more fun on the two-player game – amble down a mean-looking side street. Suddenly blue masked ninjas leap out to attack. For seconds it looks like you'll be overwhelmed and then the fabled fists fly into action. The





# ACTION



hoods collapse to the ground unconscious as your fingers fly over the punch and kick buttons.

There's not much skill called for in *Dragon Ninja* – not unlike *Street Fighter* where you have to remember all the current joystick/fire button positions. In a way though, this is just as fun as the moves come more from instinct and the sound as a punch connects is highly satisfying.

Throughout this horizontally scrolling beat 'em up, you'll notice that each screen is split into two levels. A flick of the joystick and you can catleap onto a wall to take on more ninjas. With two players you can each patrol a section, and both have the benefit of knocking out each quantities of the enemy.

The enemy come mostly dressed in blue, though the odd red coat and grey shuriken chucking ninjas appear. These

should be treated with more care, as should flaming ninjas. For no apparent reason a perfectly insane looking blue baddie will burst into flames and run headlong at you, no doubt hoping to singe you as he belts past. The fire can be put out with a well aimed kick and then when he's more vulnerable you can get down to the business of putting him out of action.

Fishnet stockings and skin-tight leotards mark the arrival of the ninjaettes. These deadly femme fatales always hunt in pairs and shriek painfully when kicked off screen. Other colourful characters rush in wielding knives and nunchukas, and if you're quick you can swipe these and use them against the enemy.

Strings of mines planted underfoot are agony when they start to glow red and quickly put you off your fighting. A well aimed ground kick disarms them, though this is not as simple as it sounds. When you're trapped in a mined area and fighting off hordes of evil minded ninja, the last thing you have time for is to deal with the mines.

The graphics are huge fast moving sprites of astonishing clarity and realistic detail has been incorporated into the colourful background scenery. Sqwarks of pain, the satisfying thunk as bone meets flesh and the howls of killer dogs all set the scene to a tremendously exciting game. And, of course, the continue play facility helps no end when it comes to seeing 'just another level'.

No game like this is complete without the big, bad monster/alien/thug at the end of each level, and *Dragon Ninja* is not exception. Honestly, it takes two players and a hell of a lot of 10 pences to defeat each deadly foe, and at the end when arms are lifted high in the universal sign of victory, you really feel as if you've won a major battle.

As a beat 'em up I'd recommend *Dragon Ninja* as much for the game play as the quality of graphics. Granted there are lots of them around, but this is one of the better ones.

## F1 DREAM

*F1 Dream* maybe Capcom's idea of a dream but it's certainly not mine.

In fact it's more like Atari's dreamlike *Supersprint* on a 'grand' scale, the track unfolding as you buzz round but still retaining the same aerial viewpoint.

To start you're given the option of four Formula 1 circuits to choose from, ranging from

grid and set off up the track in the vain hope of catching them. In fact, by the second or third turning I did manage to 'whiz' past a couple of cars with a huge sigh of relief. It didn't last long though. They fight dirty on the circuit and will bump you off onto the verge or into a spin without a second thought so that they can regain their places.

At some point round the circuit – you have to race it twice within a time limit to get to



dead easy to dead convoluted. And then there's a choice of car – with or without turbo charger. Whether it was a faulty machine or not, I found that the car minus turbo hobbled round the track marginally faster than the one with turbo?!

Now that you've made these stupendous choices, the race begins . . . or does it? Nope. You've got to qualify for grid position first on a trial run. So wait for the light to turn green, grasp your joystick in one hand and push down on the turbo button with the other. And then you're off, meandering round the track desperately hoping the car will pick up speed. No matter how many times I played this game, I couldn't get a higher grid position than seventh place. And that's out of a total of eight.

Now for the race and this time there're other cars involved as well. Green goes the light and they whisk out of sight while you crawl off the



the chequered flag – a little man leaps onto the track in front of your car. Each time, by sheer luck, I missed him. Hit him and, I suppose, penalty or time points are awarded.

One thing I found highly amusing is the list of drivers you're up against, complete with their digitised mug shots – A. Sema, N. Munsel, N. Pake and Yosansen. Recognise the names? I wonder what Senna, Piquet and Mansell think?

But AS a racing simulation *F1 Dream* leaves me totally cold. If you want a racing game with an aerial viewpoint, play *Supersprint*.



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All screen shots from the Commodore 64 version.

