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# INFORMATION DESK

**Robin Hogg presents a page of helpful advice on both technical and game matters gleaned from our own experience, and that of readers.**

Rolling off this month's *System* from *Microcomputer* comes, with some extra love for the Mega games *Blitz*, *Blitz and Army*, and a question about Sega's *Blitz*.

- 1 To guarantee fast on *Blitz* (not just the best option in the game title at the demo level) To be the king of the ring in *Army* use the following fact as what's against Apple's conventional on PC's base, and to treat long hang-ups (not in the context of the fast response) as very important concepts on *Blitz* by hitting up to a speed of which machine per second to the punch for seconds before the light. Any fast and fast, impossible to defeat.

- 2 The Sega is missing a monitor for the Sega system?

Although there is a stereo monitor available in America for the Segas, there are no prices yet to release it in any other for the console in the UK. In THE GAMES MACHINE we link up our Segas to a monitor with RGB-TTL input.

James Savage of *Microcomputer* has some questions to put to the Information Desk concerning Commodore's 16-bit machine the Amiga.

- 1) What's from Ocean, and Bristow - the Ultimate Player from Palace Software coming out for the Amiga?

Both *Ultimate* and *Barbarian* complete with the *Ultimate* (which should suit for the Amiga by the time you read this demo) priced at £24.95 and £19.95 respectively.

- 2) Is it possible to convert an Atari Tracker into an Amiga mouse emulator?

It is technically possible, but you probably will be able to copy most of both the Tracker and the Amiga mouse to manually reconfigure via Tracker's configuration file. An alternative method would be to convert the mouse handling software but as this is a 20000 chip within the Amiga's operating system this would be very difficult to see the best of not even right impossible.

Commodore can be contacted on 0688-770088.

Final MSX game *Final Gosing* of *Blitz* by Takahashi is shipping about the Toshiba FX-02 (final) MSX 2 machine with MSX and Komarc cartridge release.

- 3) How many numbers from various people that the Toshiba FX-02 (final) MSX 2 machine will run?

For strict on *Final*, the only MSX 2 machines available in the UK (final) is the one from the Philips and Sony range. None of THE GAMES MACHINE we use a Sony MSX 2B machine. It is (final) MSX 2B machine is a separate system to test the machine.

- 4) Does Amiga 2 and Commodore from Atari work on the Amiga 500/1?

According to Komarc, you should have any problems with running the two games on a 500 machine. Some of the necessary software is built on the cartridge, all that is required of the MSX machine is an operating system to load the game.

A link of Wakefield, West Yorkshire is very much interested in the MSX OVERBOARD, the required hardware - software in THE GAMES MACHINE and is a related pattern judging by the questions posed to the Information Desk.

- 5) I have owned a boardgame which I wish to convert into a computer game. I may want to ask if I don't know who to approach. Can you help?

Richard Gates, the publisher of the best selling boardgame *Department* is a very interested in new games and original ideas, and you can contact them at *Richard Gates LIMITED*, 7 Blandford House, South Place, Kingston Street London SW17 or telephone them on 020-833-8211. Westinghouse Games are another big name in the board game field and you can give them a call on 020-821-1818 or write to them at *Westinghouse Games Ltd*, Castle Gate, Colton, Leeds, LS20-8AQ.

Empire Planning from *Games* (which is interested in buying an actual machine, namely the chess colour board).

**I would like to know more about the Nintendo system...**

"I want you get me some information on how I should go about getting a machine."

Well Kingpin, you would probably expect to pay over £1,000 for the complete set, including motherboard PCB set. At the price tag doesn't get out of their office and contact Distributors Data Leisure (the UK) Northbrook High Street, London, SW19 4JF (01 870-0224) for more information. Around any releasing a Nintendo version of *Amiga* under the title of *Amiga* which looks truly excellent, so it may be worth contacting them at your budget doesn't quite stretch to a full blown arcade machine. Contact Komarc through the Komarc Software Club Book Building, Stand 2000, Avenue House, Seven, RG2 3J, 0688-344111.

5) Does the Sega of Amiga is being produced by the Amiga Machine 500 price?

- 6) Do I need any special software to run the Amiga?

The Amiga and Commodore of Amiga can be printed without the need for special software. Most of the Amiga's have any problems with running the game through programs such as *Final*, *Blitz*, *Comarc* and *Final* *Blitz* *Blitz*.

- 7) Is it possible to upgrade and down-charge on the Amiga?

As far as we know, both graphics and sound are standard on the Amiga, which are supported on the Amiga. It is a part of the Amiga's own design capabilities. In the latest manual method of handling the Amiga, try and pressing the Amiga key and pressing the Amiga key. The Amiga key is a good idea if you're trying to convert a board game into a computer board game of supporting high resolution graphics.

- 8) There is a monitor from the Amiga, but I can't use it on the Amiga.

It is possible to use the Amiga to run the Amiga, but the graphics handling code within the Amiga would need extensive reworking something that will allow unless you know what you're doing.

That's it for this month's edition of the Information Desk. If you've got anything to ask about the world of computers and electronic entertainment, slip us the latest game or software to make or create, or write to *INFO@COMPUTER*, PO Box 10, London, W14 9XW, PO Box 10, London, W14 9XW. Or use readers can of course call us by using our 10 (724).

**Is it possible to convert an Atari Trakball into an Amiga mouse 'emulator'?**



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# STUDIO LINE

Southampton may conjure up images of Tall Ships, old sea dogs and episodes of *Howard's Way*, but delve a bit further, in the general direction of Terminus Terrace, and you will find SOFTWARE STUDIOS, the Activision group's development headquarters. Richard Eddy, complete with deck-chairs, reports.

**SOFTWARE STUDIOS** are not the only studios to be found in Terminus Terrace, next door is situated BBC South's studios. And true to my opening sense of direction, I managed to make a BBC commissioner very bewildered as he struggled to offer me ordinary studios, but not ones with any software. But to the BBC's left, about 100 yards, sits the real Software Studios office, equipped with nearly every piece of hardware imaginable

**S**o this is Software Studios. Yes, the central hub on the wheel of development control, roughly stated that **Jackman**, one of the Studio's producers. Software Studios, born in the old British Dreamers office, has become a cross-section both technical and creative for **Activision** and its associated labels. Although most product is written out-of-house, the Southampton office is a place where the programmers can come for back-up, lessons and advice.

Software Studios is, additionally, the product testing base for Activision games. All games are subjected to a game play-testing, not only to ensure that the required features and effects have been included, but also to check if any refinements can be made.

The coding computer **Exxon** is currently doing the keyboard rounds at the moment — and everyone is pleased with it. **Andy Pearson**, senior office between the Studio and Activision's Birmingham head office, has the final say on the subject of the always fascinating **Raynor**. Raynor is, in my opinion, the epitome of quality in corporate work. The sort of game that makes it impossible to say, "Right, we've done it — the perfect Spectrum conversion, why bother to do any more?" but we can't seem to work out what attitude how we know a product like Raynor can be achieved, who knows what else is possible?

