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first

If you weren't selected for the Seoul Olympics, no need to feel out of the running.

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Here's the C64 Olympic line-up...

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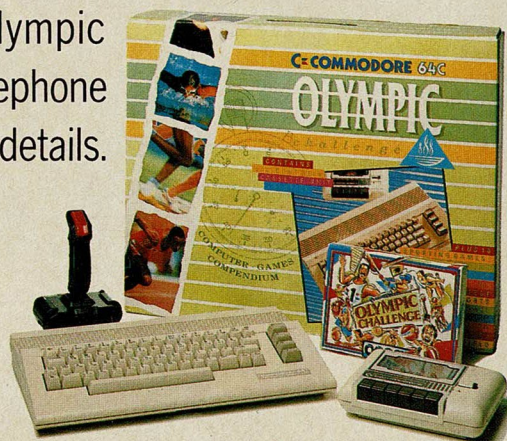
Or take up the challenge of world series baseball, weightlifting, football, tennis and the championship title fights.

And when the Olympics are over, you can then go out and grab the best beat 'em ups, one-on-one, adventure and simulation games that really come alive on the C64.

There's only a few days to go before the opening ceremony, so make a dash for your local dealer and ask about the C64 Olympic Challenge pack. Or telephone 0800 800 477 for more details.



Commodore



TIS IS COMPUTER GAMESWEEK, and welcome to it. Are you tired of sitting around all month waiting for all the other magazines to come out? Do you want up to date news, white hot reviews, nose biting previews and fabby features? Do you want to win an Amiga?

If the answer to these questions is no then you've picked up the wrong magazine (Gardening is the next shelf along), because this is precisely what readers of **Computer Gamesweek** are going to get.

A quick look over our contents list will give you a good idea of the type of thing you can expect. We'll be supplying you with a healthy mix of product news and reviews, and features, as well as regular columns on adventures, strategy/wargames, video games (**Arcade Ace** starts next week), hints and tips, and the latest charts.

As well as all this, savour the exclusive film reviews in **On Screen**, gasp at **Eating Arizona**, salivate over the competitions, and practice your fave games because we'll be running high score contests. What we'd like from you, besides your regular patronage, are comments and opinions for our letters page, and any info you'd like to share with your fellow readers.

So there you have it. If you want to hold your breath and wait all month to find out what's happening in the world of computer entertainment, there are plenty of other mags, but if you want to be on the leading edge then you want **Computer Gamesweek**.

Remember, if it isn't **Gamesweek**, it's history
Duncan Evans

6 News

The Gamesweek team has been scouring the streets for the latest news and rumours. Turn the page to see what turned up.

10 Up Periscope

Electronic Arts Powerdrome and Magnetic Scrolls Fish are the first catches in our preview column. For a first look at hot games on the horizon, this is the place to be.

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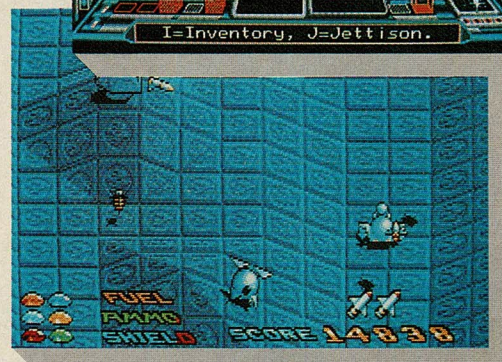
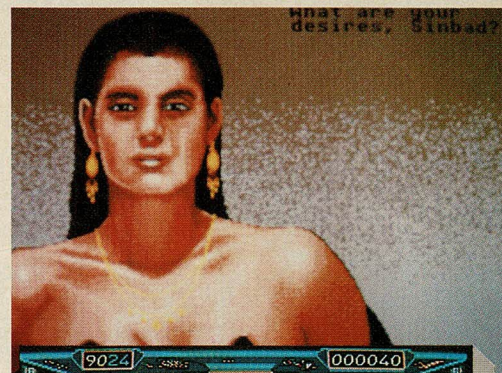
Impact point for the regular games reviews.

14 Starglider 2

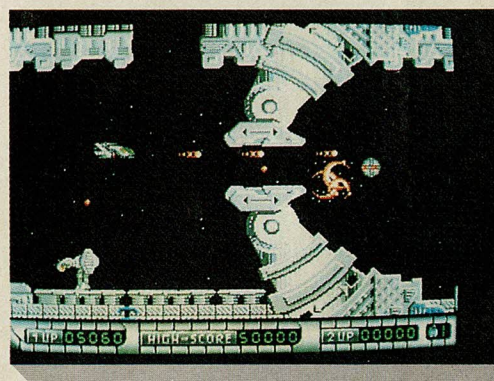
Have Jez San and the Argonauts fulfilled the promise of the early versions of Starglider 2? Seems so.

16 Summertime Specials

Compilation time again, this time with U.S. Gold serving up a frothy combination of Solomn's Key, Bravestarr, Captain America, Trantor, World Class Leaderboard and Rygar.



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- Starglider II, (Page 14)
- Star Goose (Page 31)
- Katakis (Page 24)



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20 The President is Missing

Well his brain certainly is anyway. Microprose are giving you the chance to find the rest of him as well.

23 Helter Skelter

Resisting the obvious intro, HS is all about squashing dumb looking monsters with a ball.

31 Star Goose

The men responsible for Star Trek and Black Lamp deliver the goods for Logotron. Vertically scrolling but lumpy!

40 Street Sport Soccer

Football how it's really played - six people in a car park.

23 N.A.T.O. Assault Course

If the real thing seems like too much hard work, try the mud free version.

24 Katakis

If you hanker for the type of game where auto fire is more a religion than an option then this could be your lucky day.

31 Fernandez Must Die

Discover exactly what nefarious deed Fernandez committed to inspire such attention from his subjects.

40 Soldier of Fortune

Will the public be gunning for Graftgold after this latest effort? Clock in and see.

25 Competition

Win an Amiga and a copy of Kataris. Seems like a good idea to us.

28 Electronic Arts Interview

The Ed visits the offices of Electronic Arts in lovely Langley, and presses marvellous Mark Lewis to spill the beans about life, the universe and CRL.

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No wargame, simulation or strategy game is safe as General Lee Paddon begins his regular campaign.

35 Eating Arizona

It's wild, it's wacky, it's dinner time in the desert. This week Simon Pipe delves into the murky hi-tech world of Cyberpunk.

41 On Screen

Emma Norman escapes from the office and joins a packed house for a preview of Buster starring Phil Collins and Julie Walters.

43 Adventure Bridge

No Bridge - no comment. Tony Bridge and the Grand Elf go weekly once more. If you don't want to wait all month to adventure, you know where to come.

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The latest charts, direct from Gallup.

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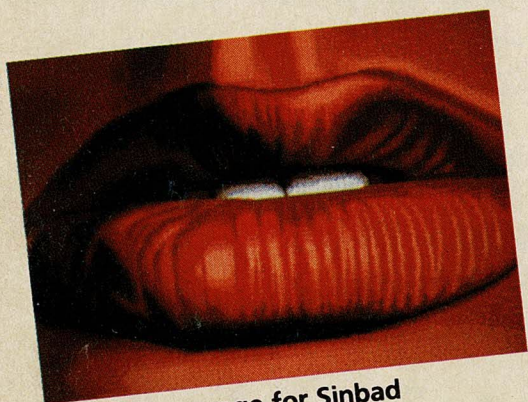
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EXTRA

Role-playing Arabian style

MIRRORSOFT HAVE brought forward the release date of the ST version of **Sinbad and the Throne of the Falcon** to August 25, due to popular demand. One of Cinemaware's most popular releases, **Sinbad** has all the elements of a blockbuster, combining swashbuckling pirates and genies, comedy and tragedy, romance and heartbreak. And killing.

Sinbad must battle against dark and mysterious forces in a rollicking seafaring adventure, and ultimately defeat the Black Prince and his hellish minions. The task is a formidable one, but the lovely Princess has begged for his help and



Another voyage for Sinbad

Sinbad was never one to turn down a damsel in distress, or abandon a stricken maiden.

Sinbad combines role playing and strategy with arcade style sequences, featuring dozens of bitmapped screens, enhanced sound effects and original music. The ST version will retail at £24.99

Rumours from Amstrad

THERE HAS BEEN PRESS speculation recently that Amstrad will be marketing a new PC games machine, the **Sinclair Professional**, with a monitor at £299. The specifications of the computer are still unclear, but it is reported that the machine will look not unlike a CPC model and will have four colours and CGA graphics.

Amstrad was unwilling to comment on the reports, declaring that it was company policy not to divulge information about any new product before its official launch.

Atari had no comment to make about possible effects on the ST market, preferring to wait until Amstrad have actually made an announcement about the machine and its specifications. It was not prepared to make a statement on a matter of press speculation.

The old 'one-two' from Linel

LINEL, THE SWISS development house whose first game, **Insanity Fight**, was released at Christmas last year and proved to be very successful, are set to release several games in the near future. Two games which will be on sale at the PC Show are **Ice and Fire** and **The Champ**. **The Champ** is a boxing game which has been approved by the World Boxing Council. For the duration of the show, there will be a competition at the Linel stand which will culminate in a grand knockout finale on the last day. Budding Brunos please take note.

Ice and Fire is a text and graphic adventure game on a grand scale. The player can choose from four characters,

King, General, Space Pilot and Priest, and can follow nine different routes in this text-based game. The character has a terminal illness and has only three days to live. His mind is attached to a machine which allows him to travel into another reality, where one day of real time is the equivalent of about one hundred years. Unfortunately, the machine goes haywire and war breaks out. The player has to stop the war and get back to reality. In so doing, he may be cured.

Both games are available for the Amiga and Atari ST for just under £25. Linel are scheduled to release twenty games this year, including **Solaria**, **Crown** and **Dragonslayer**. Watch this space for more details.

How to join the Privileged Few

INTER-MEDIATES, THE PUBLIC Relations firm, has set up a software club, **Special Reserve**, which claims to be offering its members the lowest overall prices for entertainment software.

Most games in the club's catalogue of over 400 titles are on offer at not much more than half-price. Annual membership costs £4 and includes three issues of **Special Reserve's Buyer's Guide** with a folder, updates on new releases with each game bought, and a membership card complete with privilege ordering number. The catalogue features games on all formats, but it places more emphasis on the 16-bit market.

Inter-Mediates have also formed **Official Secrets** for those interested in adventure games. This will offer information on the games to members, back-up, a bi-monthly magazine, a free copy of **Lone Ranger** and an exclusive mini adventure. The annual subscription is £19.95.

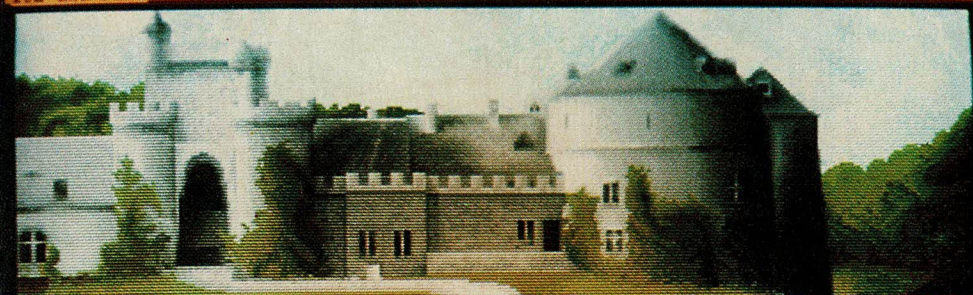
Gripping stuff

KONIX WILL LAUNCH two new desktop joysticks at the PC Show. Konix are famed for their **Speed King** joysticks, of which they have sold nearly three million units worldwide.

In appearance, the two new joysticks are totally different from **Speed King**. **Predator**, which will retail for just under £13, is operated by micro-switches. **Megablastrer** operates under a more traditional mechanism, is three-quarters the size of **Predator**, and will retail for under £8. Both joysticks can be used with all Sinclair Spectrums and Amstrad CPC Computers, the Commodore 64 and 128, the Amiga and the Atari ST.

Left: Fire and Ice from Linel

ICE and FIRE



and continuing west. You are on a way coming from a palace in the west leading further eastwards.

To the north you can make out some wheat fields in the distance.

> M

You are standing at the main entrance of a palace. Some guards are sleeping in front of the heavy wooden gate. The open gate allows you a general look on the large hall behind.

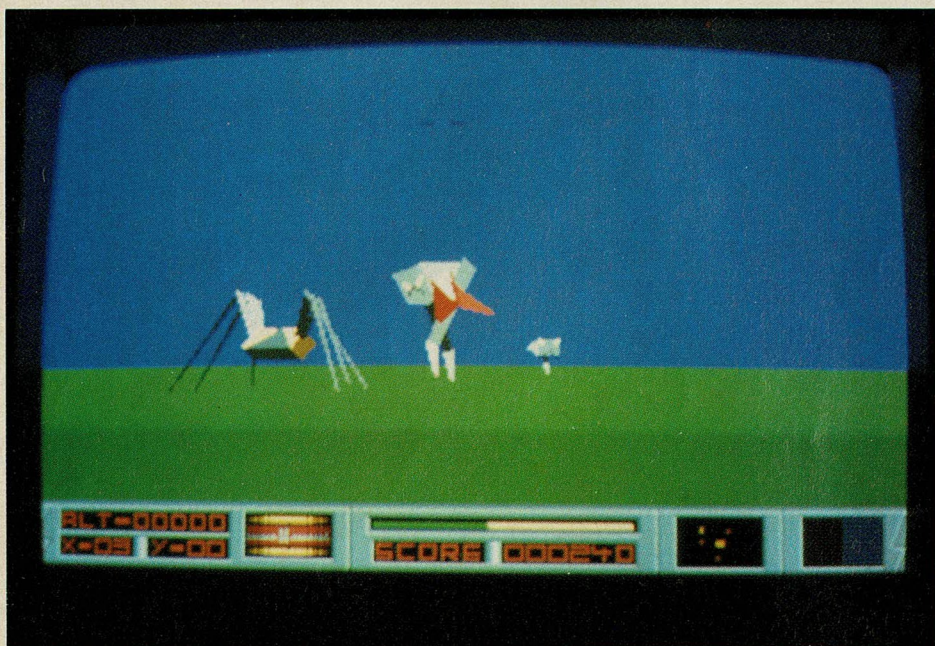
To the west, a slight slope leads into a small valley. South of you, a wild river follows a deep east-west chasm, rushing down giant fall just below you with a tremendous roar.

North of the palace, there is a forest.

>

NEWS

Gamesweek on the street



Above: Inner City demolition in CRL's Siege of London

The game that came in from the Cold

CUNNING, LOW ANIMAL cunning is what you need to survive in the world of international espionage. Now you can practice your cunning in the comfort of your own home with *Espionage*. Grandslam will be releasing the computer version of the famous board game at the end of September.

The player controls 12 agents who have to obtain four micro-films which contain details for the ultimate weapon for the ultimate end – yes, it's Armageddon again! His agents have to sanction enemy agents – that's "terminate with extreme prejudice" to you C.I.A. chaps – whenever they encounter them.

Once you have demonstrated your cunning and sheer nerve, as well as your coldblooded murdering skills, to get the micro-films and return to base with them, you will be officially pronounced Master Spy. That's George Smiley league to you M.I.5 chaps. Prices have yet to be finalised, it's a secret, but the game will be available for all major formats.

Leader of the pack

THE CRL GROUP has released two new games recently. *Siege of London* is a game in which the player has to defend the capital from an alien attack. It features many famous landmarks of the city in solid 3D and is available for the Amiga at £24.95.