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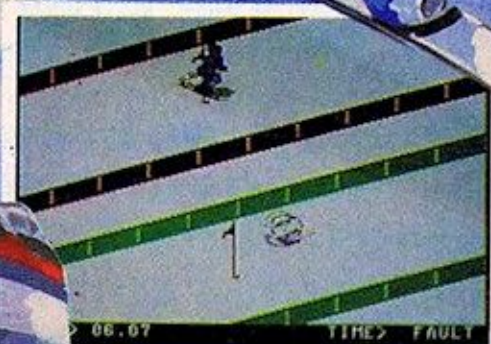
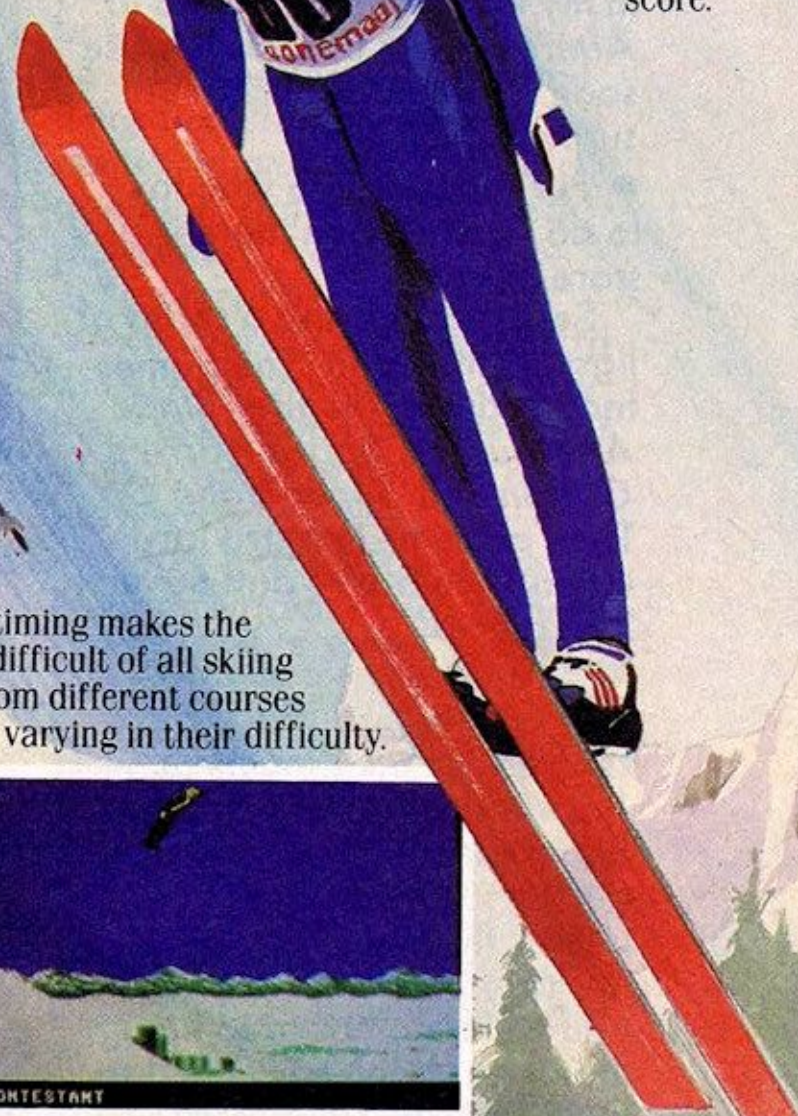


# WINTER

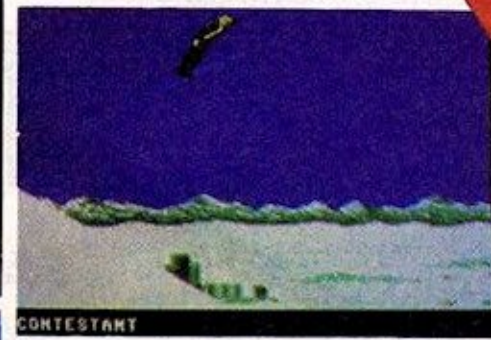
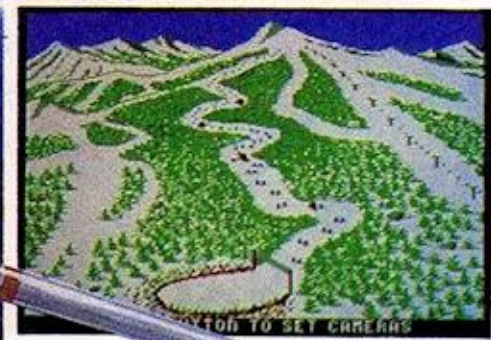
# OLYMPICS



**Ski Jumping** – Daredevil bravery, nerves of steel and total control are compulsory in this thrilling and most dangerous sport where both distance and style count towards your score.



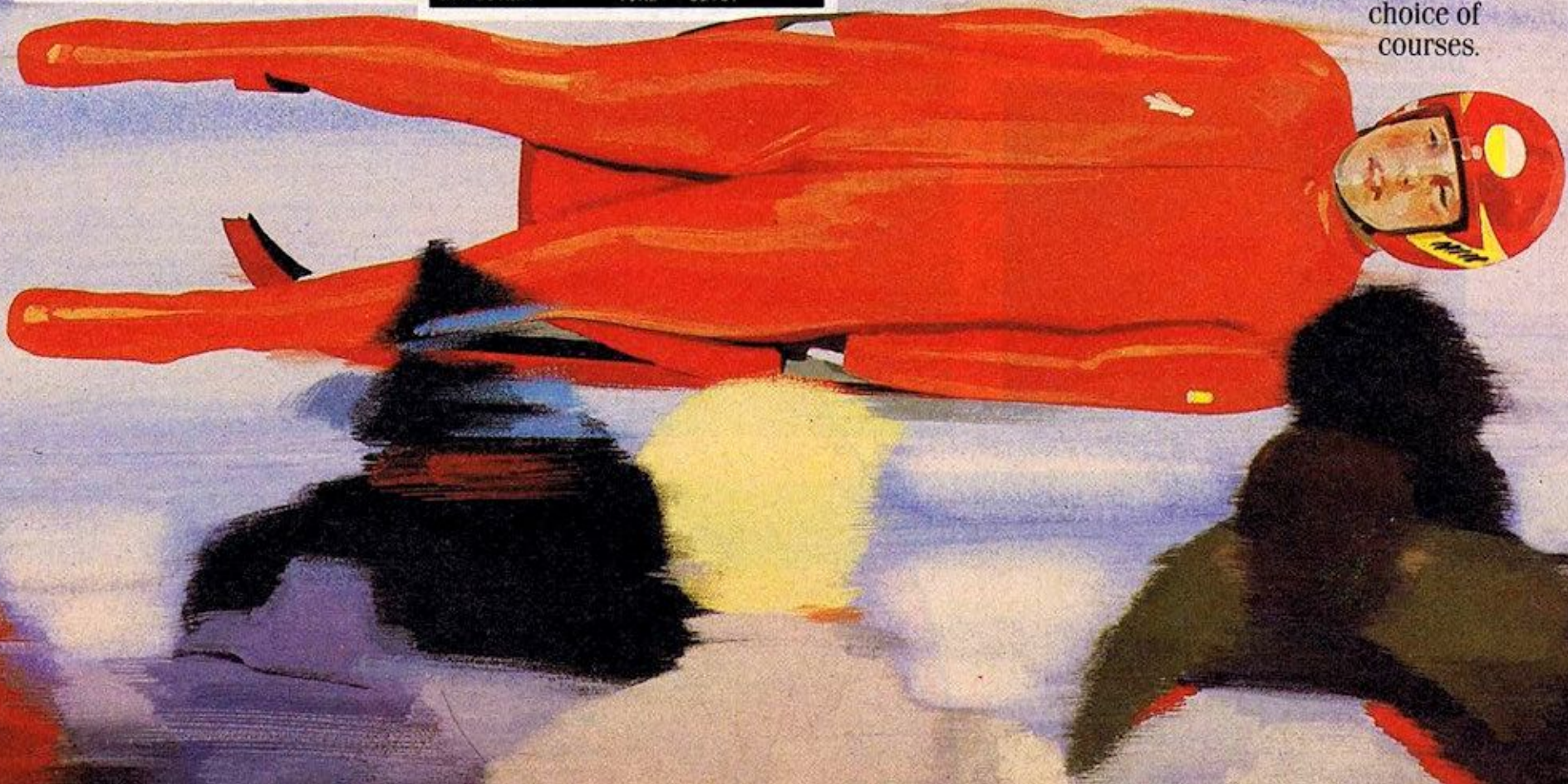
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# News