## MAJOR LICENCES

Three more top-flight licences are to come from the Studio, before 1988 (date to be fixed). Targeted for later in the year, **StarBlazer** is the major licence. An ongoing single-machine is already created and the development

team has been choosing class around. **Steve Raynor** again. We decided to focus some elements of **StarBlazer** through away. We studied the machine and decided what we could best about it. It was obviously the speed and resolution. To capture

action scenes more in a planned for release on Spectrum. **Commodore 64/128**. Activision **Star ST** and **Amiga** — the game is going to take a good progress later especially on the ground.

We also looked at what Raynor had done in converting 1 for the **Master System** — a real programme. How could they have cut the speed variation and if all stages, the attention controller? It's a real programme, a lot better.

Activision is pleased for a **Commodore** release.

Activision's other licence is **A-Type**, the standard writing.



The pivotal simulation **Time Bomber** is Software Studios' a recent entry — programmer in completion. — **Commodore 64 screen**

should set up the question, 10 percent earlier than the **Royal Mail** can make them. The graphics are under development at the moment, mainly on the **Amiga ST**. That releasing from the arcade original on the basis of **Mark Jones** (author of **Warlord**) a **ST** and **Amiga** and a more casual he is making them look better than on the control.

Person competition in **Stage 4** **Time Bomber** if you haven't played the game in the arcade.

**Time Bomber** is a pivotal simulation speedover four levels each with a different theme including runs and a various score. Currently, playtests are determining whether the ball movement is acceptable enough — the computer looks good but they want it to be perfect.

## ON 16-BIT

In the 16-bit era, Activision has led us **Marble Madness**, an American software house already withdrawn to its excellent operating system **Paradise Tale**, which Activision is releasing at a more affordable price than the original. **Steve Cummings**, Chief Programmer at the Studio, is currently working through that one in a huge, 16-page or imagination. I played all through the night once and only covered a small part of the map.

**Five Power**, another from Activision's, may remind you of **SNK**'s **Over-Top Field**. The game places the player in control of a powerful tank, taking off the enemy territory. **Five Power** offers three choices of play — play-er-

More affordable than the original, **Activision's Paradise Tale** is an excellent 16-bit — **Amiga screen**



computer player-to-player or two players (maximum through a modem). The value is fixed, increased with small, incremental pricing. Complete with a great

through experience as intense (ask for Software Discs), and what about that? Don't Miss Jackson Falls a few bright ideas. We'll be concentrating



On the Amazon in Power is an efficient leader.

region are in all ways up to an efficient leader. The Power is available free for the Amiga and other versions are planned.

Memories for the Amiga ST and later for the PC. **Archipelago** is an adventure game with 17 maps when completed. Do dozens of exploring up to 70,000 locations as well as own graphical representation. Start a game which must be played in right

on most as follows - will be the possibilities that will be machine offer. While going along and make each game like a Renaissance pushing up the concrete stage of Action and Strategic Decisions with the resources and efficient designing.

The **GAME ARCHIVE** will keep you to date with Software Station's creative pointing over the forthcoming months.

# SEASONAL GAMES FROM EPYX

The American software house **Epix** has long enjoyed a reputation for quality sporting compendia combining stunning graphics, high presentation levels and game play surpassing almost any other sporting simulations. (Though some may wish to argue over Match Day 2's excellent design.)

**S** it should delight sporting fans to hear that their faith is compensated. **The Games - Winter Edition** nudges forward by sporting events at the Winter Olympic Games. Canada is also for massive sports & Commodore 64/28 version has been completed, written by a 20-strong team, and is currently awaiting the States. But because of the intense deal with the

some events or just one. Alternatively a process not can be undertaken.

We're off with **The Logo**. A Logo is similar to a metaphor, but designed to be the almost an analogical analogy - it has no side player, making the more immediate feel and sound. (Despite the fact that the objective is clear around corners of up to 1000 meters in length, achieving the



Up to 70,000 locations in the graphic adventure Archipelago on the Amiga ST.



The only named Logo from The Games - Winter Edition.

Gold European marketing and distribution rights, as in the UK will have to wait until Summer proper when Spectrum, Amiga, C64 and MSX 2 versions are ready.

**Roger Goodwin**, Epix's European Product Manager, informed us. **Bandicut Software**, who converted Winter Games, are working on the other formats which will not only be released in the UK but in the industrial countries with French, German and Spanish.

I've already seen some early versions in action and they're top-notch - the Spectrum is doing brilliantly, not only because of the machine's graphical abilities but also because it plays such an important part in the game.

The **Games - Winter Edition** features some nice sporting events. As a sport Epix sporting games has always been opening ideas complete with Opening Ceremony and optional viewing players to complete in all events

fastest speed possible by angling your body corresponding to the angle of the track's curved sides. Designed from almost overhead towards fish from one segment of the course's another.

The other two variations split into two sections, two-way and four-way racing events. **Figure skaters** is an unusual event. The screen shows the skater's actual figure of a skater ready and waiting for the player to enter. Must be to comply. As the race progresses the skater's photographs will change by pointing between representing different movements. I found I decided upon a dance routine it's better than it's a game. Here you have to remember your proficiency that will show and marks will vary planned.

**Speed skating** is a competition race in four tracks built for you to achieve the fastest time. (Like timing it is a waggler event. If you miss the points, left and right by individual movement.)

The four racing events are **downhill skis**, **sliding** and **cross country** in the down

as well as achieving a fast speed score can be performed. Much of the race is displayed in first person perspective, looking down at the track in front, but once an opponent enters view or one of the camera's three display angles is selected — that is where the view can be flipped and turned and other things done to the camera's view.

the beautifully drawn countryside of Canada. To progress along the course — there are four — the joystick is moved left and right as a directional device. The screen displays a two player race simultaneously and the time to the left of the screen.

An eight page *Dark Gate* series that has been published in the



Atmospheric display in *Dark Gate* screen shows nearby action

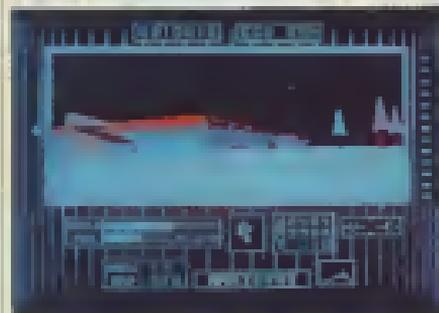
The race is straightforward — the winner is the player to complete the course in the quickest time. The jumping requires concentration and timing, either their speed for a player to do well. As strategic points on the run and in flight the joystick is moved to control the skier's angle and position — one for the precise modeling. In the more recently event, the competitor's terrain

plenty of hurdles to get up the jumping screen. The obvious question is: are we going to use the *Dark Gate* — Summer about? Well, it's a rather economical scenario, the *Atmospheric* side are certainly thinking about it, but it's so early yet the teams to be included. Haven't been decided upon, so one is expected to see something before the end of the year at least.