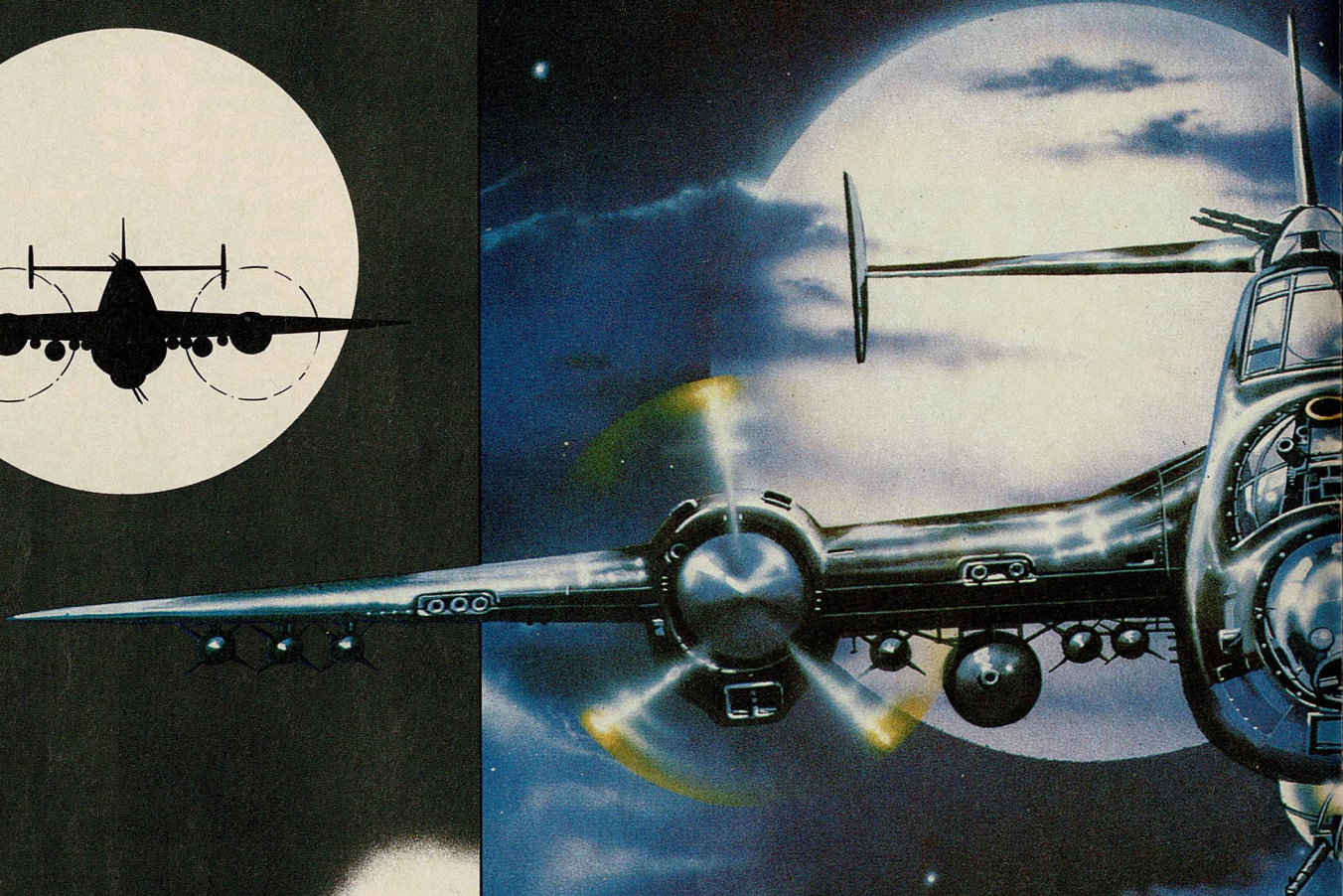
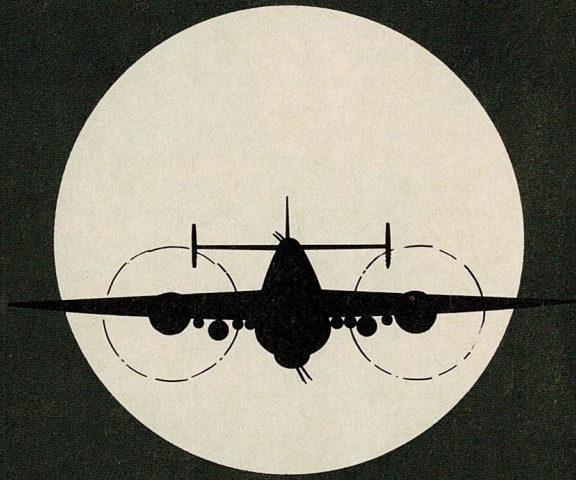
Kellogg's Tour is the official game of the professional Tour of Britain cycling race. It features over 678 simulated miles of some of Englands most challenging roads and culminates in an amazing sprint finish through Westminster. Each stage is mapped out for the player, indicating the route and the distance for the days racing. Bonuses are available for TV sprint times and king of the mountains. The player is kept informed of his speed, power level and stamina level.

Look good in yellow with the leaders jersey, or impress the girls in the stunning little green and white number that comes with the title of king of the mountains and sprint champion. The game is available on Commodore cassette (£9.95) and disc (£14.95).

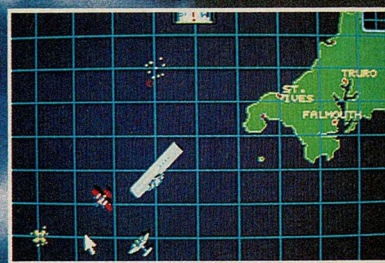
The Predator from Konix



Against a silver moon ...
 an awesome shape emerges ...
 rumbling towards its destiny.



Screen shots from



STRATEGY

SIMULATION

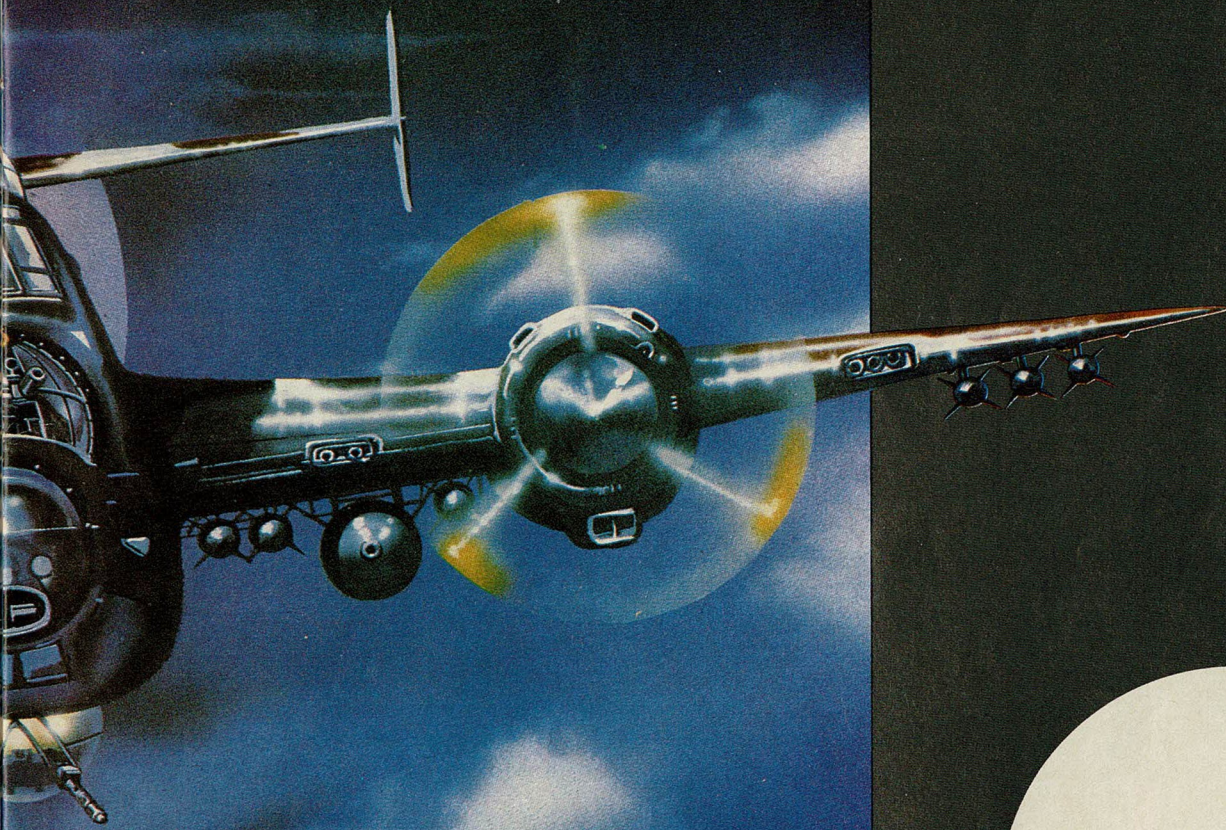
CBM 64/128
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Atari ST
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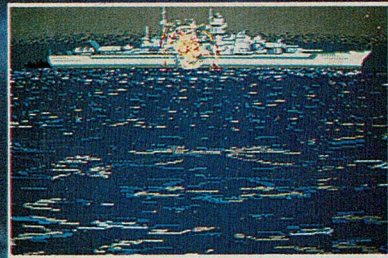
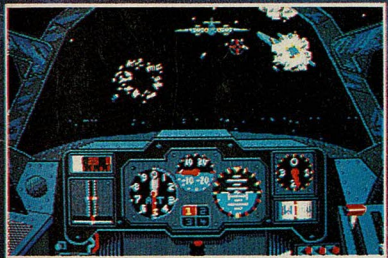
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IBM
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power knives its way
through an ink black sea!



Atari ST Version.



ACTION

DESTRUCTION

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Amiga

Apple

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Up

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



DEER

Giant American software house Electronic Arts isn't reknowned for its UK sourced product, basically because up until now there hasn't been any. All that will change at the end of September though, when the first game from the keyboard of Michael Powell hits the streets.

Powerdrome is the latest solid 3-D wonder written for the ST and Amiga, and propels the player into the future sport of jet racing in the Powerdrome XXIV, with the chance to race against four pilots from other galaxies.

The objective is to take place in a series of six races, which are on six very different tracks, and compete for the coveted Cyberneufe Trophy (this is an EA in-joke). Although, you can practice or race any of the courses as a one off, to race against a friend in a one on one contest you will need to have two ST's and a datalink.

Powerdrome requires some measure of tactical thought, and features excellently designed pit sequences where alternative engines, filters, air brakes, aerofoil sensitiv-

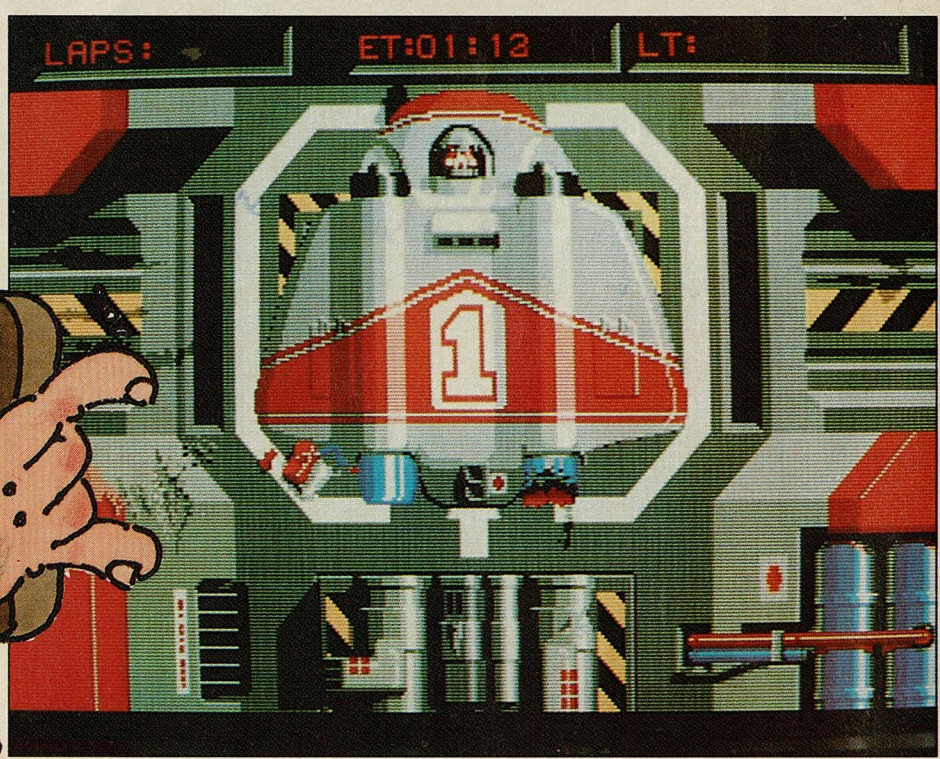
ity, and fuel selection can be tried out. If you've ever seen EA's **Formula One Grand Prix** the concept is very similar.

Once you've fiddled around with your jet racer it's time to get out onto the 3-D track for the qualifying lap which determines position on the starting grid. Then off you go, screaming down the straight, and usually creaming yourself all over the first corner.

A computer report supplies info on how the other racers are performing, and they all have a history so that you should be able to tell who is going to the main opposition in each race. Don't think you can simply race round, crashing corner to corner either, because bits will start falling off your racer pretty quickly. If the damage is only major then head for the pits for repairs. If you totally screw up then you have to wait for the rescue craft to tow you away.

One very nice feature is that while trogging round the track the sky may suddenly darken and before you know it there's a thunderstorm underway, complete with forked

POWERDROME



ISCOPE

lightning. The upshot of this is that rain in the engine could well lose you the race so a choice has to be made – keep going and hope the storm will peter out quickly or dive into the pits and change the filter on the engine.

With its fast, solid graphics, tracks which meander both horizontally and vertically (down tunnels) and tactical elements, **Powerdrome** looks like being a fabby games debut by Michael Powell. Pricing is £24.95, and get down the

takes you to a different dimension where a part of the Focus Wheel, a vital component of the Device, has been hidden by the Fins. Having recovered the bits of the wheel, a fourth hole appears in the castle. This takes you to Hydropolis itself, where this time you're incarnated as the head of 'The Project', responsible for making 'The Device'. This is where your problems really start.

Devising a way of getting the Focus Wheel from a glass case in the castle to Hydropolis is headache enough. But, while you were piecing it together in the other three dimensions, the Fins have further sabotaged 'The Device' by removing five other parts each of which have been dispersed around the planet.

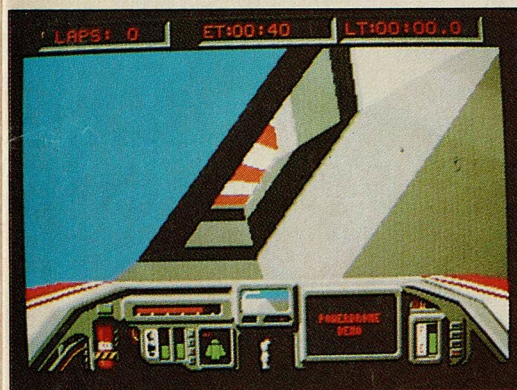
In **Fish**, you'll visit your own apartment, a power station, you can dance at the university disco (at 8 in the morning – well it is rag week!), you'll drink schniffers in the pub, eat

help you find out the identity of 'The Villain'. You can even play your favourite games including 'The Prawn', 'The Gilled', and even 'Fish'!

The game is the brainchild of John Malloy, Phil South, and Pete Kemp who wanted to give people a little light relief after Mag Scrolls' last game **Corruption**.

Fish is very much a puzzle and object manipulation adventure of average difficulty. It is riddled with truly awful puns "guaranteed to make you groan". Many of the text descriptions of the game's 100 or so locations are enhanced by Geoff Quilley's (The Pawn and Guild) superb illustrations.

Fish will do nothing to tarnish Magnetic Scrolls' reputation for producing polished product with top notch graphics. You should be able to net a copy for Atari ST, Amiga and IBM from early October, with all other major formats to follow soon afterwards.

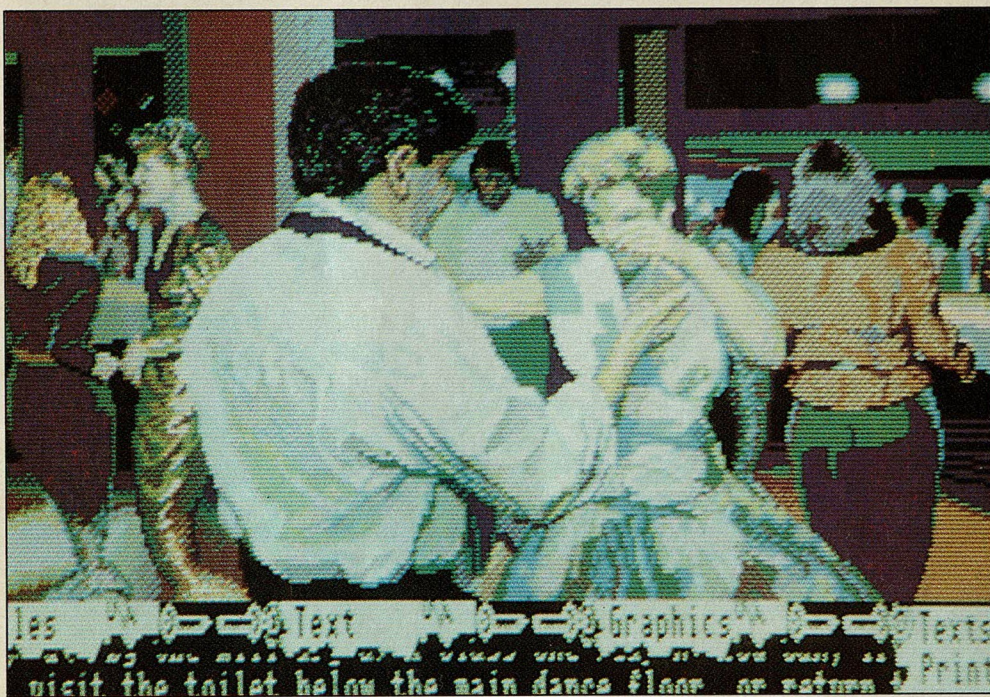


shop for the ST version towards the end of September, and the Amiga version in November.