- This is not really my area but a little bird has whispered in my ear that a follow up to *Afterburner* is due for release soon (titled *Afterburner 2*, surprised huh?!).

- For those of you who love to do jigsaws then there is a store in treat!

Sega is releasing a series of jigsaws in Japan. The games featured are *Thunder Blade*, *Afterburner*, *Space Harrier*, *Outrun* and *Super Hang On*. They all come in extra large video style boxes and have 252 pieces.

- Sega owners can look forward to third party support for their machine. A Japanese company called Salio has converted a Tecmo game to the Sega. It also utilises the FM sound unit.

Those *Shenobi* fans among you will be pleased to hear that it has been converted to the Sega and looks very good.

- R-Type 2 is due for release this month as is a Taito game

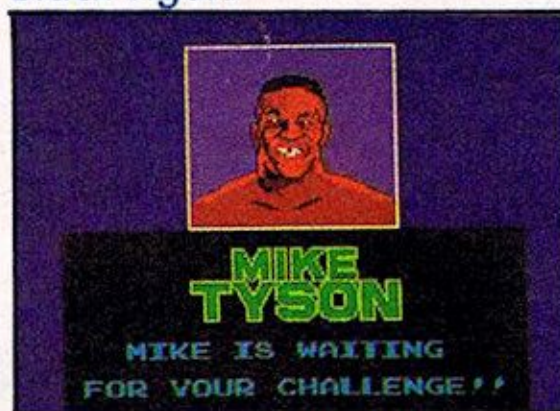


▲ Top chart topper: *Legend of Zelda*.

for the PC Engine. I will keep you posted on this mindblowing machine . . .

- You should soon see the new range of Nintendo games to hit the UK. The new titles are *Punchout*, *Legend of Zelda*, *Pro-Am*, *Metroid* and *Pro-Wrestling*. Prices are around thirty pounds.

Other Nintendo goodies released in Japan include *Terra Cresta*, *Vigilante* and *Black Tiger*.



▲ Tyson cleans up in shops.

# Mean Machines

As Nintendo prepares for its Autumn onslaught, with wider availability of the systems and games, Tony Takoushi gives his Mean Machines column a Spring clean in readiness. We have better screen shots, captions, and a scoring system for games. Watch out soon for some excellent maps and hints and tips.

## Tips

### FANTASY ZONE

Buy all the engine parts (big wings, jet engine, rocket engine) and the weapon you have will not run out.

### QUARTET

There are secret bonus screens on levels 2, 3 and 4. On level 2 kill the monster, get the key and the star. Go through the warp door and through it again. Level 3: kill the monster get the key. Go through the warp door and shoot the pot at the top of the screen ten times and go back through the warp door.

Level 4: kill the monster, get the key, then move to the middle of the level and shoot the snail and get the point-ball. Go back through the warp door at the left side of the level.

### MY HERO

At the end of Round One, move slowly until bulldogs appear, the back, tripping the first three dogs and jumping the last. Turn around in mid air and trip it from behind. You get an extra life and can keep doing it (also if you only use high kicks on the boss you get two extra lives instead of one.

wave beam, high jumping boots, bombs, missiles and special shielding properties so you are less vulnerable to attack.

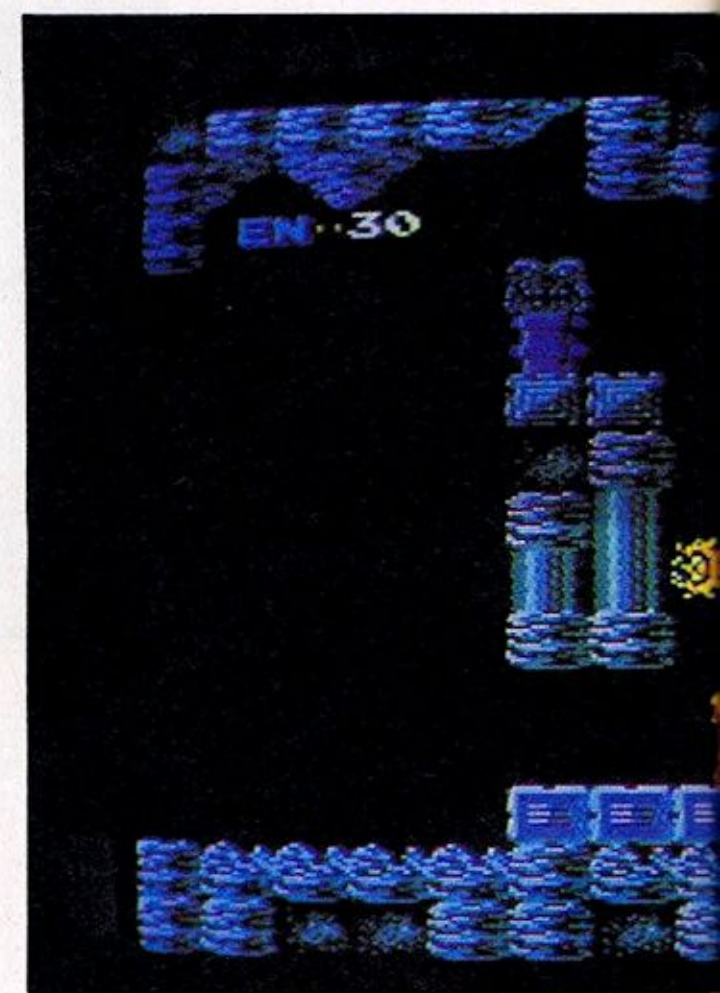
You can also roll up into a little ball to get through tight gaps in the walls (nice one).