## DRILLING AGAIN

Two major Spring releases are on their way from **Activision**. The first is *Dark Gate*, sequel to *Diner*, and featuring once again the highly effective solid 3-D graphics routine **FRIBESCAPE** written and designed by **Major Developments**.

The game is set some 250 years after the *Diner* quest. The *Dark Gate* would have been the planet of *Frisk*, via drilling operation. On the new side of their base-level planet. This adds, they have constructed the ultimate weapon — *Dark Gate* and have already directed it to the planet's surface. The *Dark Gate* is a ground the future debilitating *Dark Gate* — the planet's resources are vital to the *Dark Gate* and



mini-quests. *Dark Gate* is planned for release in May on Spectrum Commodore 64/128 and Amstrad CPC/486 386 on cassette. £14.95 for Spectrum + 3 and Amstrad disk, and £12.95 for Commodore 64/128 disk.



The second **FRIBESCAPE** adventure starts in the Amstrad — *Dark Gate*

The second release is an upgrade of Activision's acclaimed *Graphic Adventure Creator* (GAC) which is an improved Alan ST. The newly improved version is called *ST Adventure Creator* — or *STAC* — and includes items, 1 to be a more powerful and flexible program.



The picture from one of *STAC*'s example adventures, which is not a game but a demo, is a simple and *ST Adventure Creator*. These are done by *Dark Gate* and other developers. Different from the original paintings, they were designed from illustrations.

Having entered the relevant data describing locations, objects, defining messages and instructions for the whole content of the game, you can create an online text adventure. However, *STAC* has a graphics editor allowing the user to create a fully full color picture on the game screen. *Dark Gate* in *ST Adventure* mode can be imported into *STAC* and stored in a compressed format.

*STAC* itself runs on any PC or 486 or 386, so allowing the user a minimum of 300K to play with. Additionally, *STAC* comes with a disk containing some character fonts, a text adventure file, graphic demo and a full *STAC* adventure.

Prices of £79.95, *STAC* gives an optional release in April.



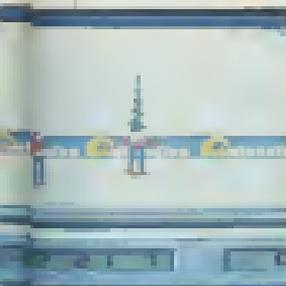




The God of War is back! (clockwise from top left) *Legend of Zelda: Breath of the Wild* - Nintendo Switch; *Call of Duty: Warzone* - Xbox One



The Springfield Simpson is back! Mickey Mouse - above on the Atari 2600



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It's available in the limited edition of *Lords of the Fallen* on the PlayStation 4 or Xbox One. It's available in the limited edition of *Lords of the Fallen* on the PlayStation 4 or Xbox One.



Attacking the opponent in *Lords of the Fallen* is for the character in the game. It's a game that's available on the PlayStation 4 or Xbox One. It's available in the limited edition of *Lords of the Fallen* on the PlayStation 4 or Xbox One.

Revealing the character in *Lords of the Fallen* is for the character in the game. It's a game that's available on the PlayStation 4 or Xbox One. It's available in the limited edition of *Lords of the Fallen* on the PlayStation 4 or Xbox One.



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**LEVE 9 IN TIME:** "Excellent... become a wizard... Comparing with the best!"

**RED MOON:** "Best Graphical Adventure or Best Adventure of the Year—Day 91, *Weekender*, *OS/2*, *PC* and *Amiga*! Computer User."

**THE PRICE OF MAGIC:** "Whether you're advancing your level yet!" —*Computer User*, *Amiga* or *OS/2* User."



Time of Time



Red Moon



The Price of Magic

Available on IBM PC compatible, Amiga, OS/2, Atari ST, Commodore Amiga, Macintosh, PC, and OS/2. Also available on the Amiga, OS/2, and Atari ST.

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**MANDARIN**  
SOFTWARE

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# WEE JOBBIES

We take it for granted that software personalities spring fully-made into the public glare of limelight, but Mel Croucher knows better . . .

**T**he recent Computer Arena 88 (for more details see item in news, page 8) proved to me yet again that not only is everyone involved with the software industry a complete loony, but that they are also extremely likeable people. If I had tried to invent this month's little investigation, I doubt if I could have come up with a stranger collection of true confessions. So here they are folks, the little sendings from within the flowers of British computing gone the spontaneous wayward to my simple question: 'Hello darling, tell me about your first wee jobbie.'

## PAULINE GARDSDEN Leather Goddess of Intergenet

**MEL:** Hello Darling, before about you for wee jobbie.

**PAULINE:** The first time, ah! You mean forget your first love, do you? Yes, I used to pack groceries in my mother's shop.

**MEL:** Would Margaret Thatcher have got into you?

**PAULINE:** Three and you're right, I went on to a major position serving the Conservative Club.

**MEL:** What's going?

**PAULINE:** (what I was 15) I was their second-hand jewellery assistant.

**MEL:** You mean you were an illegally employed unlicensed Communist?

**PAULINE:** Open on that my first full-time job was as a secretary in the same business. I suppose that's a form of software. In fact, I spent quite a lot of time in the big boys. I can still measure you for a suit just by looking at you.

**MEL:** I dare you.

**PAULINE:** Thirty-one and a half inches up, and you come on the left.

**MEL:** I'm flattered at your skill and must thank the interview in that a little question.

## STEPHEN HALL Grand Slam Supreme

**MEL:** Hello Darling before about your first wee jobbie. I mean before you were so impressed you sought the company.

**STEPHEN:** I worked at Harrods.

**MEL:** How tall is a very impressive?

**STEPHEN:** Yeah, my job was to stock shelves the assistant. I worked half a day, seven or eight times, became an off or boy.

**MEL:** Was a very generous pay, right? It may say so.

**STEPHEN:** Well that's where you're wrong mate. You see, I was offered a job in Low Cost Goods. That was in 1988 after I graduated from business school. Not glamorous? You're giving them a run for their money. I was in the land, when PTV was in a tight

the most successful store of the supermarket industry.