As everybody knows, a fish is a perfect incarnation for a multi-dimensional espionage operator in search of a spot of R&R. Who could possibly think of looking for you here, in a goldfish bowl. Just as you're congratulating yourself, a large black plastic castle drops silently past your dorsal and comes to rest on the bottom of your bowl. This can only mean one thing . . . another case.

Once again it's your arch enemies 'The Seven Deadly Fins' who are behind things. This time they're threatening Hydropolis, a planet whose life-forms, the fish people, live exclusively underwater. It seems that, of late, Hydropolis has been losing water; a trend which, if not stopped, could threaten the very existence of the fish people. Luckily, a 'Device' has been developed which is designed to reverse the water flow and safeguard the planet forever. Unluckily, the Fins have sabotaged it.

Once inside the black castle, you discover three holes each of which



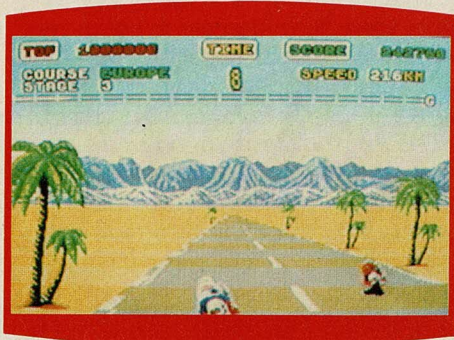
FISH

prawns in the restaurant, go shopping in the precinct, and travel on the tube network. You'll also get to use your own computer terminal to



'HANG ON IN THERE...'

ATARI ST screen shots shown.



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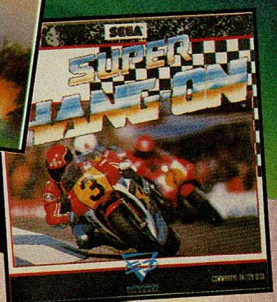


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Amstrad disk: **£14.99**

Spectrum: **£9.99**

Welcome to Ground Zero, where we monitor the latest incoming games

WAR MACHINE!



t's official! The Egrons are back and they're meaner than ever!

Still smarting from the pasting dished out by Jaysan and Katra in *Starglider I*, Silas Kringe, personal secretary to the Imperial Prator, was more determined than ever that Novenia sample the joys of a warm, friendly Egron dictatorship, that could drain marshes and make the trains run on time! This time their plan would not fail! Being unable to take Novenia by conventional means, the Egrons had contrived to 'subdue' the Solice system and build a solar plasma beam in orbit around Millway, the outermost of Solice's four planets.



Hidden from view by an illusionary moon, the device would draw off plasma from Solice itself, and the resulting beam of raw energy could then be pointed at anything the Egrons had a grudge against and by far the biggest grudge the Egrons had ever held was Novenia! Once again Jaysan and Katra were the planet's last hope. This time their mission was to take them to the Solice system itself, where they would have to find a way of destroying the plasma beam before the Egrons could complete its construction and turn it on their home planet.

The game starts as you make planetfall on Apogee, third planet of the Solice system. Specially customised for the mission, your ship has the latest in head-up and holo-



F A X B O X
Program: Starglider II
Version: ST/Amiga
Price: £24.95
Supplier: Rainbird
Reviewer: David Bishop
RELEASE DATES
Spectrum: next year
C64: next year
St: 21/9/88
Amiga: 21/9/88
IBM PC: Dec/Jan

graphic instrument displays. The status of such things as fuel, shields, and energy reserves are shown by moving holographic columns that project up out of the cockpit display. The advantage of such a system is that, using nothing more than peripheral vision, it enables the combat pilot to stay aware of the ship's vital functions without ever having to take his eyes off the enemy.

As you near Apogee's surface the technical and graphical wizardry of the program begin to emerge. Gone are the vectorgraphics of *Starglider I*, to be replaced by solid filled objects, many of them animated, going smoothly about their busi-

ness, each casting a shadow onto Apogee's chequer-board surface below. Skimming just above the ground, the sky begins to brighten. Egron vessels and fighting machines of every description woosh past your ship, some taking the odd pot-shot at you as they continue on their way, each a minuscule cog in the seemingly irresistible Egron war machine.



Apogee is riddled with an underground network of tunnels and service depots. The tunnel networks were designed to give a fast and efficient means of transport from one part of the planet to another. It was down into these depots that the crumbling remains of each planet's local resistance forces retreated when it became clear the Egrons meant business. The resistance have been alerted to your coming and are expecting you. However, your first problem is to find a tunnel entrance and then to locate a service depot where you'll be given your instructions.

A basic 'strategy' of hopping from one planet to the next, trashing anything that moves, while satisfying some of the more questionable Novenian needs, will inevitably end in tears. Having got the 'animal' out of your system, go back and read



Ground

the brilliantly witty novella, preferably twice. Then digest all the other useful material that comes in the box . . . then take a deep breath!

It won't take you long to suss that even warmongerers are paranoid. Not content with building the plasma beam, the Egrons are also constructing projector beams on each of Millway's seven moons. These they'll use to protect the plasma beam from attack until it can be readied for its deadly task.



The instructions from the service depot on Apogee will have told you what is required to destroy the plasma beam. In layman's terms you've got to build a neutron bomb, or rather gather together all the bits professor Taymar will need to build it. Unfortunately, the professor, the only person capable of constructing the bomb, isn't here right now. In fact he's on Broadway, one of Millway's moons. Locating and bringing the professor back to Apogee is yet another task you'll need to successfully complete.

Each of the bomb's constituent parts can be acquired in one of a number of ways, and from different sources located in every corner of the Solice system. Some parts can simply be found lying (or floating!) around. Zap the old tractor beam on an unsuspecting asteroid, for example, and press 'collect'.

Other bomb bits are harder to find. Take Castrobars for example. Beneath Castron's surface, the occupants of one particular service depot jealously guard their last crate of Castrobars. You desperately need them for the bomb, but they refuse to part with the crate unless you bring them a fossilized tree.

Still other parts can be found aboard pirate vessels. These will attack you whenever you're in 'free' space. Destroy a pirate ship and you may catch sight of its cargo pod floating off into the abyss. Catch up with the pod and match it for speed and then use the tractor beam to bring its contents aboard. But gathering together all these various bits takes time, and time is very definitely not on your side. This is where

you can turn the presence of the projectors to your advantages. After all, even the Egron's war effort has its limits. Destroy one of the moon-based projectors and the Egrons, normally detailed to construct the plasma beam, will down tools and nip off to repair the damaged projector.

So you can effectively buy time by taking out the odd projector, preferably one nearing completion. Still more complications arise when you discover that the only thing capable of destroying a projector base is a bouncing bomb. Where on Novenia do you find a bouncing bomb?

This and many other questions can only be answered if you get out there and try for yourself. A save/load game facility acts as a welcome safety net for the more adventurous player to whom fatality is a byword.

Available on both ST and Amiga on the same ADLS (Argonaut Disk Loader System) disk, the game is at its most impressive when played on an Amiga hooked up to a meaty stereo amp . . . a true aural delight!

Starglider II is a well balanced combination of arcade and strategy, with enough to keep devotees of both genres trigger happy for ages. Excellent, well written documentation, a superb novella, brilliant sound effects, super-smooth animated graphics, and plenty of depth make this an essential buy. *Starglider II* is more than a sequel, its the successor to the throne!

Gameplay 93%

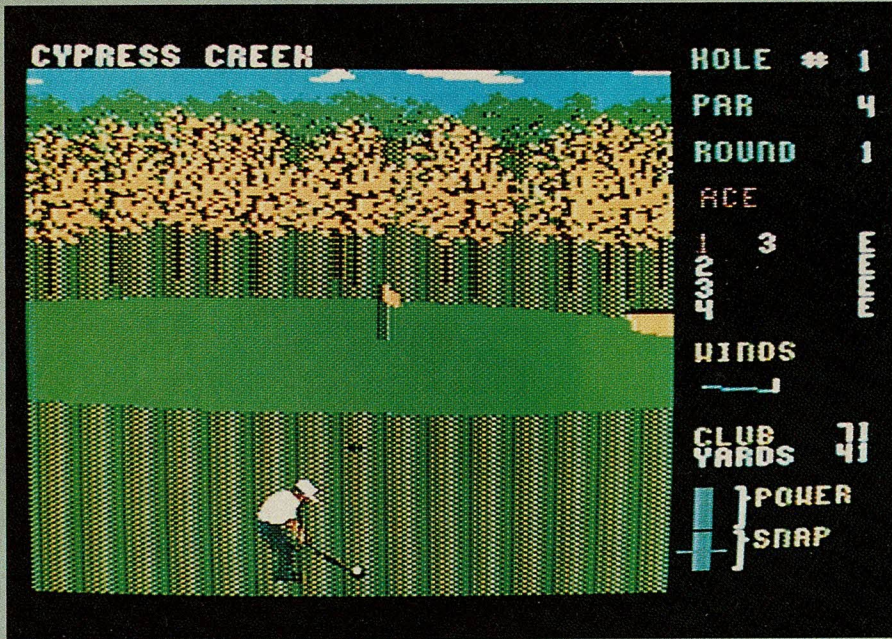
Graphics 92%

Sound 96%

Overall

94%

Reviews



Summertime Specials is a compilation of six different games, **World Class Leaderboard**, **Trantor**, **Solomon's Key**, **Rygar**, **Captain America** and **Bravestarr**, which gives the player plenty of scope for killing, playing golf and more killing.

The package starts off peacefully enough with a nice relaxing game of

press the shift and return keys simultaneously when the player choice comes on screen, you will be able to select a course). **Champions Cypress Creek** is a Texas course with a record of 64. "I can beat that, no problem", I thought. I almost did. On the first hole. I finished 81 over par.

The game has reasonable graphics, although sometimes when you are stuck in the trees, it is hard to judge just how near you are to

Six Pack Saga

golf. Fancying myself a bit of a Jack the Nicklaus, with misty memories of that great three iron shot I played one famous day in 1979, I decided to begin on the professional level. Ordinary mortals can choose from professional, amateur and kids levels.

The player can choose from four different courses. The instruction leaflet does not say how you choose a course, so I decided to take whatever I was given (apparently if you

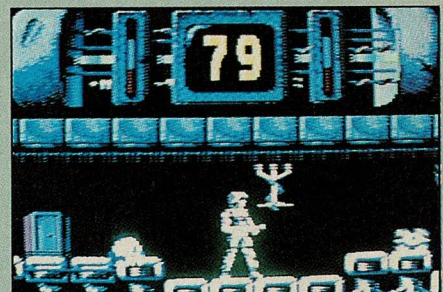
them. While we are on the subject of trees, I have never played on a course surrounded by a giant forest before. On several occasions it was difficult to tell the wood from the trees.



After creating mayhem on the course, I was in the perfect frame of mind, i.e. murderous, to do some exterminating off it. Now was the time for a game whose main objective would be the wholesale massacre of golf course designers. Alas, it was not to be. **Trantor** failed to relieve the tension, although it did boast a soothing blue, black and white screen. **Trantor** is abandoned on an unfriendly, alien planet (aren't they all?) and he has to fight his way off and find the code which activates a security terminal. Why was he left behind? After playing this game I didn't really care one way or the other. Besides, he looked so anaemic.

Rygar was almost as frustrating. I died so often in the first round that I soon knew the scene-setting opening paragraph by heart. Once actually in the game, the most dangerous creatures seemed to be a species of particularly belligerent hedgehogs. One nice thing is that you do get three lives before you are sent back to square one. You'll need them.

Solomon's Key was quite good fun. In the game you build blocks to reach the trapdoors leading to other levels, while avoiding dangerous mythical creatures. **Bravestarr** was also fun because it depends on time rather than lives. You can be killed quite a few times before you actually lose the game, which helps. Which brings us to the other big game in the package, **Captain America**. This is a bewildering game. It starts with a control panel and a nice shot of the back of the captain's head. Once you make your



way into one of the quadrants you battle cybos, using your shield and cybo grenades. If you can find the grenades.

On the whole this is a satisfying collection of old favourites but the instruction leaflet could be improved with a little more instruction and detail and a little less turgid storytelling.

Gameplay 70%
Graphics 65%
Sonix 60%
Overall



FAX BOX	
Program:	Summertime Specials
Version:	C64
Price:	£12.99
Supplier:	U.S. Gold
Reviewer:	Billy MacInnes
RELEASE DATES	
Spectrum:	out now
C64:	out now
CPC:	out now

BARBARIAN II

THE DUNGEON OF DRAX



Spectrum Version



Amiga Version



C64 Version



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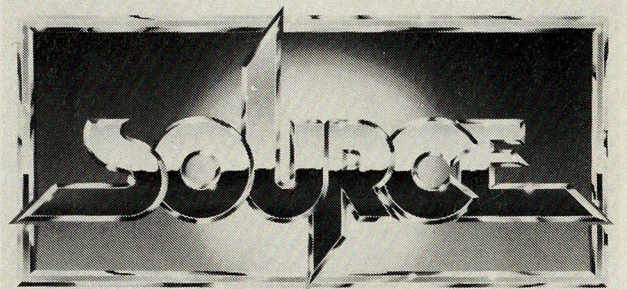
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TO WEMBLEY

It is always refreshing when a company one had previously pigeon-holed as being the purveyor of distinctly average software, comes up with something special.

Such a company is Cosmi – their latest game, entitled *The President Is Missing* (PIM) is a far more substantial offering than anything attempted in the past. The game deals with the kidnapping of the President of the United States and ten other heads of state.

PIM is similar in structure to The Forth Protocol which came out a couple of years ago. Both are games which require players to sift through vast amounts of information, looking for clues, piecing together a picture of what really happened as they go. The kidnap-

F A X B O X

Program: P.I.M.
Version: C64
Price: £9.95 Tape/£12.95 Disc
Supplier: COSMI
Reviewer: David Bishop

RELEASE DATES

C64: out now

CPC: out now

ST: soon

Amiga: soon

value to the package as a whole. It contains many clues and needs to be listened to carefully a number of times during the course of your investigations.

Clues and a wealth of other information can also be gleaned by pru-

minute clues.

The Files sub-system also gives you access to confidential documents, reports filed by agents, and a comprehensive factual account of events leading up to, and immediately following, the kidnapping.

The second system, 'Agents', gives you access to up to eight field operatives that can be detailed to investigate people or places. The 'Codes' system contains four sub-systems which can be used to crack coded messages and translate intercepted morse code transmissions.

If you can't crack a particular code, you can send it off to CAD (Cryptographic Analysis and Deciphering), although you may have to wait some time for an answer.

The final system 'Comms' opens up a direct channel to the Security Supervisor in the State Department. Through this channel, you can request that any suspect be detained and questioned or that specific premises be secured and searched.

There are many ways to succeed in PIM, but don't automatically assume anything, and trust no-one. There are more than a few dramatic twists awaiting anyone who delves deeply enough into this excellently crafted game. One hint, the National Security Council confidential file holds the key to what's really going on.

Available on Commodore disk and for IBM and compatibles, *The President Is Missing* is crammed to overflowing with political intrigue and double-dealing. If you're prepared to work at it then the game will provide you with many hours of fun as you gradually discover the frightening truth behind the crime of the century.