## Metroid

**Metroid** – This is an absolute blockbuster of a game. You have to destroy the Metroid which is situated in a planet's central base sector. To get there you have to cross three sections, Rocky Zone, Fire Zone and the Central Base itself. Your character moves across scrolling terrains (left, right and verticals) shooting at around thirty different aliens, collecting energy where any is left after shooting an alien.

The game ends when your energy hits zero but you can collect special tanks which allow you to store more than is displayed on the ordinary energy gauge.

There are plenty of little touches like hidden weapons: you can collect long beam,



▲ *Metroid* – slick platform adventure.

There is just so much which has been ABSOLUTELY PACKED into this game. You can enter the level you left on

game over by entering a special code at game start and believe me you will need this as you will not be completing this game in one sitting.

Again this game is hugely playable and is very gratifying to play. I really do think Nintendo is a match for Sega if it can continue producing software of such high standards. Watch this space for further Nintendo releases next month.

You can increase your cars performance by collecting turbo, bigger tyres, missiles, bombs and a more powerful engine. The hazards are plentiful: puddles, oil slicks, pop up bars, skulls and drone cars. One feature I liked was the zipper patches on the course, these propel your car forward with a short burst of high speed.



▲ Start where you left off.



There are bonus letters littered around the course (try to collect enough to spell NINTENDO).

The game plays very fast indeed.

- ▶ METROID 7
- ▶ GRAPHICS 7
- ▶ SOUND 5
- ▶ PLAYABILITY 8
- ▶ OVERALL 7

## Rad Racer

**Rad Racer** – This is a purists car racing game, the emphasis is speed, finesse on the brake and gutsy reflex. You have to journey through eight stages to the goal and each terrain offers a different challenge. You can accelerate using the A button but have to use the Turbo facility to stand any chance of completing the course. There are three tunes to choose from while driving and good spot effects.

As you progress through the stages different cars enter the race and the tracks include San Francisco, Rocky Mountains and Athens as backdrops.

The hazards to watch out for are road dips, steep bends and cars that just love to roll across in front of you!!

3-D glasses that come with the package and you can flip

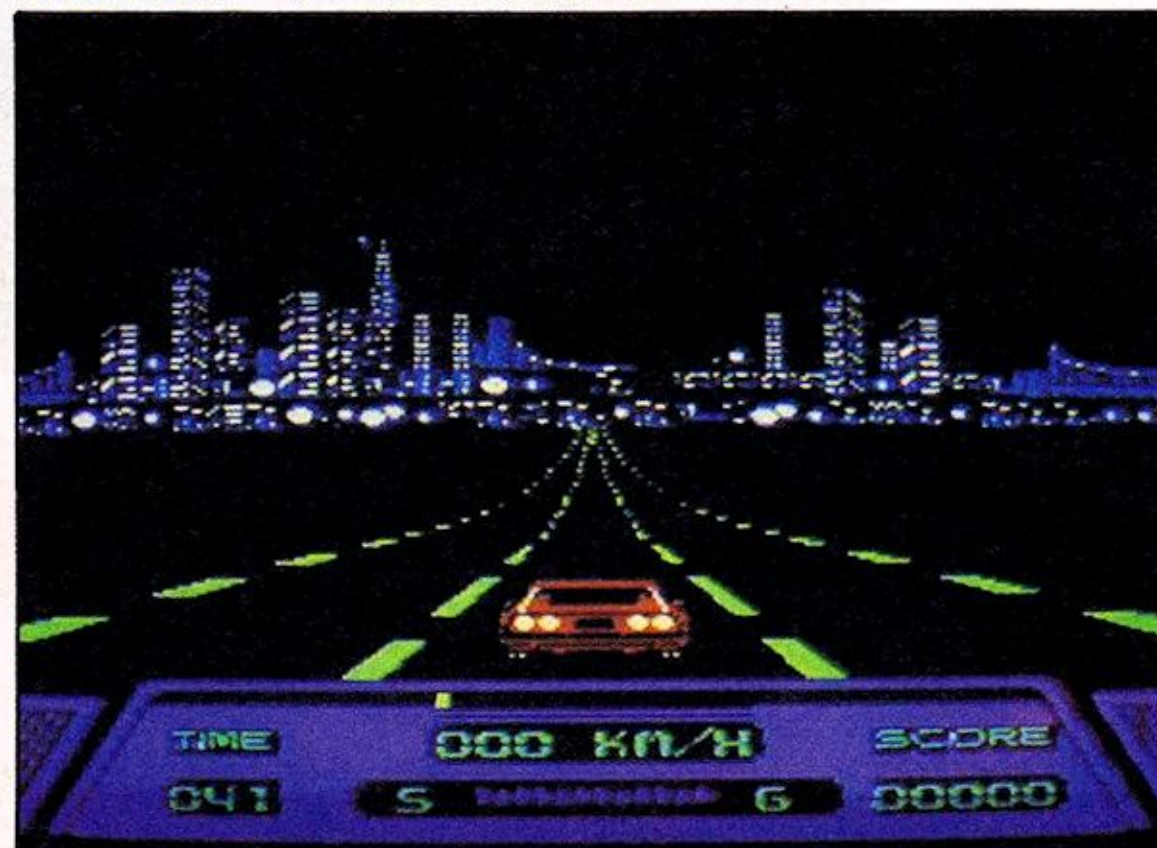
to the 3-D mode by pressing the select button during play. It is fairly convincing but again depends on your perception as to how effective the image is.