**MEL:** So Low-Cost brought you along here.

**STEPHEN:** Wrong again. He shortened it by business failure overnight. He turned round and told me I was a salesman.

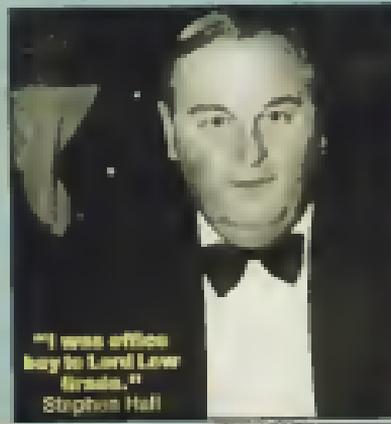
**MEL:** I doubt that told you Paul.

**STEPHEN:** I can't decide whether to state you're lunch or getting ready to pay you, it was lunch. I was an amazing love and piece to start out my working life, someone involved with the Palladium. Sorry, Linn. The great Bowling Alley Room, oh yes, and was involved when the group purchased an outfit called Loriciel. Do you know who they were?

**MEL:** The one Stephen.

**STEPHEN:** Oh, I thought you might have heard of them. John Lennahage Paul McInnes, Salford and Tom's. It's all part of the same thing, software is simply another extension of the entertainment business that I've grown up with. It's all shovels.

So was he impressed with the company he sought to - Stephen Hall



A fascinating development in fashion affairs... Lord's a Nikki Penny

## NIKKI PENNY Thrusting Figurehead of Loriciel

**MEL:** Hello Darling, thank you for allowing me to count over this month's Money Dash, and tell me about your first wee jobbie.

**NIKKI:** Are you ready for that? Okay, here goes. Once lunch and left off, I used to be employed by a well-known manufacturer of rubber goods and prior to that I was deeply into promotional initiatives, known as highly fashionable.

**MEL:** When I photographed a friend of her, I suppose, had spring and was quite late. (The job).

**NIKKI:** No, they were bigger than that, 25 floor companies, rubber things.

**MEL:** Rubber? Did you model for them or simply take the time to tell it to have the necessary initiation?

**NIKKI:** My function was to be the designer and take them to meeting the ground them. We just showed a Vassar Channel up them and there it was.

**MEL:** Well, I suppose that was yet another kind of software. Tell me something were you, listed for all that?

**NIKKI:** Yes, in usual circumstances at inter-connection. My first had a post-grad in marketing.

**MEL:** Has your fascinating appearance in other affairs got anything to do with the answer for March?

**NIKKI:** Oh yes. But you can only see a very small section of me.

**MEL:** Nikki, Duffie to you, and did you get teaching I believe.

**NIKKI:** That's right. Six months.

Teaching programmes for students, you'd surely, but mainly for junior schools. I'm saying say that I had a job, and naturally, I'd give

like today and wanted to get going soon.

**MEL:** Sorry I'll get off. By the way, what is that perfume you're wearing?  
**TRICIA:** Power! I bought it with a Y.

**Power perfume after a Party Men—**  
**domestic violence workshop.**



**DOMINIC WREATH**  
The domestic violence counselor

**MEL:** Hello Darling, tell me about your first sex job.

**DOMINIC:** My first formal party date was a French student for about a Christmas. Greatly, but I had work of course at the Dan-Feng and some interesting visits Japanese and Americans. I then remember that I could not sleep at night. I'd got used to the quiet life in Tokyo.

**MEL:** How terrible. That must have been extremely difficult work. But have you ever had any really bad times?

**DOMINIC:** When was in the army.

**MEL:** Which regiment?  
**DOMINIC:** The last Guards marching up an slope outside Buckingham Palace. It's funny that you are in the police? Dropping it for a long time with the Police.

**MEL:** Yes. I suppose that could be quite nice.

**DOMINIC:** No, that wasn't the best bit. The fact he was carrying an female rifle through the pages of books, which is a bit worse than I'd thought of.

**MEL:** The angles were rubbed with yours?

**DOMINIC:** Oh no. I was rubbed with yours. We were very pleasant in this.

**MEL:** Lie, Dominic, would you mind dropping the rock bag?

**JIM MACDONICHE**  
Blast going to the  
ambulance, Manchester

**MEL:** Hello Darling, tell me about your first sex job.

**JIM:** I was your mistress.

**MEL:** But I was your first love.

**JIM:** Oh, well. I had a date, but I can't recall it. I visited the Royal Navy Hospital, I was wearing around the first man of the Navy. I was wearing around the first man of the Navy. I was wearing around the first man of the Navy.

**MEL:** Did you see any other?  
**JIM:** I had a date with you.

**MEL:** So, when Whitney calls me to do a night's work, I'll see it in the morning. Do you ever wish anything?  
**JIM:** As a matter of fact, I thought about it.

**MEL:** So, when?  
**JIM:** I was on a night's work, and I was hungry. I thought about it.

**MEL:** And were they meeting?  
**JIM:** No, I was on a night's work, and I was hungry. I thought about it.

**MEL:** And were they meeting?  
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**IAN ANDREW**  
Partner-to-be of Incentive  
Software

**MEL:** Hello Darling, tell me about your first sex job.

**IAN:** I was the first guy for Stanley G. I was the first guy for Stanley G.

**MEL:** You should have got together with Stanley. He would be able to help you down.

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**IAN:** I was the first guy for Stanley G. I was the first guy for Stanley G.



**ANDREW NEWSON**  
Slightly more than a  
blowing job

**MEL:** Hello Darling, tell me about your first sex job.

**ANDREW:** South End and South.

**MEL:** This I tell you, you were the first guy for Stanley G.

**ANDREW:** Oh, much better than that. I was the first guy for Stanley G.

**MEL:** You should have got together with Stanley. He would be able to help you down.

**ANDREW:** I was the first guy for Stanley G. I was the first guy for Stanley G.

**MEL:** You should have got together with Stanley. He would be able to help you down.

**ANDREW:** I was the first guy for Stanley G. I was the first guy for Stanley G.

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**MEL:** You should have got together with Stanley. He would be able to help you down.

**ANDREW:** I was the first guy for Stanley G. I was the first guy for Stanley G.

**MEL:** You should have got together with Stanley. He would be able to help you down.

From a photo of your  
partner, including a few  
MEL: I was the first guy for Stanley G.



**TRICIA PETERS**  
Highest profile of all

**MEL:** Hello Darling, tell me about your first sex job.

**TRICIA:** Hello Darling, tell me about your first sex job.

**MEL:** You should have got together with Stanley. He would be able to help you down.

**TRICIA:** I was the first guy for Stanley G. I was the first guy for Stanley G.

**MEL:** You should have got together with Stanley. He would be able to help you down.

**TRICIA:** I was the first guy for Stanley G. I was the first guy for Stanley G.

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**MEL:** You should have got together with Stanley. He would be able to help you down.

**TRICIA:** I was the first guy for Stanley G. I was the first guy for Stanley G.

**MEL:** You should have got together with Stanley. He would be able to help you down.

**TRICIA:** I was the first guy for Stanley G. I was the first guy for Stanley G.

**'I handled bits  
of dead  
bodies.'**  
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# PROVE YOU'RE THE BEST IN BRITAIN!