STOP PRESS: President Hijacked!

ping in question took place during a secret meeting between the President and the other heads of state of all the major western European na-

dent use of the Control Screen (CS). However, as PIM is played in real time, some data takes longer to be assembled and reach you than oth-



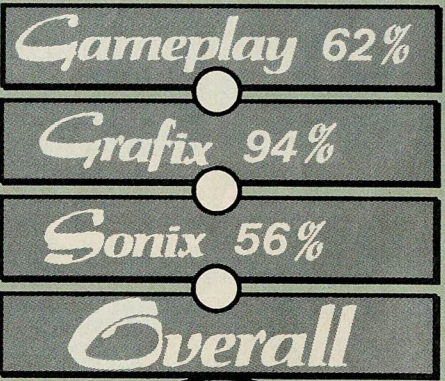
```
Alias .....NONE
Date of Birth .....August 22, 1946
Height .....5' 11"
Weight .....185 lbs.
=====
Private Investigator with law firm-
"Darcy, Bradford, and Simms" of
Washington, D.C.
Former liason officer with the
"Department of Defence - C.I.A."
=====
----- END FILE -----
```

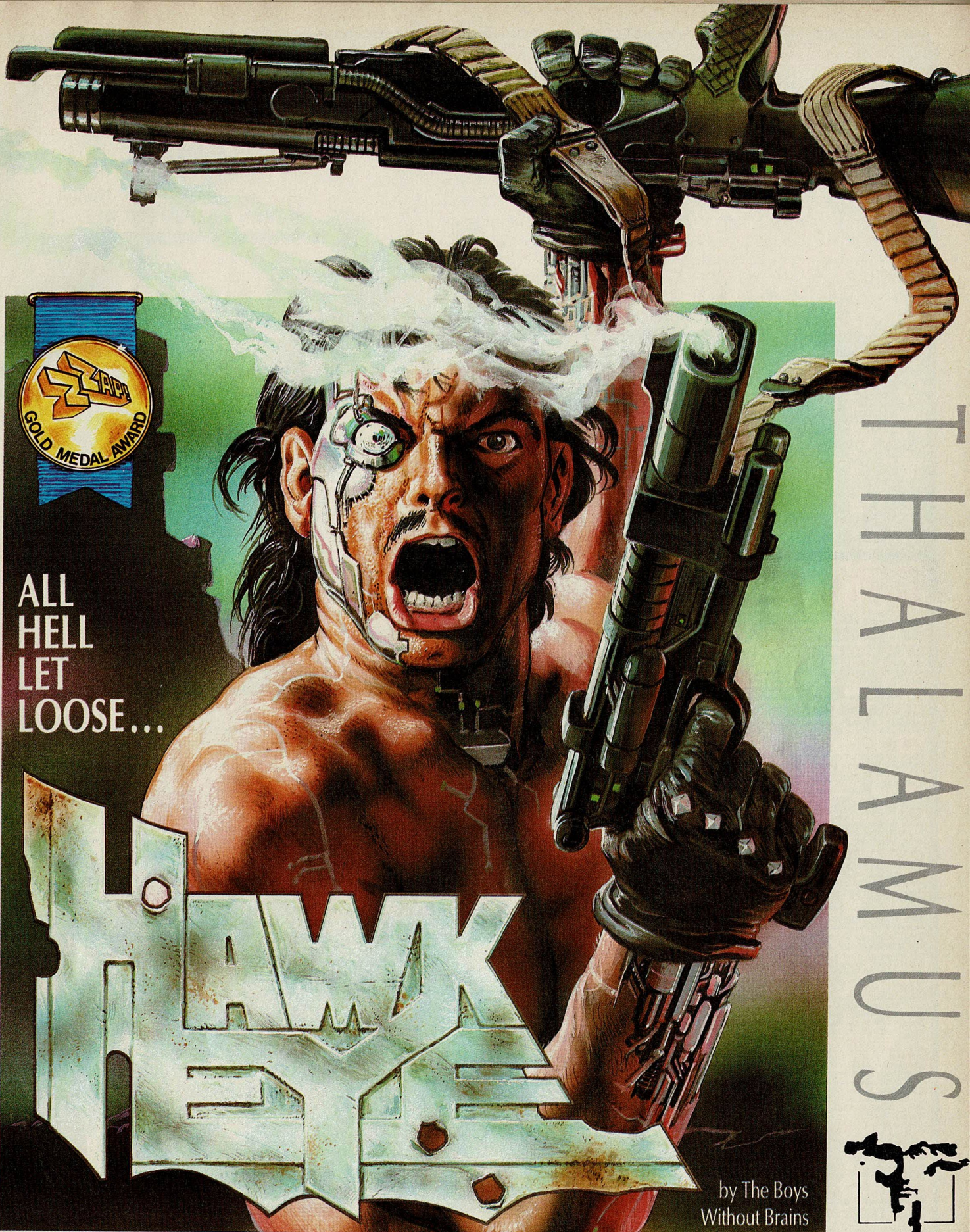
NAME	MEMBER	EYES	HAIR	OTHER	LOCATION
SHAW, RAYMOND	FREE AGENT	BROWN	BROWN	FORMER CIA	WASHINGTON DC

tions. Your dual tasks are to free the President and the other hostages and identify and locate the perpetrators of the kidnapping.

Included in the package is an audio tape packed with recordings of phone taps, interviews and recordings of politicians and other 'key players' in the drama. Side two is dominated by four morse code messages intercepted during the time of the kidnapping. The tape is brilliantly recorded and edited adding atmosphere to the game and

ers. From the CS you can enter any one of four systems: Files, Agent, Codes, and Comms. 'Files' turns out to be the most commonly used system. It is further broken down into 8 sub-systems. These include 'Subject' which contains dossiers on all the main protagonists in the plot, and 'Photographic' offering surveillance, satellite and aerial photos of many of the locations and areas pertinent to the kidnapping. Each photo can be scanned in zoom mode which enables you to find





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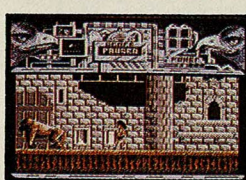
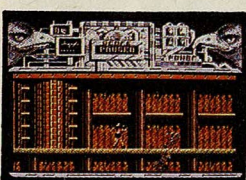


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Ever fancied mauling a few monsters? Well here is your chance as the ball goes monster mashing in *Helter Skelter*.

Your task requires you to bounce the ball on top of the monsters, thus destroying them. Sounds simple enough, but it's not. For a start you must destroy the monsters in a

F A X B O X

Program: Helter Skelter
Version: Amiga
Price: £14.95
Supplier: Audiogenic
Reviewer: Adrian Pumphrey

RELEASE DATES

BBC: soon
C64: new year
Amiga: out now
ST: out now
PC: soon

specific order. Failure to bounce on the correct monster results in the offended monster splitting in half, creating two monsters.

Again this also sounds relatively simple but then you are forgetting the platforms. The platforms fill the screen and are used as walkways by the monsters and obstacles to your ball. It is very hard after all to bounce through a brick wall without suffering a few side effects. The third complication is due to the ball control - precise it is not. Pressing the fire button causes the ball to accelerate towards the bottom of the screen.

Just to round things off nicely there is a level timer which means that if the level has not been cleared of monsters before the timer reaches zero you will lose a life. Tokens appear on the screen at regular intervals which offer bon-



uses to allow extra lives, extra time, and freeze monster options.

For those dedicated players who manage to complete all eighty levels of *Helter Skelter*, there is the facility for designing your own screens.

An interesting game, *Helter Skelter* falls into a category all of its own. The gameplay is very simple but surprisingly addictive. The graphics and sound, however, let the game down a little as neither are particularly outstanding.

Gameplay 68%

Grafix 15%

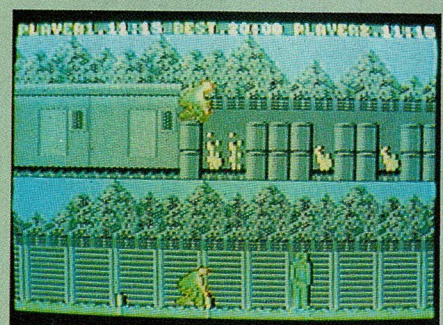
Sonix 20%

Overall

60%

I've broken out in a sweat already and the program hasn't even finished loading yet. Stand by for some serious joystick bashing as you attempt the *N.A.T.O. Assault Course*.

If you think you are tough you're in for a shock. It is bad enough



having to watch the man on the screen climbing over the obstacles, but having to power him by waggling the joystick is truly exhausting. Unlike most games there is not a limited number of lives. The con-

test is against the clock and either a computer controlled opponent or a human controlled opponent.

As you control your man against one of three opponents of varying skill you must negotiate the potentially lethal obstacles. Hazards vary from the harmless oilslicks and walls to quicksand and flames. Failure to negotiate the harmless obstacles results in a loss of time, but with the

F A X B O X

Program: N.A.T.O. Assault Course
Version: C64
Price: £14.95
Supplier: CRL
Reviewer: Adrian Pumphrey

RELEASE DATES

Spectrum: September
C64: August

less harmful hazards you get to watch your man fry in the flames or drown in the many wet and sticky obstacles. Not only must you help your man to swim, jump and climb but a fast trigger finger is needed to shoot the pop-up targets. Once you have mastered the standard course you can move on to the course designer and develop your own sadistic creations. The course designer allows you the create a course from 70 pre-set modules, once you have finalised your design you can save it to tape or disk for later retrieval.

The graphics and sound could be a lot better but my main gripe is the amount of joystick waggling required and the length of the course.

Gameplay 45%

Grafix 60%

Sonix 40%

Overall

65%

In another universe beyond imagination (which is the first turning on the left after the final frontier), is Katakis. Katakis is the central planet in the Torian tri-solar system (that's three suns to you and me).

In the beginning, Katakis was a paradise, where all of the hard work was done by machines. Intelligence being what it is, however, these machines soon became more complicated, more specialised, and more intelligent. They did more and more of the work, because people being the same all over they thought, why work if you can get a machine to do it for you?

Everything was fine and dandy, until the fateful time when the machines developed into independent beings. Naturally, their first action was to turn on their creators and devastate their garden of Eden. They ran riot until the Katakians, in despair at their machined ungratefulness, settled on the only logical (?) solution. The atom bomb.

So they dropped the bomb. This completely devastated their planet – well, at least it stopped the machines from doing it. A small group of survivors set up in an underground stronghold, living lives of misery in total darkness – sounds like Victoria to me. Up on the surface, the machines rose from the ashes mutating into grey life-forms, half-machine, half-organism. Systematically, the machines stripped the planet of life and built huge factories that produced more advanced machines.

It is now ten years later. The planet is a place of permanent danger to the surviving Katakians. Their only hope lies in destroying the Machine City. In a last-ditch attempt, the dwindling band of Katakians invent a space-glider which they hope will be able to penetrate the defences of the Machine City

F A X B O X

Program: Katakis

Version: Amiga

Price: £24.99

Supplier: U.S. Gold

Reviewer: Billy MacInnes

RELEASE DATES

Amiga: 14/9/88

C64: 14/9/88

and destroy it. This is where you come in.

Yeah, so it's horizontally scrolling shoot 'em up time in Arcade City again. You know the routine by now, avoid the deadly scenery, try to blow away everything that moves, collect icons for extra wea-

pons and big boy firepower, and so on. What makes this particular socially aware piece of joystick fodder more than palatable, is that it's fast, mean and one hell of a party. When the mayhem begins, it's advisable to move your glider towards the top

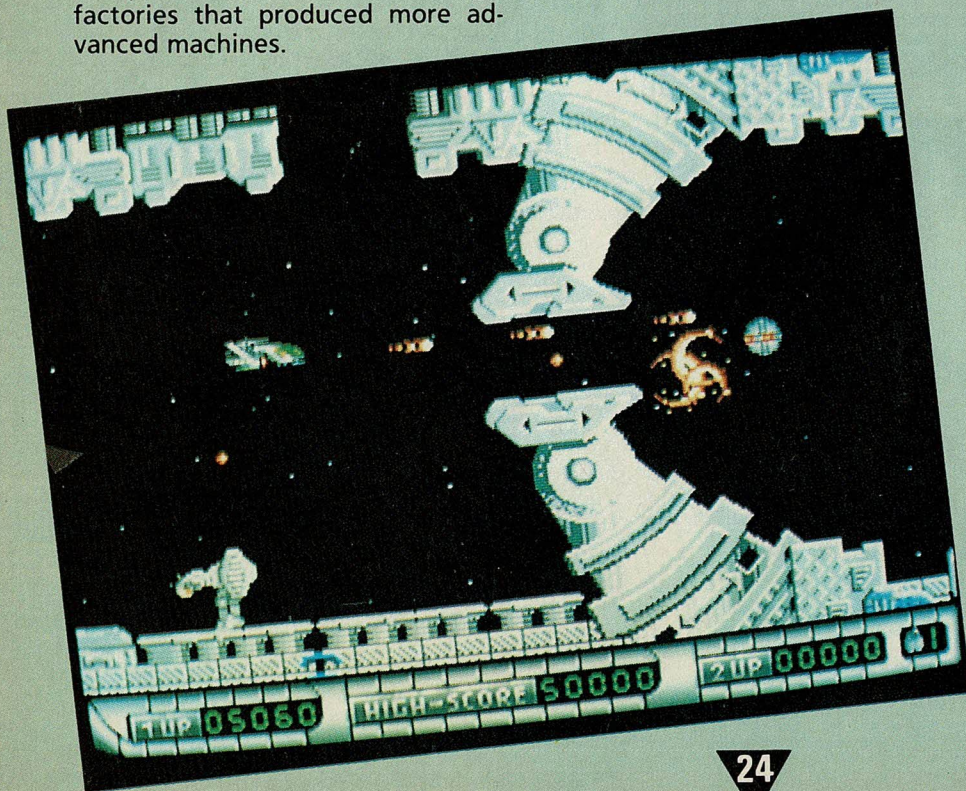


of the screen. Blast the green Starship Enterprise-type ships out of the sky and then nip down towards the middle of the screen. A round ball will appear, get it. This will reveal a circular object which you have to pick up. With this on board you are invulnerable to head-on collisions with enemy ships.

After a short time a camel-like object (anyone remember The Empire Strikes Back?) appears on the ground and starts selling hot gamma rays. Trouble is you can't destroy it, so steer well clear. Further on, a pod with wiggly legs drops from the

top of the screen to the ground. It hops up and down a bit and fires at you. Somewhere around about this point, you can pick up a ball that protects your belly from ground-shots, which is pretty essential. Another walker then appears, and just beyond this the screen narrows into a sort of gate. Inside this gate, you can pick up a ball which gives you ricocheting lasers.

A revolving set of round ships appear which bear a passing resemblance to very small death stars (anyone remember Star Wars?). Steer your ship through the gap in the circle, lurk around a bit, and



KATAKIS

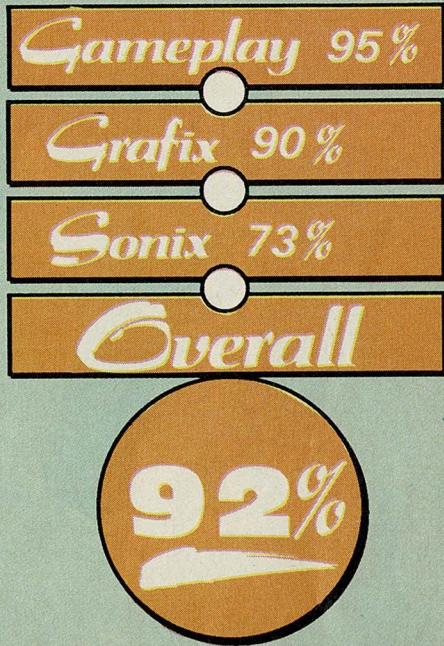


won't have reached the end of the level. Katakis offers the player five lives, which is a relief, though you'll probably wish you had twenty. In order to progress, you will have to memorise what happens at each stage. Otherwise you'll be relying on luck, and Katakis is too difficult for that, believe me.

On the subject of lives, it is worth pointing out that if you lose a life not long after you have got through the gate section, you're sent back to start your next life at a stage before it. As you can imagine, this can be very annoying. The sonix are average for this kind of game, the music is fairly indifferent and the sound effects are of the usual space explosion variety. The graphics are pretty good with a variety of spaceship and machine designs, but what really sets the whole thing alight is the sheer speed and sweat-inducing attack patterns.