I really do love this game, outside of *Victory Run* on the PC Engine THIS IS THE DRIVING GAME TO PLAY. It is mindbogglingly playable and has many stages to complete, the graphics are a bit on the simple side but the tunes are excellent. There are road dips and very little flicker on the characters, this game will have you coming back for more, it is very exhilarating to play . . .

- ▶ RAD RACER 5
- ▶ GRAPHICS 5
- ▶ SOUND 5
- ▶ PLAYABILITY 8
- ▶ OVERALL 7



▲ Rad Racer – Nintendo's answer to OUT RUN.



▲ Sky scraper lights blaze in the distance as night falls.

## Pro Am

**Pro-Am** I am not the greatest fan of Spring-Rally but the quality of this game has won me over. It is by the Rare (ex-Ultimate to you and me) team and just shows their quality in game design and playability.

You have to battle your way through 32 tracks, and to qualify for the next track you have to be in the top three (out of four cars!) at the end of each race.

At last the US/Japanese Nintendo games are starting



▲ Pro Am Race by Rare.



▲ In the shops by August to appear!

I have been keeping a keen eye on the US charts over the last nine months and the titles to hit the UK are the pick of their top ten in that period.

The five titles set for release are *Pro-Wrestling*, *Legend of Zelda*, *Pro-Am*, *Punchout* and *Metroid*.

I was amazed to find certain games sitting in the US chart for so long, but having seen the three games reviewed this month I begin to see why.

Some of you may remember my interview with Nintendo boss Bruce Lowry a few months ago and he said that one of the major reasons for the success of the Nintendo is the longevity and playability of the games. He was not kidding!!

- ▶ PRO AM 6
- ▶ GRAPHICS 6
- ▶ SOUND 5
- ▶ PLAYABILITY 6
- ▶ OVERALL 6

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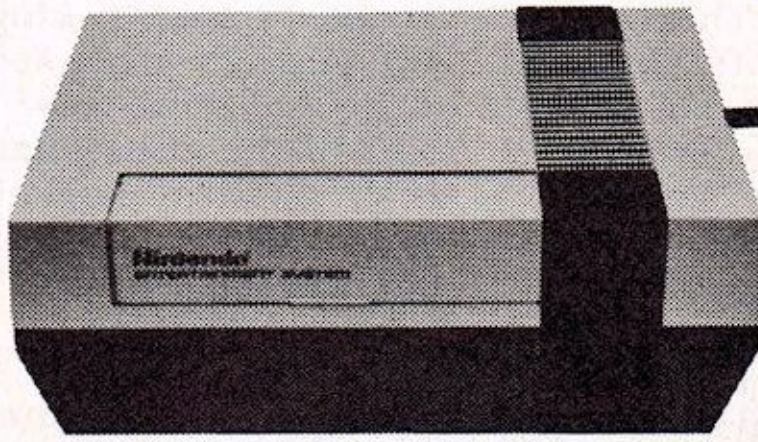
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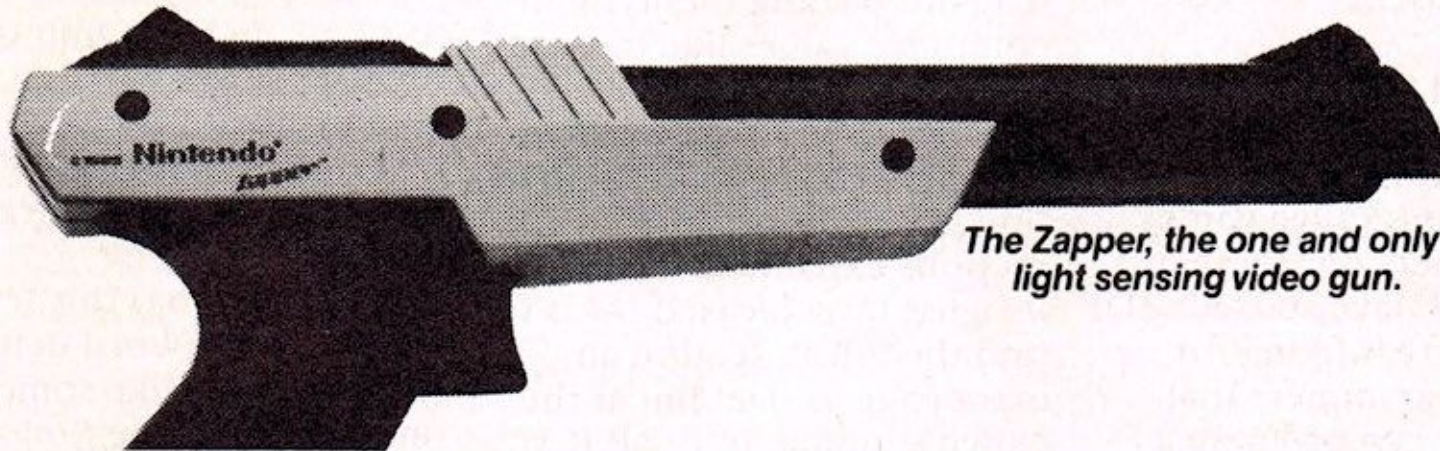
### PRESENTS THE VIDEO SYSTEM WITH SO MANY FIRSTS IT'S SECOND TO NONE.