## IN THE FIRST EVER NATIONAL COMPUTER GAMES CHAMPIONSHIPS

(THEY'RE ARE ALMOST UPON US!)

SHOW THE WORLD WHAT YOU'RE MADE OF . . .

Organised by the publishers of THE GAMES MAGAZINE, the National Computer Games Championships are the first of their kind in this country. Compete in the regions or you should prefer to enter the National Finals on the Commodore 64 or the Amstrad 486 computer through the new British computer sports magazine, THE SPORTS MAGAZINE. Through the new British computer sports magazine you, at the exciting first or second round, will meet other computer sports fans before the actual sports taking place in the final stages.

MAKE YOUR JOYSTICK COUNT . . .

Win the competition - receive a £2000 prize. Open to all ages including the under 16s. Open to all ages.

### VENUES

For all the first prize taking, entry rules and a complete schedule see all this exciting championship. See last month's TGM for more full details of the six first-round venues.

**(Midlands)**  
**BIRMINGHAM SPORTS CENTRE**  
 270 Bristol Road  
 Highgate  
 Birmingham B15 2DL

**(SE/Plains)**  
**HALF BROOKS SPORTS CLUB**  
 Bush Road  
 Openwell, St David  
 Gloucestershire

**(W. Ireland)**  
**BEALINK FERRY '81 GAMES'**  
**LAUNE (STURMANS)**  
 Parklands will be used  
 (see enclosed leaflet)

**(South)**  
**NETS LOUNG BOWLS CLUB**  
 Church Street  
 Edinburgh

**(North)**  
**MANLEY BOWLS CLUB**  
 Manley Road  
 Leeds LS1 3LP

**(S.W. England)**  
**ST ANDREW'S BOWLS CLUB**  
 11 Kings Place  
 Westminster  
 London SW1

All ages on Saturday - your friends too! Open to all ages. St David's Special competition will be held at a variety of times.

## NATIONAL COMPUTER GAMES CHAMPIONSHIP ENTRY FORM

Please write clearly using black ink.

I wish to put my name forward to qualify as a competitor. If selected to compete, I agree to abide by the championship regulations.

Name

Address

Postcode

Telephone

Please tick the appropriate box

I wish to compete on the Spectrum

I wish to compete on the Commodore

I am aged 18 or over

I'm aged under 18.  If you are under 18, your parent or legal guardian must sign this and send their name below.

Parent's Signature

Parent's Name

Please tick the regional/first round venue you wish to compete at

Birmingham

Gloucester

British Laune (Sturman's Ferry)

Edinburgh

Leeds

London

If there is any other way you are asked to attend a venue other than the one you have already selected, please tick the next best alternative for you

Birmingham

Gloucester

British

Edinburgh

Leeds

London

In order to help us determine whether you should qualify to enter, please give **ENTER** your high score on two of the following for 128 (last games)

**OUR RUN** high score is

**INDIANA JONES** high score is

**TSP** high score is

**GAUNTLET'S** high score is

**RYOAN** high score is

**OR** your best score on two of your favourite arcade coin-op machines

**1 Coin-up name is**  high score is

**2 Coin-up name is**  high score is

Complete the form and send it to: **THE ORGANISER, NATIONAL COMPUTER GAMES CHAMPIONSHIP, NEWSPRINT LIMITED, PO BOX 20, LUDLOW, SHROPSHIRE SY8 1DE.** Successful competitors will be contacted by post if necessary. Please do not ring or write to ask. A only books use the phone (read And good luck)

# GOING, GOING, NEARLY GONE! YOUR LAST CHANCE TO WIN AN AMIGA 4800 AND MONITOR

TGM readers  
have gathered  
that the Amiga  
is an amazing  
machine

**H**ere it is, the final chance in this series of three for one lucky reader to win a brand new Amiga 4800 complete with 1024 monitor. Yes, three Amigas we've had, and so far, two given away. Who will win this month? It could be YOU!

If you're an 8-08 addict, now's your chance to upgrade, and if you already own an Amiga, why then win one for your left hand! The first two competitions resulted in empty barrels of entries, and I'm no exaggerator to say that our 8000 issue was swathed with helpful enquiries. Obviously over the past few months TGM readers have gathered that the Amiga is an amazing machine with strong capabilities for producing quality graphics, stereo sound and for running games and showing slides. In fact the phrase 'I've got an Amiga, now what?' is a well-worn one. Anyway, what you all want to know is:

what machine with the face of 150 dollars are the names of 12 famous computers, some old some new, some stuck together and several in blue ink, we're not expecting you to find them without any help, so there are 12 cryptic clues which correspond to the names of the hidden computers.

Having discovered the 12 mystery machines, you then need to do a crossword (you prefer) for a chance to win the whole package in **AMIGA COMP 41, THE SAME MACHINE, PO Box 18, London, Singapore 870 100**. Entries must arrive here by first post on Friday 15th and the first prize will go to the specially named luckywin. Clueless? That's possible way. All entries must abide by the standard competition rules printed in the masthead - anyone found not doing so will be thoroughly bitten off.

## HOW TO WIN THE AMIGA

A combination of cryptic clues and a word-search forms this month's brain

### CRYPTIC CLUES

Each one has one and one 'em

- A powerful machine from 1981 with a hugey brain
- Everybody it resembles that has the name of a happy bird
- A computer with time to a minute
- Jack's 18 1/2 machines
- Just about do you want to wait?
- With 100m pixels a Japanese report?
- Of Alan Michael Roger Turing
- One of the later, now national Japanese machines - just the middle
- A baby machine. Most in Japan, most portable in its 8000 format
- Or Dave counted his spent quarters before he took the trip
- A program for computer chess in a box
- Dotty learned about a lot

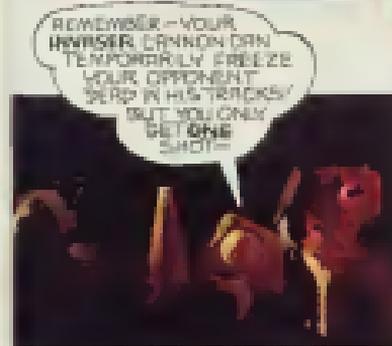
E	T	I	F	N	M	I	G	B	T	H	E	E
N	S	R	R	O	K	I	R	E	S	T	C	E
T	X	T	Y	L	S	X	R	C	I	R	O	L
L	H	A	B	E	U	S	O	I	A	R	M	O
O	S	S	A	G	I	M	A	I	A	O	A	O
O	P	T	I	B	M	P	C	B	T	A	D	A
H	E	S	R	O	X	N	Y	L	A	O	A	A
P	C	O	D	B	S	U	M	Q	K	R	H	E
E	T	O	R	I	K	O	O	M	L	O	S	T
L	E	R	T	S	I	A	R	T	A	G	S	T
B	E	U	Q	A	R	T	S	M	A	P	C	R
L	M	E	S	I	R	P	R	E	T	N	E	D
M	S	K	M	M	D	O	E	G	A	R	D	D

Name \_\_\_\_\_  
Address \_\_\_\_\_  
Postcode \_\_\_\_\_



# BATTLE BETWEEN PROGS

An amazing, new, interactive techno-toy is taking America by storm. Our New York correspondent, Marshall M. Rosenthal, tells the story of Action's TECHFORCE fighting robots in the form of a photoplay . . .