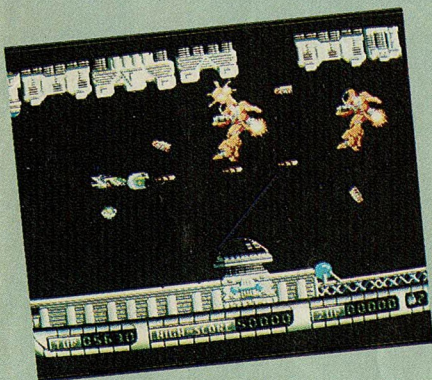
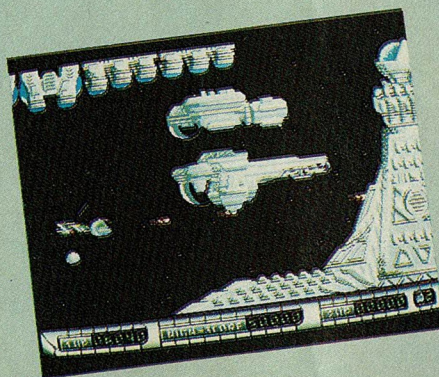
One day Katakis may be freed from the evil machines, but on my

present form this will take some time. This is bad luck for the Katakians, but good luck for games players. Go to it, freedom fighters.



then fire at the enemy ship immediately in front of you. Once this explodes, so do all the others.

Tired of all the killing yet? You better not be, because two giant



spacemen appear and start lobbing grenades at you. These guys are pretty hard to destroy, but you can usually get one of them and evade the other. Once you're past these mothers you face the ultimate challenge of the first level: a very large sprite appears and it isn't friendly. Not only that, it splits into two. Then three.

All of the above action takes place on the first level, so by the end of it you'll probably feel a bit tired. If you haven't got a joystick with auto-fire, you'll either have a very, very sore trigger finger, or you

Competition Time

Those jolly chaps at GO!/U.S. Gold, in conjunction with your very own **Computer Gamesweek**, have decided that Katakis is such a fabby game everyone deserves the chance to own a copy.

Not only that, you don't have to be an Amiga owner either, because we are giving one away as well!

- Who had a smash hit with I Should Be So Lucky?
 - Prince
 - Kylie Minogue
 - Sabrina
- How many Star Trek films have been released?
 - Three
 - Four
 - Too many
- Katakis is?
 - Worth winning a copy of.
 - A Bulgarian swear word.

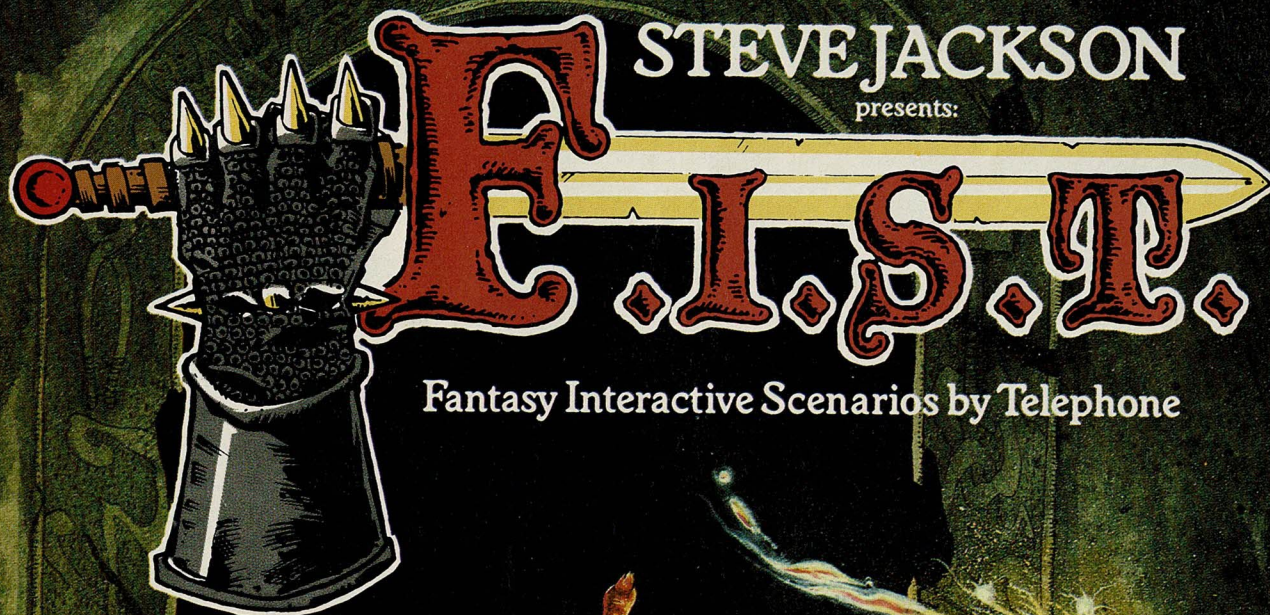
All you have to do is answer the following three questions and send your entry in on a postcard. The first correct entry drawn out of the pile will win a shiny new Amiga A500 and a copy of Katakis, while ten runners-up will each receive a copy of the game.

C. What two cats do in private. Send in your entries on a postcard to Katakis Competition, Computer Gamesweek, Greencoat House, Francis Street, London SW1P 1DG.

Rules
The closing date for the competition is September 14th, the Editor's decision is final, multiple and incomplete entries will be disqualified (not to mention trashed), no correspondence will be entered into. And no begging letters either.

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FIST Rules – A guide to Hints, Strategies and Rules of the game (5 mins).

Background – To the Castle Mammon adventure (5 mins) [NB: The text of both these options are provided free in the *Adventurer's Pack*]

Monthly Competition – The FIST Challenge! Find the dungeon exit and register your plundered *Gold Pieces* at the *Adventurer's Guild*. **REAL GOLD PIECES** to be won every month!

The Black Claw Tavern – A group discussion line which will connect you with other adventurers calling at the time.

The Adventurer's Guild – Details of how to join the FIST Player's Club

The Adventurer's Academy – A fast-moving 'monster bash' designed to increase your combat skills

General Store – The village shop where you may 'buy' magical weapons, armour, potions and charms with your *Gold Pieces* to help you in the adventure.

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You start each adventure with a pre-set level of stamina which reduces in battles when you are hit. You fight monsters by dialing in your combat strategy. Experienced FIST players will be better swordsmen than novices through the ingenious combat system which allows players to *learn* the best ways to tackle different monsters. Can you crack its secrets?

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- The game rules (as much as we'll let you know!) with hints and strategies
- A membership form for **The Adventurer's Guild**, The FIST Player's Club
- How to get yourself a **Tone Dialler** (helps speed up the adventure) if your phone is not DTMF compatible
- News of latest FIST developments

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Lair of the Demon Prince Written and Directed by STEVE JACKSON

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DIAL

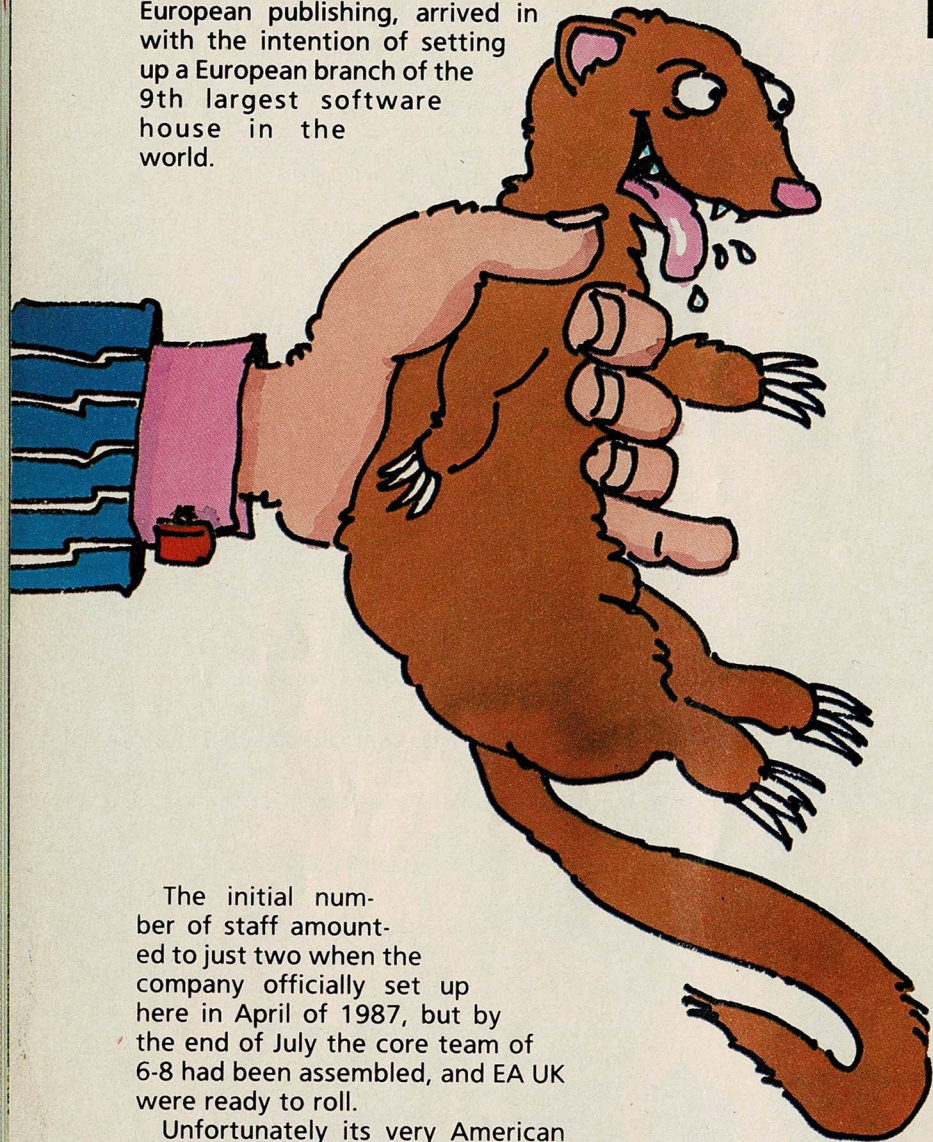
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Calls charged at 25p per minute between 6pm-9am and weekends, and 38p per minute at all other times.

One dark and stormy December night, back in 1986, a small group of Americans landed on these shores to reconnoitre the software scene. Mark Lewis, was one of those men, and where is he now?

Well actually he's in an open plan office, in a smart new building, in the small town of Langley, Berks.

Electronic Arts UK has come a long way since Mark, the head of European publishing, arrived in with the intention of setting up a European branch of the 9th largest software house in the world.



The initial number of staff amounted to just two when the company officially set up here in April of 1987, but by the end of July the core team of 6-8 had been assembled, and EA UK were ready to roll.

Unfortunately its very American methods of shifting product, direct distribution rather than using established channels, caused a certain amount of friction within the industry. The crunch came when Boots refused to take any EA product unless it was supplied via Centresoft (who are part of the U.S. Gold group).

Industry figures shook their heads and wagged fingers. Would EA go back on its principles?

After a fair amount of haggling a compromise deal was hacked out, and Centresoft now have the contract to supply EA products to Boots, but nowhere else. The EA

Computer GAMESWEEK

THE INTERVIEW

Right: Mark Lewis and Lesley Mansford of EA

bandwagon started rolling again. Mark Lewis was, and still is, adamant that direct distribution was the way ahead.

After a fairly indifferent 1987 the company has produced six months of continuous profit, doubtless helped by 12,500 European sales of *Interceptor* (6,500 in the UK).

With a release schedule that anticipates 14 releases (not 14 different products) per month and 60-70 releases in total between now and March 1988, the Electronic Arts machine is ready to party. Previously the EA's product was writ-

ten on the Amiga, and sourced in the US, but things are changing. For one thing the PC and all its dull clones has started to dominate the home entertainment scene in the States, thus repressing the Amiga and ST markets. As a result, virtually all of EA's product in the States is being developed on the PC, and then converted to other formats.

The other reason why things are going to change is that the first of the UK sourced products is due to be launched in September, on the ST (it's called *Powerdrome* - check out Up Periscope for details), more and more stuff is being written by independent UK artists, and best

sellers like *Bards Tale* are being converted to machines like the CPC and Spectrum.

With less dependence on US product Mark Lewis remarked, "We don't have to hang about now waiting for developments."

This doesn't mean that products will be developed first on the 8-bit machines here, but if someone presents them with a Spectrum game with real potential then it will be taken up and worked on.

The basic Electronic Arts philosophy is that it is simply a publisher and marketer of independent software producers, and will support and encourage any artist or product

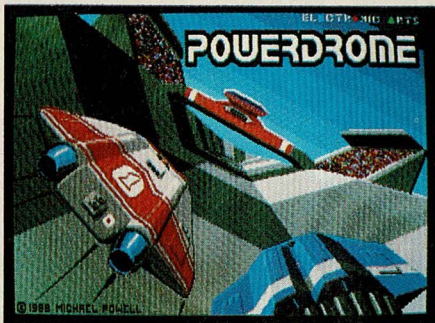
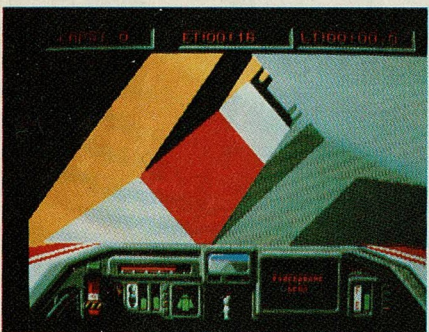
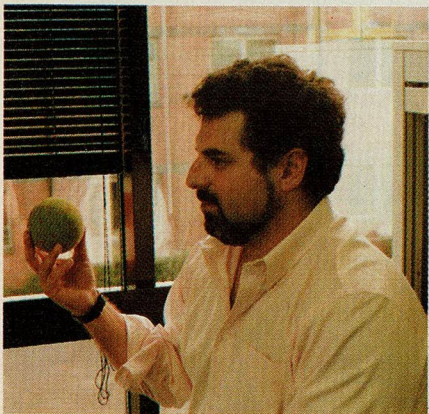
which deserves to reach the marketplace.

In the UK one of the things that EA is very keen to pursue is the acquisition of affiliates. Of the three taken aboard so far, only Martech remain. Nexus has gone out of business, and CRL have parted company.

Considering the fairly acrimonious circumstances, with CRL claiming that EA owe them in excess of £180,000, Mark Lewis was surprisingly charitable when I brought the subject up. "I've nothing against Clement Chambers (CRL's boss), and I wish him every success in the future."

Whatever the truth of the situation, and the quality of CRL's software declined dramatically when they were assured of sales, EA is still actively looking for small companies to market.

Future technology is an area that especially interests Mark Lewis. Even an apparent dead luck like laser disc technology isn't dismissed, because it advanced certain



● Powerdrome from EA

area of technology, and helped lead into optical disc technology. Compact Disc Interactive (CDI), which Mark routinely tells all and sundry is a term he doesn't like.

He does think it will take off commercially within five years, and EA already has a prototype sat in its California offices which offers a simple example of what is possible.

Despite the fact that it only offers a video tour around the EA offices the promise is there for all to see, and as Mark said, "This is something which will keep me up late at night."

Before then though, you can look forward to the entirely wonderful *Starflight* being converted from PC to C64, *Powerdrome* on the ST and Amiga, *Fusion* on the Amiga, and a whole barrage of product this Autumn.



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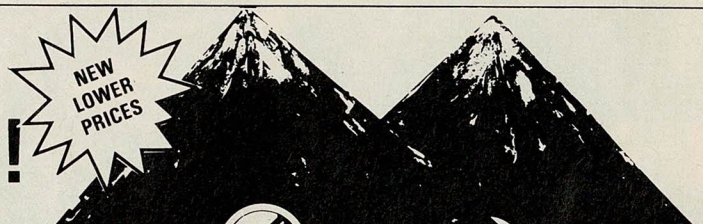
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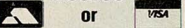
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Prepare for the mission of a lifetime. In **Fernandez Must Die** not only do you have the opportunity to kill lots of people and blow up buildings but at the same time you are saving the populous from the clutches of an evil dictator.

The state of El Diablo is in turmoil due to a recent military coup, led by one General Fernandez. The people are unhappy about this situation so they have called upon your services (and your friends if in two player mode) to eliminate General Fernandez and restore liberty to the land.

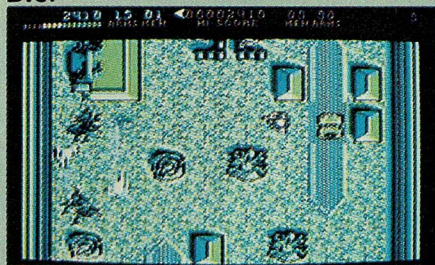
The programmer, one T. Crowther, has produced a game which requires not only a fast trigger finger but also requires at least a modicum of intelligence. This is because the landscape is divided into sections which are interlinked by rooms to resemble a maze-like structure. Navigation of this maze is essential if the player is to locate and destroy the eight bases General Fernandez has set up in order to rule the state.