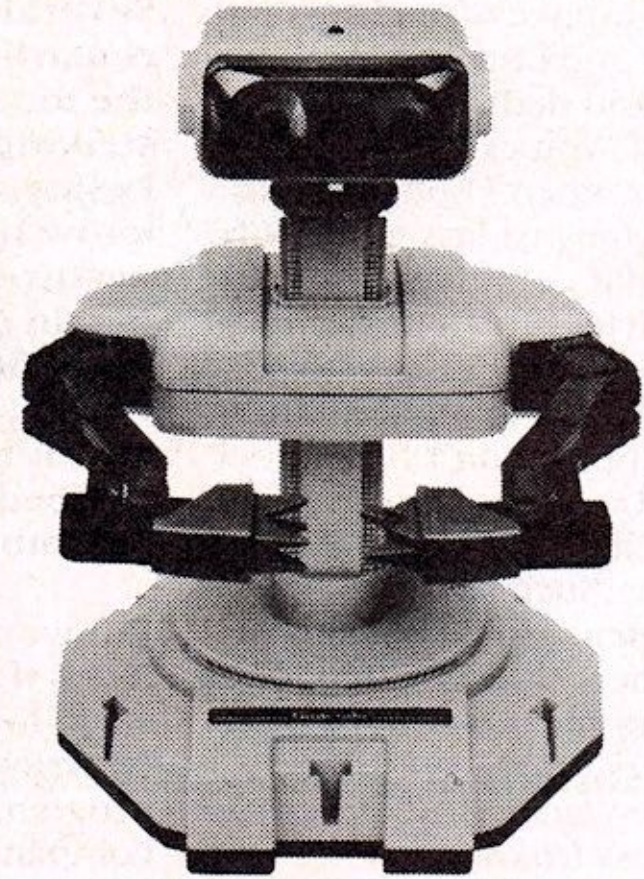
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ENTERTAINMENT SYSTEM

# Mailbag

If you've got something to say about the world of computer games, don't keep it to yourself. Write to Mailbag, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

● Surely I am not the only reader of *Computer + Video Games* to have noticed the total absence of angling on its bright and breezy pages? As a keen and dedicated angler myself, you can imagine my horror when I bought your magazine just last week only to find it completely devoid of articles on what is Britain's number one leisure activity.

Perhaps I'm missing the point but I didn't fight in six world wars and two cup finals for Leeds United to deserve such shabby treatment. So pull yourself together, *C + VG*, don't sell us anglers short, and give the punters what I want.

Jackie "Jacky Boy" Charlton,  
Address Unknown.

**Editor's reply:** A-ha! I think I've spotted a spoof letter. Well, JC, if you really were the world famous former England and Leeds hero, famed angler and flat cap exponent, you'd know that in the not too dim and distant past there was a game called, if my memory serves me well, *Jack Charlton's Match Fishing*. It was truly awful, possibly the most boring game ever devised. Matt sends his regards by the way.

● Congratulations. I think it's time to give the Golden Turkey Award for . . . wait for it . . . the most useless map from here to the plastic nebula. *Rastan* is so straight-forward and easy you can only go one way. So what is the use of having a map. Pointless!

I love the May pull-out poster. Wow! I never knew Lesley Walker rode a motorbike.

Martin Robert Smith,  
Tipton,  
West Midlands.

**Editor's reply:** Thanks for the nice things you say about the *Rastan* map. Several people have remarked that the girl on the motorbike bears a striking resemblance to Lesley, who you may know has left *C + VG* for pastures new. However, just in case she reads this, we officially state it is not Lesley. And in case she doesn't, we also have noticed some resemblance.

● I would appreciate it very much if you would use this letter to inform the experienced Amiga games programmers out there of a company I have started. ZDF software are looking for games programmers that think they can program a game from a professionally designed storyboard.

The company will basically be set into two departments: An IDEAS person, which is me, and two experienced machine code programmers.

So if you'd like to join me, hopefully together we can produce some first-class Amiga software!

Please write to me, enclosing a sample of your work, at the following address:

Richard Cairns  
80 Fenham Hall Drive,  
Fenham,  
Newcastle-upon-Tyne

**Editor's reply:** Okay, Richard, just this once. I hope our Ad manager, Garry Williams doesn't spot it, though. He'll be onto you for full page advert like a flash.

● My mum hated it, my sister laughed at it, my dad begged me for it and I stuck it on my wall! Thanks for a great *Barbarian II* poster.  
Craig Bainbridge,

*Stockton-on-Tees,  
Cleveland.*

**Editor's reply:** Yes we liked it as well Our thanks go to Palace Software, Maria Whittaker, Mr Muscles and *C + VG*'s ad manager Garry Williams for posing as the monster.

● As one of *C + VG*'s greatest fans I was thrilled to see the introduction of a regular Fantasy-Role Playing section, to go with the Play-By-Mail. It was great to have a computer mag not dealing totally with computer games like most of the others.

Every issue I have opened the pages of *C + VG* hoping to find my two favourite sections expanded. You can imagine how pleased I was to find the F.R.P. section an extra page in size! But at the expense of one of the P.B.M. pages!

How can Wayne hope to cover everything in enough detail if you shorten his P.B.M. section. If you pick up *White Dwarf* you'll find it crammed full of information on the F.R.P. front, how Wayne crams so much into his few pages is just amazing.

When you read his sections I'm sure you'll find that there is a definite 'cramped' feel to them.

The only cure to this is to expand the sections – I hope you agree.

I know I'm sounding like more F.R.P. and throw the computer rubbish out but I'm not. I own an Amiga and enjoy reading *C + VG* for its reviews, I just wish there was more F.R.P. Particularly L.V.R.P. as Wayne's write ups on *Labyrinthe* are really fund to read.

Keep up the great work on Shuk and Doode, they're great!

Gary Doyle,  
Thordon,  
Suffolk.

● Editor's reply: We've received quite a few letters asking for the FPR and PBM sections to be expanded – just as we've received letters asking for almost every other section of the magazine to be expanded. Unfortunately, we do not have unlimited space, and we are – and will remain – primarily a computer games magazine.