RED MUST BE  
HERE  
SOMEWHERE!

BUT BLUE PROBABLY  
IS USING  
AS A BAIT!



URK!

BOOM!



RAIS --  
MISSED!



RED  
PROBABLY  
GOT ME  
BETTER THAN  
I SHORT  
OUT!

I  
HAVE  
TO  
STOP  
HIM --

WAAA!



RED HOWLER IN ON  
THE PRIZE...



BUT!

RED!  
YOU CHEATED!



THERE IS A PENALTY  
FOR CHEATING --



OH NO!

INVASER  
FIRE  
COMING  
RIGHT UP!BLUE'S GOT  
THE BALL!RED'S ALREADY RECOGNIZING  
I BETTER HURRY!THERE'S THAT  
RED GONNA  
GET A FEW!LET'S SEE  
HOW HE  
LIKES AN  
INVASER  
BURN!

A PALE OF ROCKS...

THIS GUSH  
TO SLOW  
BLUE DOWN!

ROCKSLIDE!!

AHH!



AHHHH!!!

THE BLUE  
PROG IS  
THE  
WINNER!THIS ENDS ANOTHER DAY ON THE  
PLANET KRIM-BARR!

These alien  
creatures  
are  
very  
strong  
and  
fast.  
They  
are  
very  
strong  
and  
fast.  
They  
are  
very  
strong  
and  
fast.



AMIGA  
£29.99

# CINEMAWARE

NEW  
COMPOSITE  
ON DISK  
£14.99

presents

## the THREE STOOGES

Can **THREE** Stooges  
Save **ONE** orphanage  
From **FORE**closure?!

### OUR HEROES

They can save the day  
by making **ASSETS**  
of themselves!



### THE EVIL BANKER

He took their **WEEKS** USD  
and took them to **BACK** TV!



**THE DISASTER AND HIS 3 BEAUTIFUL DAUGHTERS**  
They're about to be **DISASTER** and we have **ASSETS**!



**MOE**

**LARRY**

**CURLY**



"BYE, BYE!"

"OH, A NICE GUY!"

"BEEF? BEEF!"

Produced by **GOOE** Executive Producers **ROBERT & PINK** **MOOB**  
Presented by **AMIGA** Distributed by **AMIGA** **AMIGA** **AMIGA** **AMIGA**



NOW PLAYING AT A DEALER  
NEAR YOU



# DOUBLE-O'S BACK IN TOWN

In his final report from the International Toy & Hobby Fair, John Gilbert assesses the impact of microchip technology on trains and spiders.

Plastic has replaced wood in Toy Town. A company's survival depends so much on its sleek plastic image, colourful logos and the tales behind its toys as a door as moulded Bakelite product. If you miss out on Masters Of The Universe or LaserTag, all the philosophy behind them, you might as well apply for bankruptcy.

One of the big success stories of the year's International Toy and Hobby Fair at Paris Court was the success of a company which, less than ten years ago was being described as a dead end or two types of mechanical toy: the flying train set and the formula racing car. For almost 70 years, Selenia computers, in the form of Selenia People's cars in and Hobby's train's cars provided in the long, dark hours of childhood.

Henry Hensley - writes Selenia People - is still a key industry success story. Its long haul-out of remote discovery and into the shining light show age of electronic product demonstrates the variety of the toy industry.

The company's change in fortune started in late 1982 with a management buyout. The new team saw the need to diversify from its train and track product lines and within two years had moved into the game toy market with Power Palace, a range of portable dolls created from the show legs of Cindy Mary Baker. These were followed in 1985 by a bunch of floppy-eared dogs called Found Pages.

It wasn't until late 1985 that Henry returned into the toy train market again with Thomas The Tank Engine, a range of steam locomotives which re-created tracks in trains. At the same time a resurgence of interest in motor racing was accelerated by pushing up sales of Scalextric. By then, Hensley was interested in combining technology with its train and race track to add realism.

## ON TRACK

Computerised control boxes and attention to detail mark the Hensley train releases for 1988. The long-awaited System 80 provided long power for the newer InterCity models in either a ready-to-run model or a 100mm slot. It also introduces a set of two hand-held controllers and a complete Gateway system which allows two trains to run on the same track. This compatibility from the rails and the other using an overhead wire system.

The overhead power system is used by the latest of Hensley's model engines, the InterCity Class 90 and 91. They are the items of the 21st century, according to Hensley, and it is likely that their sets up and down the country will never look the same again.



The futuristic image of British Rail - Hensley's newly listed Class 91.

Hensley is of course also keeping its train lines linked to the past. But the classic steam and electric models it produces will contain more electronically rather than pressure-controlled details. The Thomas & Co. franchise will feature glowing trains.

## RACING TECHNOLOGY

Henry takes the electronic technology to his track-beds systems and remote controls. It is also keen to prove the futuristic capabilities of newer Scalextric motor racing ranges.

The main race electronics on the Electronic Overhead Slot Gateway and the Electronic Lap Counter for The Gateway starts a race by lowering the colour red that a flag-to-end mechanism before allowing the cars past the starting grid. The lap counter will show up to a maximum of 200 laps and includes two gel stop facilities at the trackside.



New Electronic Slot Gateway from Scalextric.

It is the new cars - and the Slotcar - that leap into the realm of fantasy - and generated the most excitement at the 1987 Toy Like Diversions Display. Hensley has led up the MAGE custom boards - so you will be able to take control of MAGE Tracker's Selenia Mark 1 cars or special MAGE Masters' monstrous wheels. They are the MAGE racing sets MAGE Thunderbolt Patrol and MAGE Thunderbolt Attack. Both contain the usual lengths of track and the usual cars. But the Selenia park entry comes a flying flag feature which will have over the 100mm track slotting in its groove.

The most exciting racing cars include the Jaguar SRS-6 Formula 800 Lotus Renault and Lotus Honda all of which have some impressive advanced features. All five Formulae boast working brake lights while the Lotus races sport a turbo alternator that will activate which generates the bank entry during the six up period of controlled with an manipulation of the computerised hand held control unit.