Of course the troops are loyal to the General and are doing their level best to stop your completing your mission. Apart from the everyday soldiers you will encounter the elite troops who parachute from the planes. Tanks trucks boats and planes also do their level best to stop you.

It is possible however to use some of the equipment to aid your task. Jeeps can be entered to improve your speed and tank shells can be picked up to boost your fire power. When you move through the inter-connecting screens you are able to rescue the prisoners they contain by throwing grenades at their cells.

The graphics in this game are mostly one colour, this is due to the

high definition of the characters and the landscape. For a really action-packed game with lots of variety combined with a few thought provoking puzzles you can't do much better than **Fernandez Must Die**.



Gameplay 80%

Grafix 70%

Sonix 60%

Overall

80%

Wertically scrolling shoot 'em ups. I love 'em. You've seen it, I've played it. The men responsible this

time are Steve Cain and Graham 'Kenny' Everrit. Crikey, these guys are good. Remember **Star** - never mind the game look at the graphics - **Trek**, and **Black** - never mind the control look at the graphics - **Lamp**?

Okay, down to business. Gallop up the screen shooting everything, priming and firing missiles, collecting the six Smarties required to finish a level. When your shield, ammo or fuel supply gets low, enter a hole in the landscape with the appropriate label and wobble around in an almost 3D tunnel to pick up the goodies.

Nothing much new so far, but wait! Innovation one: not only are you getting full screen scrolling (yeah!), but it's smooth, and has

F A X B O X

Program: Star Goose
Version: ST
Price: £19.95
Supplier: Logotron
Reviewer: Duncan Evans

RELEASE DATES

ST: September
Amiga: September
PC: December

variable speed. Meaning that you can speed up when the going gets tough, and slow down because you're plowing into everything.

Innovation two: the scenery is contoured and your ground hogging vehicle follows the lie of the land. We're not talking the odd mound here, this is alien landscape garden-



ing. And the enemy sprites are animated as well. Particularly difficult is the automatic missile station which is perched on top of hill. The best is to drive like hell through the valley below.

I liked **Star Goose**, but then I'm that kind of guy. It isn't going to bite your nose off, but shows that if you flog a dead horse hard enough it will still get up and run around.

Gameplay 75%

Grafix 86%

Sonix 67%

Overall

80%

F A X B O X

Program: Fernandez Must Die
Version: C64
Price: Tape £9.99. Disk £12.99
Supplier: Mirror Soft
Reviewer: Adrian Pumphrey

RELEASE DATES

Spectrum: soon
C64: October
ST: soon
Amiga: soon

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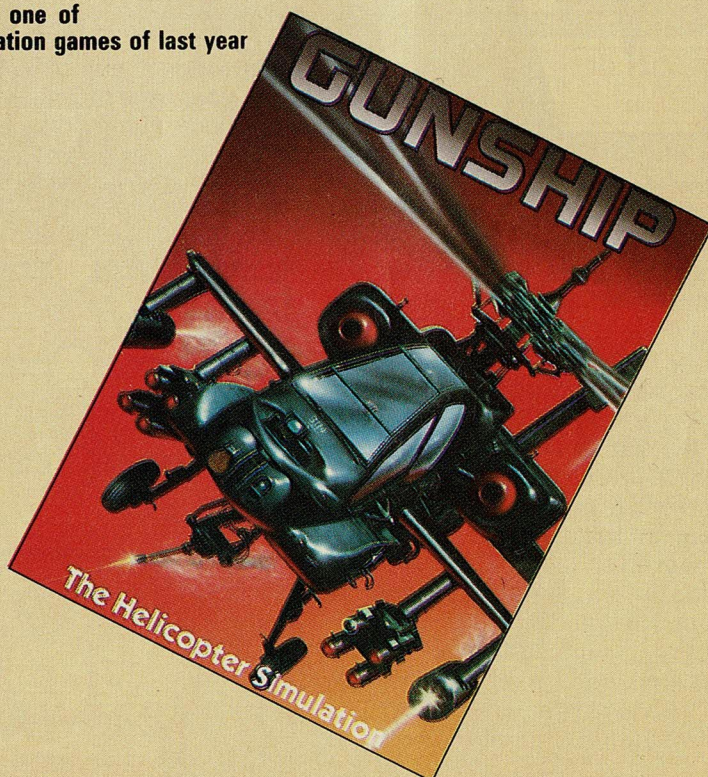
HQ

Lee Paddon presents a forum for news, views and in depth reviews of strategy and simulation games.

This column starts at a time when the strategy genre has never been so healthy. At last, the Cinderella status of strategy games seems to be at an end. Not only is the home grown market very strong, but most foreign strategy companies now have their products distributed in this country.

Imageworks/Mirrorsoft recently started importing Spectrum/Holobyte games. The latter is a small, independent software house which has firmly nailed its colours to the strategy/simulation mast with titles such as "Guts" and "Lunar Explorer". Even the biggest of them all, US Gold recognises there's money to be made here. It imports SSI which specialises in "traditional" wargames as well as Epyx which is mainly into simulation such as its recent big success with "Destroyer"

● Gunship – one of the top simulation games of last year



Electronic Arts not only produces its own brand of cerebral brainteasers, it has recently started to import the Australian wargames company SSG. SSG even produces its own magazine which is available through Electronic Arts called "Run 5". This is more than just the usual promotional bumpf. With a cover price of \$2.50 it had better be!

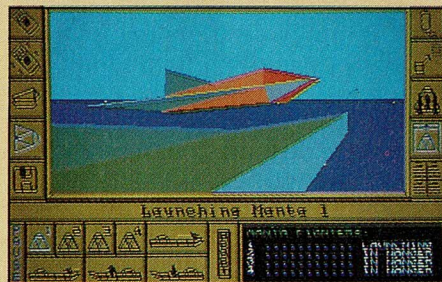
Traditional board gamers will be on familiar ground here, it contains the sort of articles you would expect to see in magazines such as "The General" or "The Wargamer". It publishes background information and reader's comments and suggestions on company products. The company has just published a new game on the American Civil War – a perennial US favourite. Electronic Arts itself has published some classic strategy games such as the wierd "Mule" – a multiplayer game of asteroid mining and trading and "Archon" a sort of chess with magic. It also has a naval simulation of modern task force combat available soon by Lucasfilm, featuring, amongst other geographical areas, the Gulf. It will come as no surprise that one class of ship simulated is the Ticonderoga Class cruiser – such as the Vincennes.

Microprose is another US company that has set up shop in the UK recently. It is most famous for its flight simulations although its wargames have been excellent. "Crusade in Europe" – set in the second world war is a personal favourite of mine. The company also imports games written by "Origin", best known for its "Ultima" series. On the whole these have not been so well received in the UK.

Inevitably, American companies have greater resources to throw at producing complex strategy games. The market for such games in the US is huge. Strategy games such

as "Gunship" capture the top slots in the charts sometimes for months at a stretch. With the average price of such a product at around 50 dollars, it doesn't take an accountant to work out that companies like Microprose have a great deal of resources to help them get a game right.

That is not to say that British companies do not have their successes. One of the most prolific and highly regarded of these is CCS. Two authors in particular stand out, Robert Smith and Ken Wright. Robert Smith has had an unbroken string of successes with Arnhem, Desert Rats and recently Vulcan. He has been a



● A screen shot from Carrier Command

bit quiet of late but CCS hints that another game is on the way. Ken Wright has taken up the running lately with slightly more mainstream products such as "Stalingrad" and "Overlord". These were two of the decisive campaigns of the Second World War. Robert Smith's subjects can be a little esoteric.

Along with CCS, PSS has been going ever since the dawn of home computer software. The company now specialises in strategy games with several notable successes, "Tobruk" and "Annals of Rome" amongst them. The company has been comparatively quiet of late, but, due to a take over by Mirrorsoft/Imageworks, the company should be in a more stable financial footing and thus not be tempted to rush out products in order to help the cash flow along. Rainbird is also making a name for itself with "Tracker" and the highly successful "Carrier Command".

Perhaps the greatest of all strategy programmers is Chris Crawford. He virtually invented the genre with Eastern Front which came out from Atari. He then nearly went bankrupt trying to produce his Magnum Opus "Balance of Power". This game stands head and shoulders above the opposition. It represents a standard in depth, presentation and research that all others should attempt to aspire to.

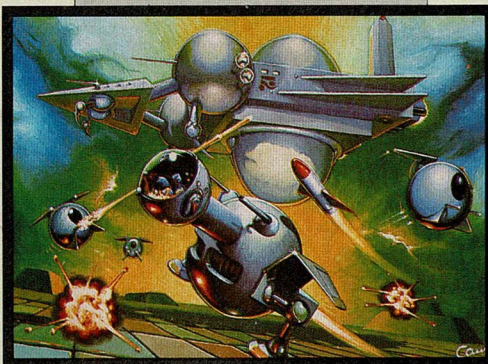
A strategy game, as the name implies, should allow the player to adopt various strategies. However, no plan survives contact with the enemy. So the enemy's actions – be it human or machine – should affect the player's strategy. There should never be one perfect solution. In an historical game, the player should be constrained by history but not imprisoned by it. In the coming weeks, we'll see how well new games measure up to this lofty ideal.

The games they said couldn't be written

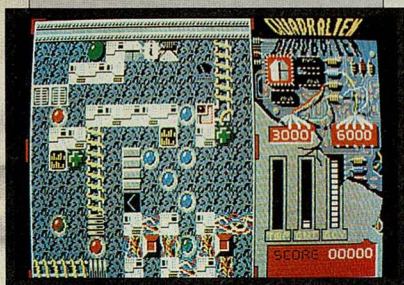
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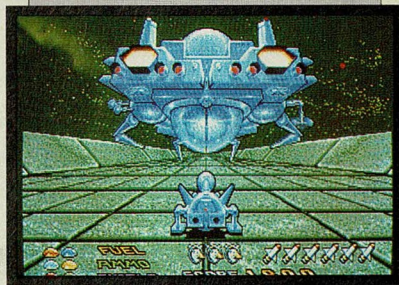
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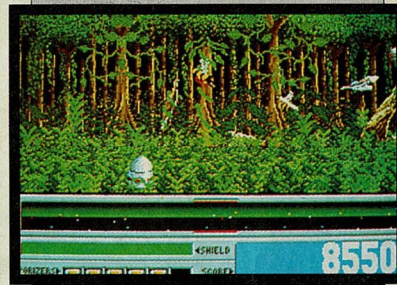
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Amiga Screen Shot

What happens when a team that's notched up two 16-BIT number one decisions decides to tackle the classic theme of the vertical scroll-and-blast? The result is StarGoose!, the latest from Steve Cain and GP (Kenny) Everett, and boy is it wierd! Until you've tackled the mind-boggling variety of defence forces in the 3-D world of Nom, you're still in Straight City. StarGoose! ingredients include: The beefiest scroll-FULL screen width and Variable speed, Unique relief landscapes, Unique supply tunnels and The Eyes!

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Amiga Screen Shot

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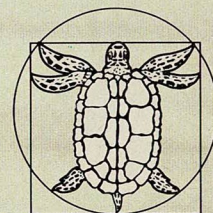
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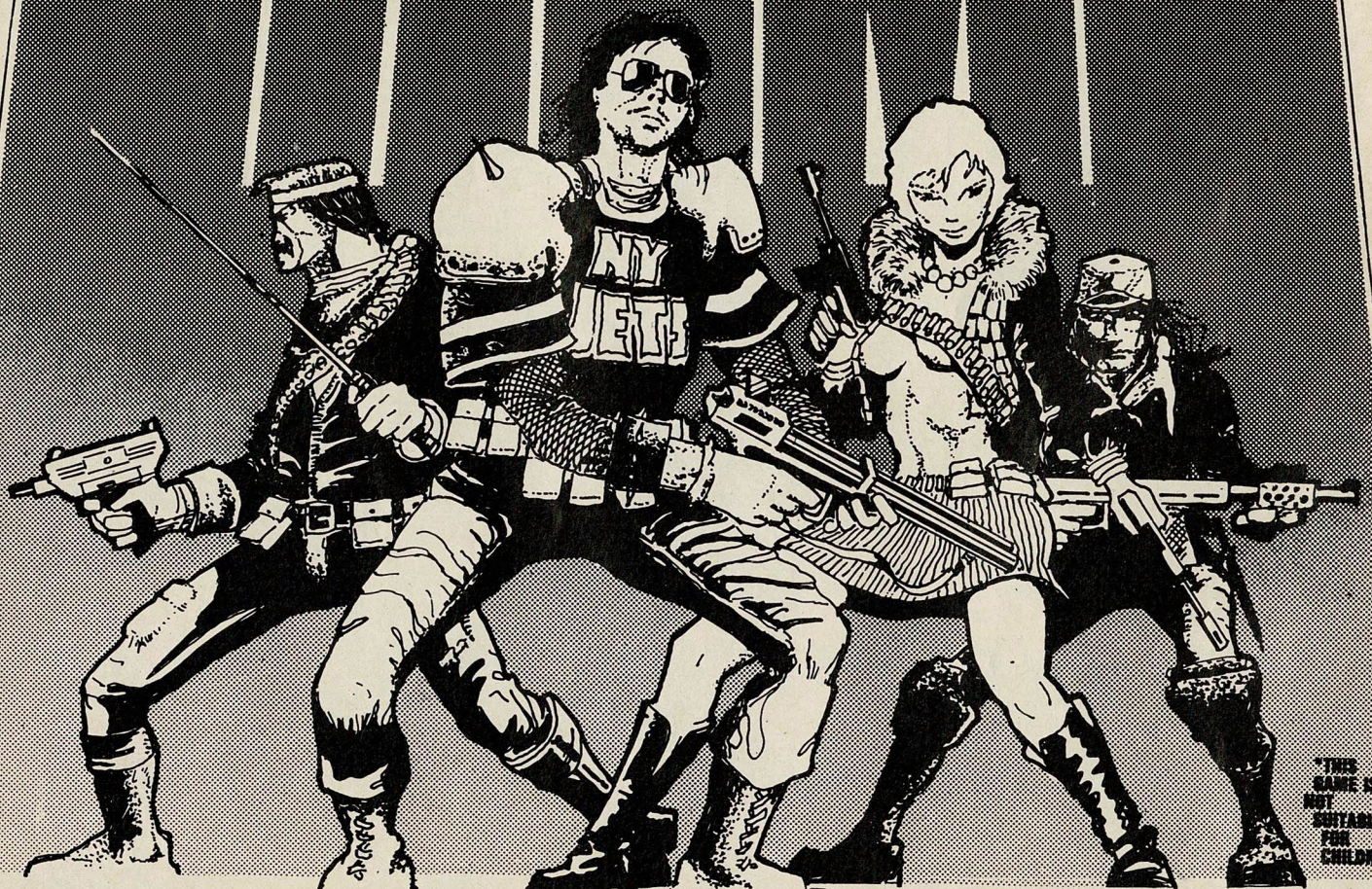
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This week Simon Pipe takes a brief glimpse at *Neuromancer* and the dark world of Cyberpunk.

ARIZONA

With Interplay Productions release of *Neuromancer*, a role playing game for the C64, the shadowy world of *Cyberpunk* has entered the games arena. Cyberpunk is the term used to describe a sub-genre of science-fiction that portrays a future dominated by huge corporations and computer technology run amok, set against a back drop of decaying cityscapes and sleazy underworld violence.

Its principal literary exponent is William Gibson, the author of the award winning *Neuromancer*, a novel set in the 21st century whose hero, Case, is a streetwise hacker with the ability to enter *Cyberspace*, an area where the programs, databases and massed information of the world's computer networks take on a three dimensional, and often deadly, reality.

Case is hired to use his talents to free an artificial intelligence that lurks in Cyberspace from the constraints of its corporate creators. *Neuromancer*, and its sequels *Burning Chrome* and *Mona Lisa Overdrive* are vivid, densely written novels filled with such exotic devices as Bio-Software, personality constructs, human/computer interfaces, ICE (Intrusion Countermeasure Equipment), and street assassins equipped with artificial eyes and razor nail implants!

The Cyberpunk genre extends beyond the works of authors like William Gibson and John Shirley. In the cinema, Ridley Scott's tech noir masterpiece *Bladerunner*, was perhaps the definitive cyberpunk film.

Recent works like *Terminator*, *Aliens (I and II)*, and especially *Robocop* have all contained various elements of the Cyberpunk mythos. It is not surprising that the computer games industry has now leapt aboard the bandwagon. Its previous forays into Cyberpunk were limited to adaptations from such films as *Bladerunner* and *Tron*, plus a few one-offs like *Hacker* (from Activision).