Sorry, but that's the way it goes.

● A face so repulsive, a brain so small, an IQ of minus 10, a repulser in his own lunchtime (in fact, any time). Who could it be? ARGHHHH! It's Wayne (Wimps And Yobbos National End-Pieces).

What right has this freak got show his (word deleted). His face looks like something out of *Lord of the Rings*! No offence meant but this (word deleted) has no right to be in a computer magazine. Maybe if you put him in a (word deleted) mag, he would go down better. Is it male or female? Personally I couldn't tell the difference between it and (rest of sentence deleted). Apart from being a pervert, he might be okay. What planet does he come from?

I hate Speccys, Commys, STs, Amigas and all other shoebox efforts. Personally, I own an Archimedes. I am also a complete an utter (word deleted).

PS. I also lie a bit.

David McGiffog,  
Largs,  
Scotland.

**Editor's reply:** Thanks for your forthright letter, David, and for the charming drawings which accompanied it. Do I sense a slight antipathy towards Wayne or do I think you secretly like Play-By-Mail? Anyway, Wayne says he hopes to meet you soon. Preferably in a dark alley.



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At Silica Shop, we have a dedicated service department of seven full time Atari trained technical staff. This team is totally dedicated to servicing Atari computer products. Their accumulated knowledge, skill and experience makes them second to none in their field. You can be sure that any work carried out by them is of the highest standard. A standard of servicing which we believe you will find **ONLY FROM SILICA**. In addition to providing full servicing facilities for Atari ST computers (both in and out of warranty), our team is also able to offer memory and modulator upgrades to ST computers.

**1Mb RAM UPGRADE:** Our upgrade on the standard Atari 520ST-M or 520ST-FM keyboard will increase the memory from 512K to a massive 1024K. It has a full 1 year warranty and is available from Silica at an additional retail price of only £86.96 (+VAT = £100).

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### AFTER SALES SUPPORT - Only From Silica

Rest assured that when you buy your ST from Silica Shop, you will be fully supported. Our free mailings give news of releases and developments. This will help to keep you up to date with new software releases as well as what's happening in the Atari market. And in addition, our sales staff are at the end of a telephone line to service all of your Atari requirements. If you purchase an ST from Silica and would like any technical advice, we have a full time technical support team to help you get the best from your computer. Because we have both the staff and the systems specifically dedicated to providing after sales service on Atari ST computers, we are confident that our users enjoy an exceptionally high level of support. This can be received **ONLY FROM SILICA**.

### FREE CATALOGUES - Only From Silica

At Silica Shop, we recognise that serious users require an in-depth information service, which is why we mail free newsletters and price lists to our ST owners. These are up to 48 pages long and are crammed with technical details as well as special offers and product descriptions. If you have already purchased an ST and would like to have your name added to our mailing list, please complete the coupon & return it to us. This information service is available **ONLY FROM SILICA**.

### FREE OVERNIGHT DELIVERY - From Silica

Most orders are processed through our computer within 24 hours of receiving them. Most hardware orders are sent by the overnight GROUP 4 courier service **FREE OF CHARGE** to customers within the UK. This method helps to ensure minimum delay and maximum protection.

### PRICE MATCH - Only From Silica

We hope that the combination of our low prices, FREE UK delivery service, FREE Starter Kit and FREE after sales support, will be enough to make you buy your Atari equipment from Silica Shop. If however, there is something you wish to purchase, and you find one of our competitors offering it at a lower price, then please contact our sales department, providing us with our competitor's name, address and telephone number. If our competitor has the goods in stock, we will normally match the offer (on a 'same product - same price' basis) and still provide you with our normal free delivery. We realise that we are not the only company who will match a competitor's price. However, if you come to us for a price match, you will also be entitled to our after sales service, including free newsletters and technical support. This makes our price match promise rather special, something you will receive **ONLY FROM SILICA**. We don't want you to go anywhere else for your Atari products. So shop at Silica, the UK's No.1 Atari Specialist.

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We are pleased to announce a new reduced price point on the 1040ST-F which is now available for only £499 (inc VAT). The 1040 is a powerful computer with 1Mb of RAM and also includes a built-in 1Mb double sided 3 1/2" disk drive. The 1040 has been designed for use on business and professional applications most of which require a high resolution monochrome or colour monitor. It does not therefore have an RF modulator for use with a domestic TV set. Modulators can be fitted for £49 (inc VAT).  
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# Out To Lunch

## WITH JOHN MINSON & BATMAN

... And this is the story of how I interviewed Batman.

Well, not exactly interviewed him – but for a moment our knees made contact as a photographer snapped us together – Batman smiling the steely smile of the self-confident law-enforcer – your harassed correspondent wondering if he was ever going to be able to probe the Caped Crusader on topics such as: "How does it feel to be best known for wearing your Y-fronts outside your tights?"

It was not to be. Like some star-studded Photo-Me booth, I got four flashes from the camera and had to move on.

But let me explain. I'd first been informed that sixties TV superhero Adam West was winging his way east the week before. He was deserting Gotham City to promote Batman – The Movie, which CBS/Fox video has just released at a budget £9.99 to cash in on the Batmania that's sweeping Britain. Holy Publicity Stunt!

Now I'm old enough to remember the adventures of the Dynamic Duo hitting the boob tube for the first time, way back in hrmpph grumpph... Okay, it was 1966 – but I did start watching TV at a very early age – honest!

Unfortunately I wasn't the only one. "Join the queue," said the polite young man from the PR Company, "and I'll see if I can fit you in." And so I waited for the Batsignal which would mean that I could quiz Adam about his preparation for the part – after all, ten years spent learning how to play Hamlet hardly helps when it comes to uttering lines like, "To the Batcave!"

Meanwhile Adam West travelled north and south, signing videos.