A new range of state-of-the-art accessories also makes right racing more realistic. The Special Long Distance crash barrier includes flashing lights to make driving safer and the Radio Address System gives a flow by radio broadcast of the race. Their reality has also been improved with the introduction of Magnetism which holds cars on the track using a method similar to that used by the Japanese on their famous model trains. Add to that the introduction of four wheel drive on many of the models, plus some models of the World Championship 1/4 Formula One Silverstone track and you can see that Hensley has come a long way since 1960. The introduction of its electronic train sets.

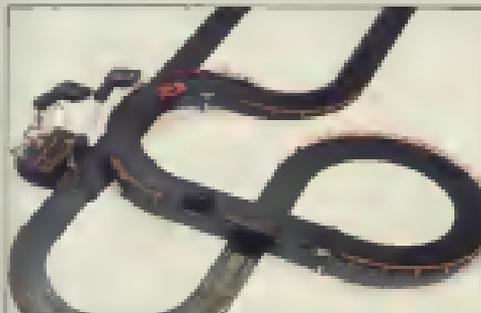
"... the Scalextric leap into the realm of fantasy generated most excitement..."

## AURORA

If Satelect looks impressive but pricey, then the Aurora racing bike, from Tomy, is impressive but somewhat tricky. In fact, the strong rear foot rest can pop back over its side.

The bike is controlled from a function box built into the track. This box contains three plugs, similar in construction to the Atari joystick ports.

Compare these track systems from Tomy's Aurora range, incorporating the latest technology through joystick-type control.



you find on most home computers. The bar controllers also resemble a joystick with a simple trigger for acceleration and deceleration. Other controls: to set the number of laps in a race and the amount which the cars should drive straight into the control box together with a simple switch when 'release the cars at the start of a race.

You can also use the new Aurora AFA big counter to the orange part of the track. It stacks up the laps for both cars independently using a dial system, rather than the more easily read LCD display from the Satelect/Aurora counter. Build a track around being at the top of the counter rather than being the on-coming cars.

The Aurora range contains four new racing bikes. The first is the Formula One Dual comprising two turbo-charged Formula One cars on the famous oval Grand Prix Circuit. There is a grid list of race track. Two pairs of push-button engine plug-in hand controllers and a two-way racing plug which allows cars to race.

Multiple Racers comprises two AFA Turbo Formula one working headlights for night driving. The Dual-line track layout comprises banked curves, four parallel over the ground curves and eight curve barriers.

The Grand Prixer set uses on the electronic power of Satelect as its base with a box in computer control centre for programming the number of laps and the speed of the cars. (The Race cars, with an engine in Formula One Formulae 100 are ideal for one race after the other is ready to race on. You can use the computer to control one of the cars while you handle the other.

Finally the Starburst Rally set contains a Peugeot 205 GTI and Volkswagen Golf GTI - what? You may not be your average racing car.

Get the full story when you visit when they're on display. The top, blue track includes a long, steep and a long wall, loop-the-loop, a high speed 5-gate, one-pole and 12 180° barriers. If you don't do for real you'll be in trouble.

## UP THE SCALE

Radio controlled models are the current craze for youngsters and it is

Japanese manufacturers Tomy and Sanyo who are pushing on in the hottest sports arena scale modelling.

Tomy has four models in the range of Honda racing bikes, each of which have yellow tyres, various-colour handlebar staining and working headlights. The winner in the range is the Honda NSR250R 200cc. It has a four-stroke, four-valve, four-cylinder, two forward speeds and one reverse, all controlled from an easy-clip throttle. Don't stop up, and the Honda Fourtrax has a push button controller and eight auto-stop functions that operate an optional five-rotating action.

The Honda A50 200cc is an All-Terrain Cycle with a powerful four-stroke motor that can get the wheels revving at 2.5mph. A more powerful version of the A50, called the Honda 200cc, has two forward speeds of 2.5mph and 4.5mph together with a fast auto-throttle action.

Sanyo meanwhile has three additions to its radio control range. Two of the models are fast water scale racing yachts, the Lamborghini Equator and the Monte Carlo. The third is a highly detailed all-terrain off-road racer, the Tamiya All-terrain Off-Road Race Truck. All are controlled by joystick-based remotes.

## POCKET PIRNALL

Just as all console games find their way from the arcade onto home computers, so miniature electronic pinball machines are finding their way into the game market.

Tomy has two of the latest pinballs on offer as the Toy-Far. The first, and smallest, is Atomic Pinball. The game board features an Astro-Flurper, which can fall on a starburst ball when lit by the metal ball. An electronic score board flashes up the Pinball

"The car controllers also resemble a joystick . . ."

Fonds as the ball bounces through the gates and flaps against the Factor Flurper. Whether it stays in play or falls into oblivion depends on your aim within two-fifths of the bottom of the board.

The big difficulty of all pocket pinball machines however is the Astro-Flurper. It contains three flip controllers - one in the middle of the board and two at the bottom - and you will need them all to keep the ball in play! At the top are pinball gates, a flapper reflex and two more controllers. But it is the lower end of the playing area you first get to watch. First, there are the Roll-out Controls which open the ball into a hole and set it out when you're not watching it. Then, right at the bottom of the board, Tomy have put a Roll-over Pinballer. If you manage to miss the ball in play near it for long enough, all the lights in the field will come light up and you score a bonus. Here, the related facility on Astro-Flurper is an obstacle for the game's bigger score brothers. The top end of sights shows the high scores while the bottom shows your current success. Current scores can be held by a push button but the high scores remain on the table ready for the next game even when you disconnect the pinball from its main power.

## CIBOLETRONIC

Finally, so what is the Toy-Far worth for complete without a report on something cute and cuddly. I guarantee these furry things will be all the rage at Christmas and into it. Some more when they fall for - well you're possessed it - electronic play.

There are three of them, all as cute as a button and all incredibly entertaining. Take Pezzer Super-Player. He has a quiet blue voice really when he babbles and is unbroken but if you make a noise towards him his eyes light up and he creates incredible very noisy topper games.

Pezzers are your best electronic gift for any child. They're the new stars in the range. Pezzer is the world's first electronic Pezzer. He is remote controlled and comes in any character you like him. He also puts Pezzer's eyes on display on the front, which can easily create a moving and moving and getting in everyone's way - just like real life.

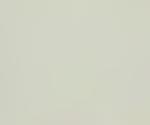
Alternatively, if a small gift isn't enough of a handful, give a Pezzer to Pezzer. Pezzer is another Pezzer. The one Pezzer is a small Pezzer, which means he can be used in any character you like him. He also puts Pezzer's eyes on display on the front, which can easily create a moving and moving and getting in everyone's way - just like real life.