The decision to produce *Neuromancer* as a role playing game was a sensible treatment of Gibson's novel, allowing the player to cap-



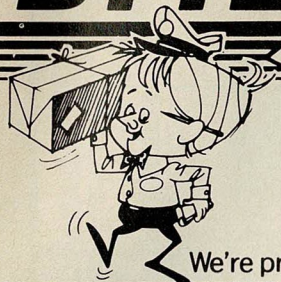
ture some of the atmosphere in being a computer cowboy of the future, jacked into Cyberspace and living by your wits.

Using all his hacking talents, the player breaks into Government and Corporate computer systems, evading or destroying the layers of ICE that protect Cyberspace databases. Once inside Cyberspace, players can interact with other hackers, gaining vital information and passwords.

Survival is dependent on being one step ahead of the competition — that means having the best software, hardware and information, which becomes available with each successful cracking of a database.

It will be interesting to see if Cyberpunk will lend itself to any other games. Already a *Robocop* game from Ocean is pending, and if *Neuromancer* proves successful then it is a genre ripe for plunder.

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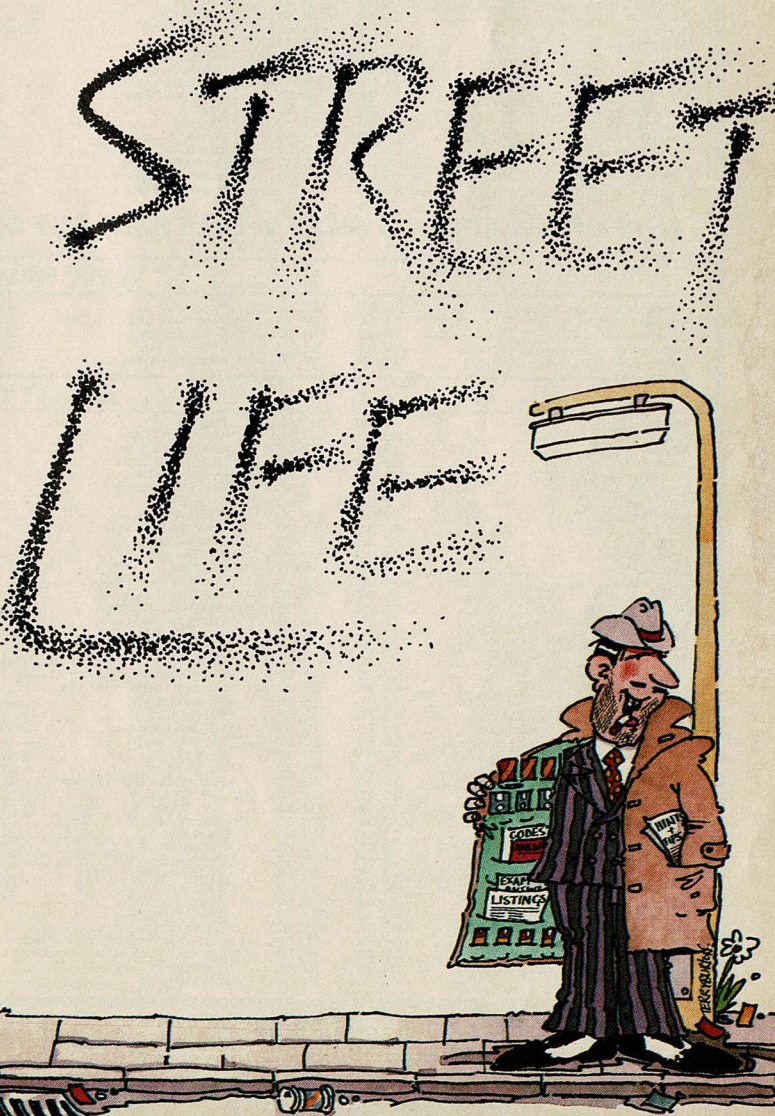


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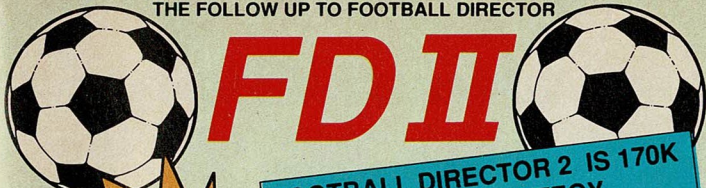
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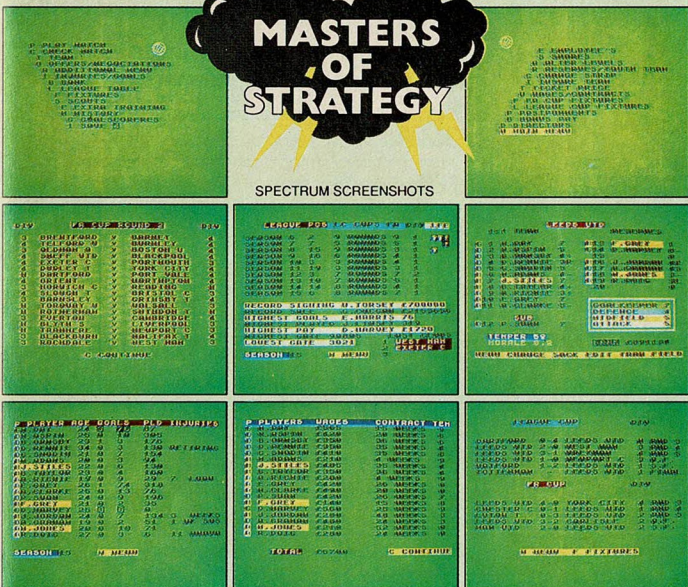
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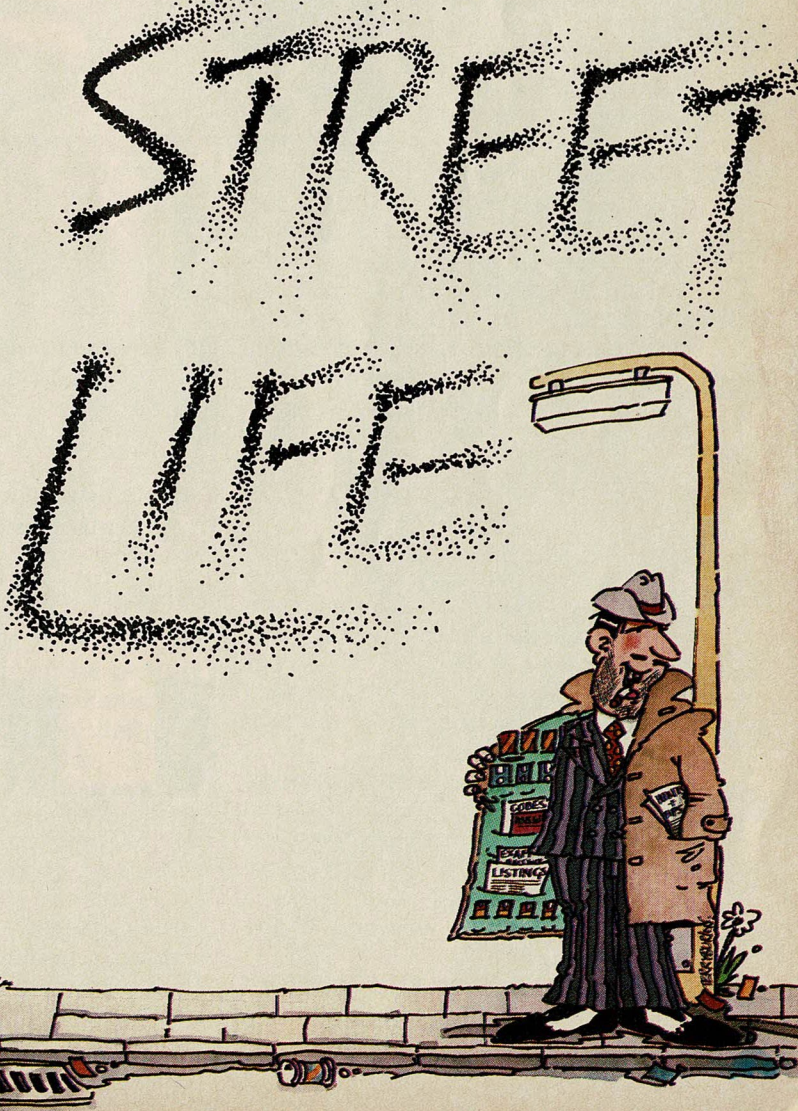
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Soldier of Fortune opens in Ebbledown Forest, a dark and misty place beyond which lies an unknown and uncharted land, and as far as I am concerned it can remain unknown. An overwhelming evil has sent the land into decay, causing much of it to crumble away, as a result it is necessary to leap from clods of turf,

F A X B O X

Program: Soldier of Fortune
Version: Spectrum
Price: £7.95
Supplier: Firebird
Reviewer: Emma Norman

RELEASE DATES

Spectrum: 19/10/88
C64: 19/10/88

kill hunchbacked people with a magical weapon, leap onto more clumps of earth, kill more unfortunate hunchbacks and if you are lucky, or good at the game, jump onto passing clouds to clear chasms and collect treasure.

There are many traps set for the unwary traveller in the guise of white bird-like blobs that swoop past your head and green little hunchbacks that lurk in the foliage of the trees. The treasure takes the shape, and what fine shapes they are, of six pieces of magical tablet which once found, construct an elemental. The power of the elemental can then be used to defeat the Guardian of that region, allowing access to the deeper areas of the forest.



There are four regions each with its own elemental, once all four have been found you can then summon the Zodiac Power Source, however you must escape the forest first by killing the three Guardians that lurk in the recesses of the lava cavern.

It's a one player game with good colourful graphics, such delightful traps as vicious looking spikes just waiting to be sat on and more skeletons than you could shake a bone at sitting waiting to be reincarnated.

The only thing that had me

stumped was why all the monsters had hunched backs, perhaps that's what comes of lurking in dark recesses all the time. It's a good idea to bear in mind that the game is far from easy, it demands a great deal of practice and even more patience as the regularity with which lives are lost is alarming.

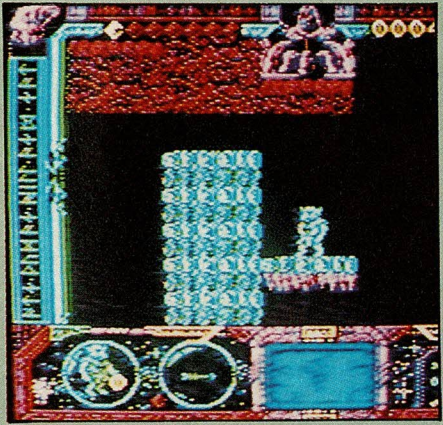
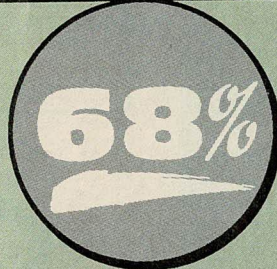
Soldier of Fortune is a decent game, but it has all been done before and it left me wondering why anyone would bother playing it.

Gameplay 71%

Graphics 55%

Sonix 72%

Overall



This is soccer how it's actually played in the latest of a trio of *Streets Sports* games from Epyx and follows on from *Streets Sports Baseball* and *Basketball*. Forget the cup final at Wembley or the European Championships, this is football at the grass roots.

The game's three-a-side and your first job is to decide where to play. You've got two choices which are

either the park or for true *Streets Sports* simulation try an alley strewn with dustbin lids and cans. For goals there are oil cans piled up with a plank of wood on top and for players you can choose your team from the kids hanging around the street corner.

Finally, you must decide whether you're playing for a set amount of time from two to 45 minutes or up to a certain score, say first to 10 goals wins. Once the game is started you play one of your team while the others are controlled by

F A X B O X

Program: Streets Sports Soccer
Version: C64
Price: £9.99
Supplier: Epyx (US Gold)
Reviewer: Tony Hetherington

RELEASE DATES

IBM PC: out now
C64: September

the C64 but you can switch control to the others, when you're not in possession, by pressing the fire button. When you get the ball you can then either dribble upfield with it, pass to another player or have a shot at goal. Pressing the fire button when you're moving towards the goal will fire at the middle of the goal but you can also aim at either post by tapping the joystick up or down before you let fly.

Three levels of play and a cast of *Streets Sports* stars will ensure this is fun right up to the final minute with the best bit being the penalty shootout if a timed game ends up a draw. Altogether now. Here we go, here we go, here we go.

Gameplay 78%

Graphics 76%

Sonix 45%

Overall



A NEW FILM ENTITLED *'Buster'* (how many great minds went into thinking up that one?) based on the story of Buster Edwards, one of the Great Train Robbers, will be on general release in September.

'Buster' is basically a love story, a tale of how two people got entangled in extraordinary events and how Buster Edwards got caught after three years on the run in Acapulco. Buster Edwards is played by Phil Collins of Genesis fame, and a very good portrayal it is too, Julie Walters plays his wife June and together they make a believable couple of crooked cockneys.

The story opens in London in 1963, June is pregnant and the family are so short of money that Buster has to rob Mothercare in order to provide clothes for the new baby. One day he and Bruce Reynolds (Larry Lamb), the brains of the outfit, hear a rumour that the bank holiday Royal Mail train will be



On SCREEN

carrying a huge sum in used bank notes and set about planning and executing the robbery.

The bulk of the film concentrates on the happenings after the robbery, the relationship between Buster Edwards and June and the flight to and return from Acapulco. There are some fine cameo performances from Sheila Hancock as June's mother, Anthony Quayle as Sir James McDowell, Martin Jarvis as Inspector Jack Mitchell and Stephanie Lawrence as Bruce's blonde bimbo girlfriend, Fanny.

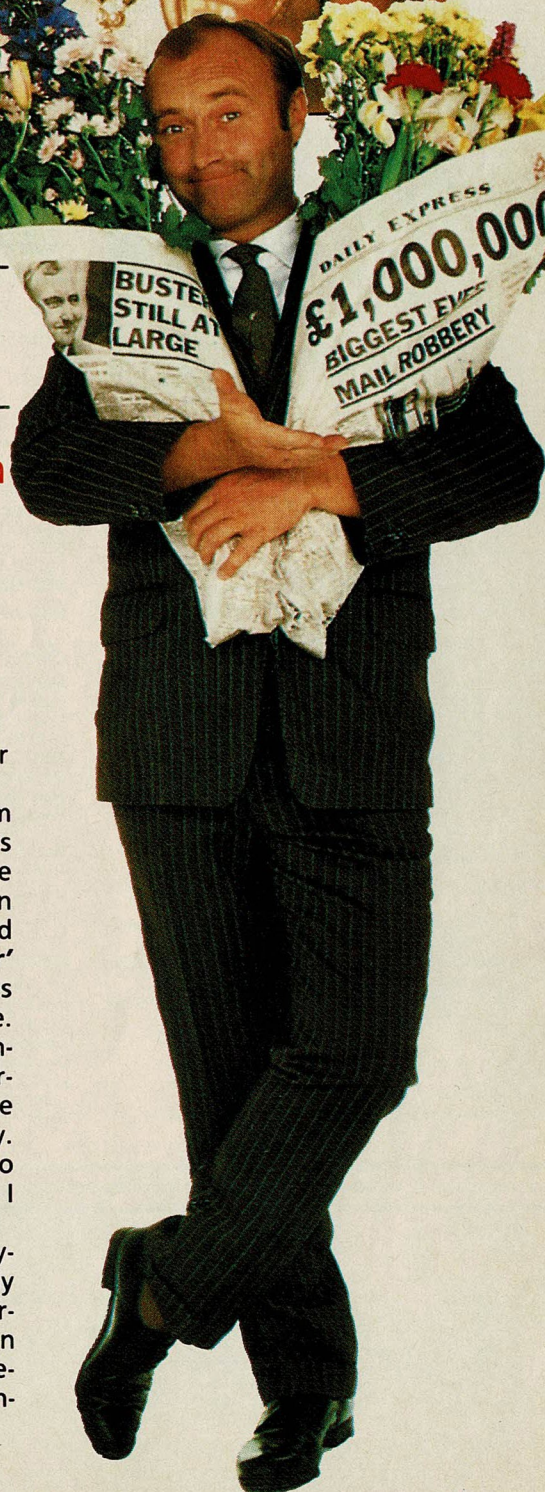
Although this is an enjoyable and well made film, with the exception of the ending which was crude and naff, I found this sanitised tale of love and adventure hard to swallow. The Great Train Robbers were almost heroes of our time. I say almost, because although the crime was Butch Cassidyesque, being both daring and ingenious, it is impossible to forget the violence and injuries inflicted on the train driver. Impossible for everyone else that is, except all those who worked on *'Buster'*. It seems the whole crew suffered from a severe case of amnesia, for the train driver was never mentioned and all the robbers were portrayed as loveable cock-

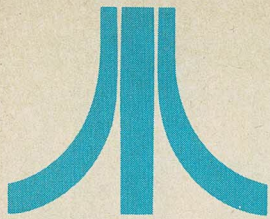
Fast forward through the latest film, TV and video releases. Emma Norman scans *'Buster'*, starring Phil Collins.

neys who never hurt anyone in their lives.