But the red telephone remained silent, leaving me

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Well, not exactly interviewed him – but for a moment our knees made contact as a photographer snapped us together – Batman smiling the steely smile of the self-confident law-enforcer – your harassed correspondent wondering if he was ever going to be able to probe the Caped Crusader on topics such as: "How does it feel to be best known for wearing your Y-fronts outside your tights?"



▲ time to wonder about nostalgia. After all, here was half the country going beserk about the star of a twenty year old TV show which had at best been praised as 'camp' when it first appeared. The erudite New Yorker magazine had acknowledged, 'a couple of lines that could pass for wit on a foggy night.' But Russian daily Pravda hadn't pussyfooted: 'Batman brainwashed Americans into becoming willing murderers in the Vietnam jungle.' Quite! "Why don't you come down to Batnight at the Empire Leicester Square?" asked the increasingly harassed nice young man.

Now normally big West End discos are anathema to me. Even from the relative safety of the VIP lounge, where young women who'd apparently come dressed for the beach were waiting on tables, the dry ice, laser show and music were not my scene.

But were they Batman's either? In the first ever TV episode he'd asked for a side table at the What-A-Way-To-Go-Go Disco – so as to remain inconspicuous! – and had only drunk orange juice. I needed something stronger, for sure.

Waiting had its compensations though. There were the 'look-alikes', including a portly, bearded Batman; a Penguin with a nose which suggested something rather more phallic; and a most convincing Joker who seemed to take great joy in Catwoman's whip! And what about the guy in the gold-lame suit? Was he some super-villain I'd forgotten – or just a nighclubbing pranny with no taste?

At last Adam made his entrance – not swinging in on Bat-ropes or sliding down a well greased Bat-pole, but impressive all the same. He's instantly recognisable,

slightly older looking, but you'd never believe that he was well into his fifties. Was he surprised that Batman was such a hero to all these people who were filling their nappies when he first appeared? "Not really. TV-AM has made it all accessible." And? "Well, it's timeless. As you become more sophisticated, you see a few more things in it." Yes, but... But that was it and I was ushered away so that somebody else could move in. When asked if he should be in the new movie, which is being shot this autumn, they went wild. Well, despite rumours of Mel Gibson donning the cowl – sort of Bat Dundee – I'd bet the title role goes to a newcomer. But don't be surprised if Adam does make a cameo appearance.

I tried to talk to him again the day after, his last in London, but he was in the Batbath and didn't want to be disturbed.

Even though I didn't get to really talk turkey with Batman – though I'll never wash my right knee again – the nice young man from the PR company did get him to sign five copies of the CBS/Fox video of Batman – The Movie, featuring that fiendish quartet, the Joker, The Riddler, The Penguin and Catwoman – all out to kill the Caped Crusader. Now I'm very tempted to keep these collectors items for myself but for one thing... would you try to cheat a superhero? Thought not, but you can win one fair and square by answering the following question: The first ever episode of Batman went out in the States at 7.30 on 12th January, 1966. Who was the villain who was bat-tered on that occasion?

Send your answer on the back of a postcard, envelope or bat, to arrive by July 16th to Holy Batutsi Compo, C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AD.

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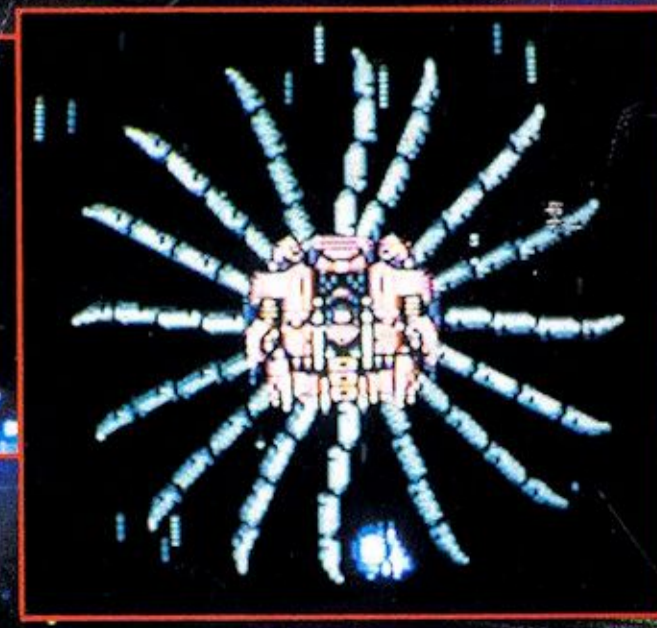
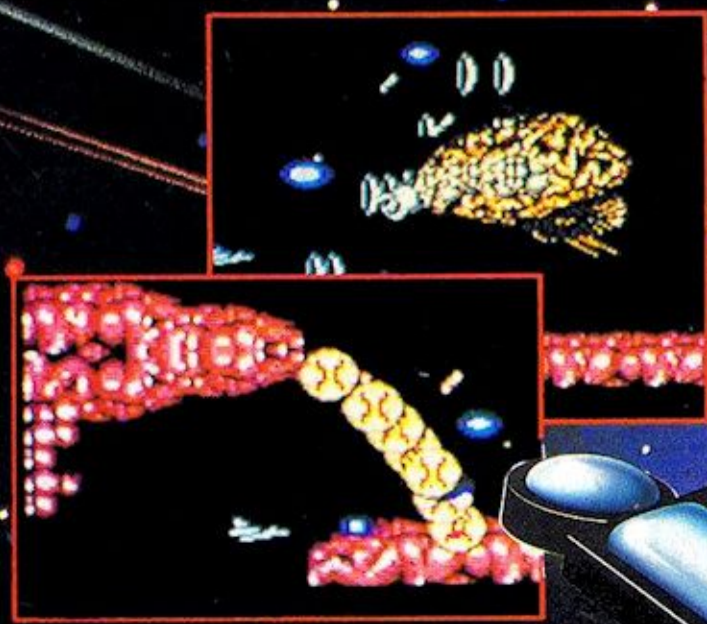
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