Director David Green said 'I am aware that people might criticise us for glamorising a real crime where real people got hurt. To them I can only say that they have neither read the story nor seen our film. *'Buster'* is a moral tale in which crime does not pay.' This is not strictly true. The whole episode has been romanticised to give it more the appearance of Romeo and Juliet than one of the major crimes of the century. Where the morality bit came into the film I do not know, perhaps I was in the wrong cinema.

Anyone expecting a true portrayal of the facts is going to be sorely disappointed. *'Buster'* has a 15 certificate and is released by Vestron Pictures. It will have a Royal Premiere before the Prince and Princess of Wales on September 15.



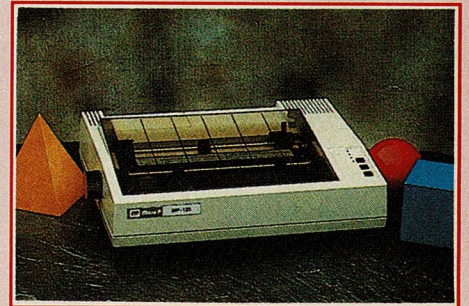


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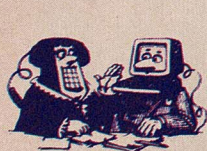
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Welcome to the new games magazine, and welcome to a new Adventure Corner - my old mate the Grand Elf and I would like to say hello to new readers and old friends alike.

If you're an old hand at adventuring (and used to read Popular Computing Weekly), then you'll probably know what to expect from this column and me. I'm not particularly interested in all the paraphernalia of exclusive interviews and pre-production pre-release screenshots that seem so necessary nowadays to the successful launch of a new game - you'll no doubt get all that in more prominent pages in the magazine.

It must be ten years since adventures first appeared on computers - you'd have needed a roomful of machinery to run the original, and it's thanks to Scott Adams that we now enjoy them on a rather more practical level. He was so

The age-old argument of graphics versus text has kept many a fanzine's Letters Page aglow with righteous support for plain text and contrary arguments. But as computers get more and more memory, so this dialogue becomes less important. I used to liken playing an adventure to reading a novel, and dismiss pictures in an adventure as I would dismiss pictures in a novel. But we shouldn't, I suppose, take this too literally (excuse the pun) - presentation is, after all, very important, and if an adventure can look good as well as play good, then all the better, I say . . . And anyway, any adventure worth its salt will offer the facility to turn the graphics off.

Commercially, adventures are in the same boat as arcade games and software in general - it is presentation more than any other factor that grabs the attention of the buyer. Good adven-

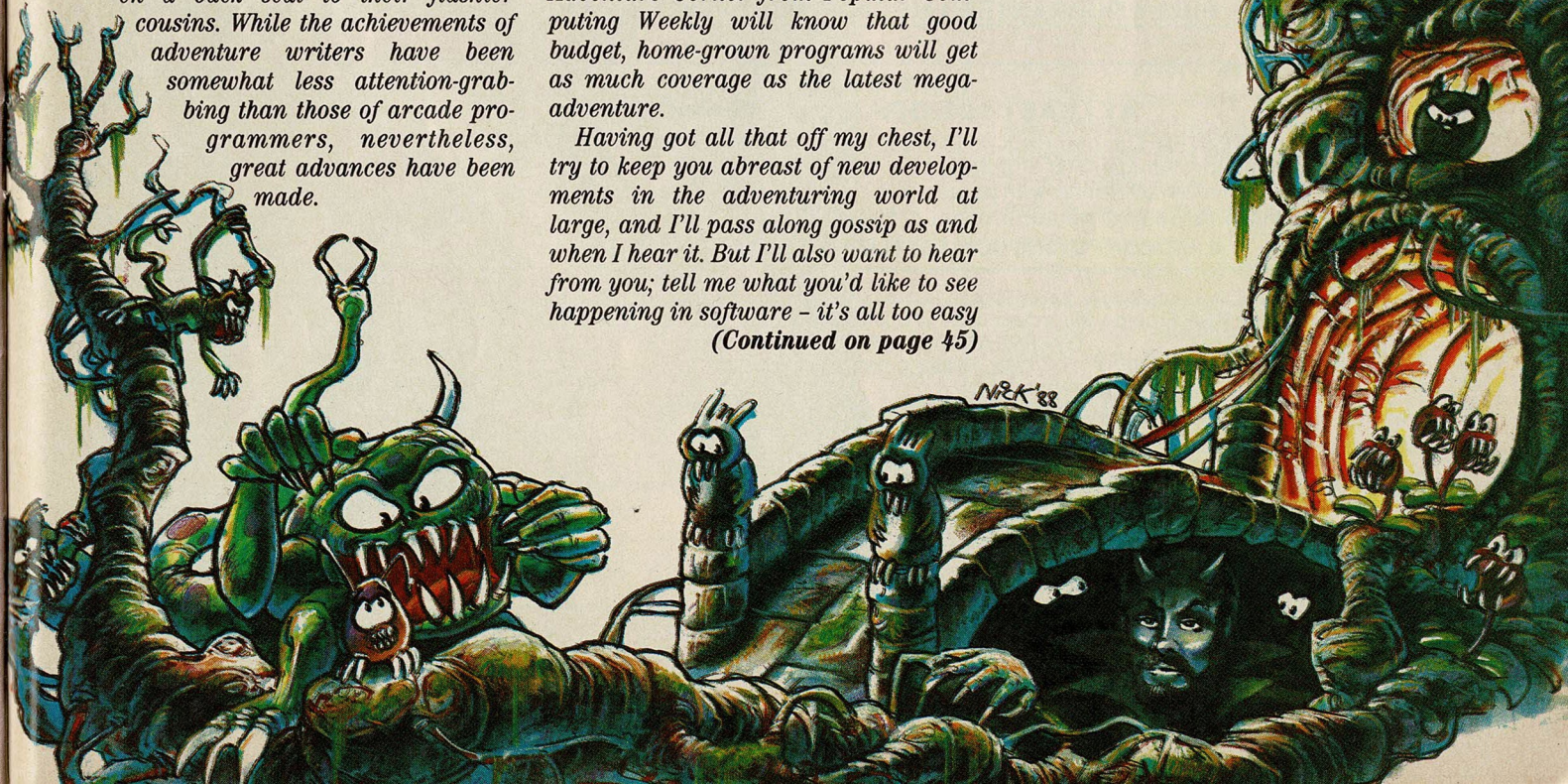
Adventure Bridge

taken with the very first adventure, *Colossal Cave*, on the office mainframe that he shoehorned his own version into his home micro - a 16K machine running a program which required several hundred K at the office!

Ten years on, adventures are still with us, despite the regular prophecies of doom from the irregular prophets of Zappow. It's true that arcade games have continually pushed back the frontiers of programming - so much so that every new mega game released is hailed as "pushing the machine to its limits" (until the next mega release that is) - and consequently, adventures have taken a back seat to their flashier cousins. While the achievements of adventure writers have been somewhat less attention-grabbing than those of arcade programmers, nevertheless, great advances have been made.

tures will still sell, but now the gloss on the box is almost as important as the game inside. Of course, I'm as impressed as anyone else by packaging, which is after all more than half the battle in selling a new game - but in the end, the glossiest package will languish on the shelf unless the program itself is worthy. So I'll be just as eager to see for review an adventure from Bloggs Back Bedroom Adventures Ltd as from Tele-mirrorscroll plc, if it's worthwhile. Please send along your PAW/GAC-/STAC'd story - I won't care how you write it, as long as the result is of high quality. Those of you who remember the Adventure Corner from Popular Computing Weekly will know that good budget, home-grown programs will get as much coverage as the latest mega-adventure.

Having got all that off my chest, I'll try to keep you abreast of new developments in the adventuring world at large, and I'll pass along gossip as and when I hear it. But I'll also want to hear from you; tell me what you'd like to see happening in software - it's all too easy
(Continued on page 45)



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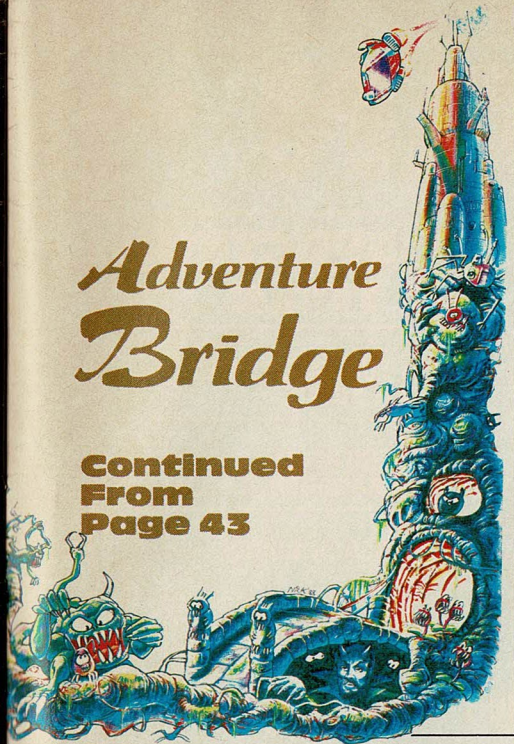
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UNBEATABLE PRICES

Adventure Bridge

Continued
From
Page 43



for us who write these pages to become insulated from what adventurers are really looking for.

As an example, I had a letter the other day from an old adventuring friend of mine. At the end of the letter, she said that she was finally coming out of the closet and owning up to being - Shock, Horror - a RPG'er! As 16-bit machines and software develops, it's becoming obvious that the dividing line between the traditional adventure and the RPG (Role-Playing Game) is becoming ever more fuzzy as the extra

memory of the machines is being used to better effect. Text adventures have been preferred by enthusiasts for many years, because until recently more flashy front end bells and whistle meant less room for atmosphere - evoking text and puzzles. But now, programmers are able to retain just as much text along with great graphics.

The age-old argument of text v graphic adventures started because of the necessary compromise that had to be made in the less powerful 8-bit machines; now the argument is over, and the compromise no longer has to be made. I have a lot of sympathy with my adventuring friend - I agree with her that RPGs, long popular in the States, are a lot more fun to play than most of the present crop of mainstream adventures; witness for example, **Dungeon Master**, which has kept me engrossed for many weeks now, in awe of the programming expertise involved.

Although 8-bit Spectrum owners won't see this for a while, they can get a glimpse of **Bard's Tale** - not in the same league graphically as **DM**, nevertheless it has some charming animated cameo portraits of the characters and monsters who inhabit the world of Skara Brae, as well as a very neat scrolling 3D representation of your travels around the extensive towns,

Below: **The Bards Tale II**, Electronic Arts follow-up to the Bards tale.

countryside and dungeons in search of treasure and Points. The system of character development, as well as magic and exploration is very well done and if it's implemented as well on the 8-bit machines as it has been on the 16-bits, this first episode of the series should be of great interest to any adventurer.

I suspect that the great attraction of RPGs is that your chosen character can be guided from humble beginnings through many trials and tribulations to eventual glory. In most programs of this type, your character's accumulation of experience (in treasure and combat points) is denoted by a rise through well-defined ranks (seven in **Bard's Tale**, a typical number) and this character profile can be saved and used again - and usually, a new mix of well-established characters can be tried in new situations (though not, unfortunately, in **Dungeon Master**, whose fabulous graphics, each on 16-bit, eventually forces a halt to program facilities and niceties).

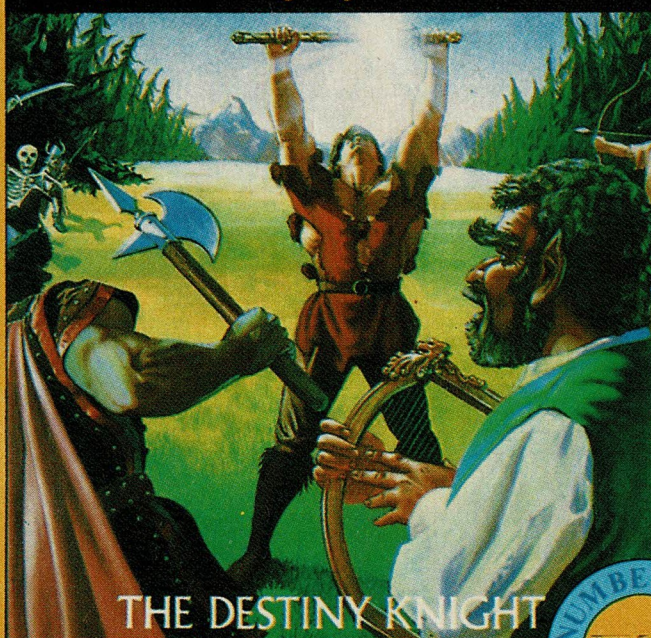


I believe that one of the reasons we play adventures is to see how we would react to an unusual situation we would not otherwise meet in our humdrum lives, and to have our vicarious achievements rewarded by concrete evidence of our valour. This thirst for recognition is satisfied by RPGs, unlike most adventures, which tend to put the player through ever harder and more complex puzzles until finally stating; "Congratulations, you have rescued the princess/slain the Dragon/peeled the Sacred Apple! Another game Y/N?"

As well as those personal contacts of mine who have hinted at a major realigning of their adventuring interests, I've noticed recently that writers have come out in print to admit their interest in RPGs rather than straightforward text programs. However, whether the adventure is Text only, Graphics only, Text-with-Graphics or uncomplicated RPG, these are all points on the continuum that makes up.

I'll be looking at RPGs and mainstream adventure alike in this column. I'll also be featuring Hints 'n' Tips (where would any self-respecting Adventure Column be without 'em?). This is where you can help - having been out of circulation for so long, my database of solutions has been left to gather cobwebs, so if you can send along help in some of the newer games you've been playing, as well as the old favourites and strange anomalies that you may have noticed, I'd be very happy to print them.

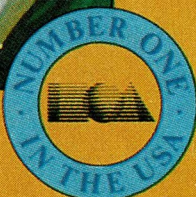
THE BARD'S TALE. II



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SUPER STUNTMAN	6
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EUROPEAN FIVE A SIDE	9
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SIDEWINDER	10

T	I	T	L	E	NO.
FOOTBALL MANAGER 2	(1)				1
EUROPEAN FIVE-A-SIDE	(4)				2
AIRWOLF	(2)				3
ACE	(7)				4
STUNT BIKE SIMULATOR	(18)				5
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WAY OF THE EXPLODING FIST	(6)				10
ROCKY HORROR SHOW	(15)				11
GHOSTBUSTERS	(8)				12
BMX SIMULATOR	(12)				13
OUT RUN	(13)				14
NINJA SCOOTER SIMULATOR	(22)				15
FRUIT MACHINE SIMULATOR	(19)				16
YOGI BEAR	(11)				17
SAMANTHA FOX STRIP POKER	(9)				18
TARGET RENEGADE	(16)				19
RALLY DRIVER	(17)				20

CBM 64	
TITLE	NO.
FOOTBALL MANAGER 2	1
EUROPEAN FIVE A SIDE	2
BRUCE LEE	3
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NINJA SCOOTER SIMULATOR	5
ACE	6
YOGI BEAR	7
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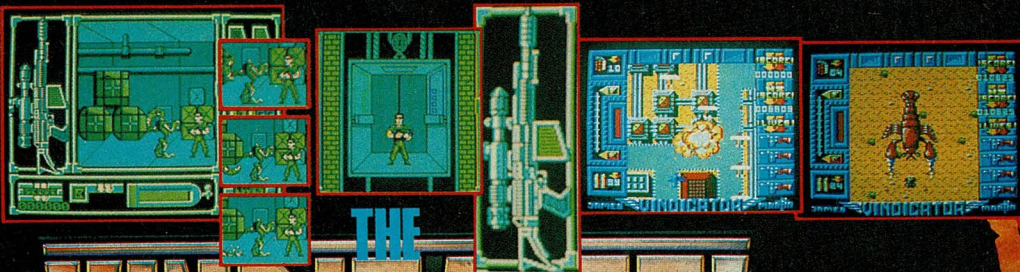
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