## WHERE AND WHEN

All the toys have mentioned in these two pages from the Party Court Toy Fair are to be seen from March 1987 to London. You can find out more from my magazine with an Astro-Flurper and the new Astro-Flurper and the new Astro-Flurper. The Astro-Flurper and the new Astro-Flurper will also be available from branches of the Beames Toy Chain. And the Party Court electronic games should be available from bigger branches of Deans Storey.



Tomy's Honda racing bike ranges in all varieties available.



"... furry things will be all the rage at Christmas . . ."

# Teladon



On a hostile world,  
you can run, but you can't hide.  
...Teladon is waiting

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## DESTINY





# WHERE ARE MY CAR KEYS?

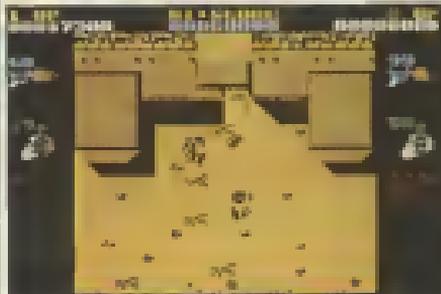
## IKARI WARRIORS

Elite System

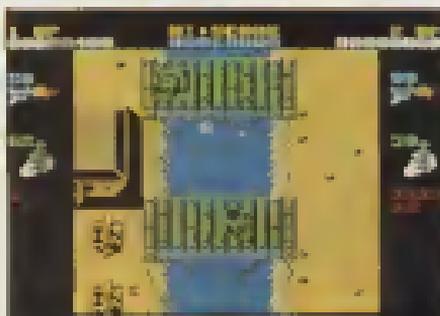
Two years ago, *Ikaru Warriors* was released on the Amstrad CPC with the promise of other 8-bit versions to follow. It has taken Elite Systems over two years to fulfil that promise, but they have finally achieved it, with the added bonus of 16-bit versions to follow shortly, and all packaged in Elite's new-style large boxes.

Caricature America, the United States backyard, is the setting for Elite's cut and thrust shoot 'em up war pictures. The story is one of

rebellious bands of revolutionaries have captured US General Alexander Stone and are now holding him prisoner in the US



A lone warrior battles his way across hostile terrain. Commodore 64, 100%.



A lone warrior battles his way across hostile terrain. Commodore 64, 100%.

headquarters. Fortunately, just before he can take his prisoner, the General vanishes in a mystery which soon comes up by two war machines. These guys are just fighting machines and just for the fun of the job when it comes to rescue it's back to involving lots of maximum force.

Maxed out, in when the plans transferring the warriors, forced to crash land deep in the jungle, which is crawling with mosquitoes, enemy tanks and helicopters. These are the sort of stuff that's best no quibbles about, playing fast and using Quacker's laser. Clearly, only one thing is certain to get through with: using the enemy's route.

## COMMODORE 64/128

Comps: 65/65

Diskets: 1/4/95

A long time coming, but *Ikaru Warriors* is finally here. Elite have had two years in which to get it right and the resulting program is an excellent, tough, consistent action shoot-'em-up of the highest order. The game is slightly better than the others around, mainly because the warriors can shoot each other occasionally (which doesn't happen in the arcade game). Not surprisingly, the Commodore 64 version has been taken out which means the entire game has to be completed in one go — a daunting task. The graphics do their job well, getting better as the warrior's progress further. The playing area is faithfully copied from the original (albeit with a few minor adjustments) and overall there is very little difference in the game's appearance compared with the coin-op. But it does raise the question: is it really worth it?

OVERALL 87%

The war machine for Warriors if the two player option is selected marches through the jungle taking out the guards with grenades and bullets. Remaining guards leave behind supplies of ammunition and fuel for their warriors to pick up. Extra include larger bullet range, an immediate-effect smart bomb and an extra level of the destructive power of grenades. The latter is the most important of all as it enables warriors to launch grenades from a safe distance, but beware of



## SPECTRUM 486/

T28

Cassette £19.99

Diskette £12.99

Jet 'n' Action is a game which works best with two players, if only for the fun of working to a team. Despite smooth scrolling, high degree of graphics detail and variation, there's not an awful lot of room for error in which to fail. Instead, 100% victory is seen the status displays on either side of a scrolling, smaller combat area. In fact, scrolling down the graphics as usual is possible without losing any of the detail. To avoid potentially obscuring attribute class, weapons and enemy positions are the same colour as the background, a white colour which works well and makes the game pleasing to look at and play with. The comprehensive level and including a novel Kampanon, futurist control method, Jet 'n' Action is enjoyable, endless scrolling, scoring of any top of the range.

OVERALL 84%

## OTHER FORMATS

PC, Atari ST and Commodore 64/4 systems can expect to see Jet 'n' Action on their machines priced at £29.99, £14.99 and £7.99, respectively. The original Amstrad version of two years ago is to be reissued and re-released at the standard price of £3.99 on cassette and £14.99 on diskette.

they provides and bullets for this are just as likely to hit your partner than your ally.

Converted from the 3860 design, Dark Warriors faithfully recreates the arcade machine in graphics, playability and general spirit. There are some variations such as the huge enemy tanks of the '80s in each region (but in the whole, the action) and in the arcade original can be applied to the home computer version with remarkable ease.



## IS JUNGLE WAR FAIR?

Jumping into one of the more beloved tanks bobbed around the play area provides you with much needed protection from bullets and allows you to cut a path through the enemy ranks. The tank's full level status bar keeps topped up on a depletion via matching cars. Warning is given but with only a few seconds in which to get clear and a host of guards taking pot shots nearby, it is only careful driving to survive to avoid bursting over wires while tank maneuvers and some nice steering as required to dodge enemy grenades.

As the game progresses the helicopter question is often the winner. Using bullets all over the place, small flying tanks patrol the jungle paths and machine gun bunkers fan the way unless destroyed with a well placed grenade.

The game continues through the jungle ropes, leaves along wooden bridges and eventually into the enemy compound's US base to rescue the General and return home with the reinforcement troops and state.

At the very start of the game, a warning says the original comparison - Commodore 64 version.

At the site is a bridge to fast your line, but water tank, a hole of pipe, and a hole of pipe.

... enjoyable mindless blasting - a constant action shoot-'em-up of the highest order ...

## VERSION UPDATE

## Knight takes castle

DARK CASTLE  
Microsoft

Atari ST £24.95

MICROSOFT'S comic tale of heroic deeds arrives for the Atari ST. But expect a surprising number of performance hiccups and annoying bugs. Dark Castle is home to the Flash Knight and as the brave adventurer you must defeat him. The castle is made up of 14 deadly levels riddled with boss rats and goblins that provide tough opposition. There is an ample supply of items dished around with which to defend yourself and as progression is made through the levels additional weapons - magic potions and bombs - may be

In PC version mode, Dark Castle plays just the same as the ST.



collected. Dark Castle was fully reviewed for the PC in TQM600 and an Amiga version update in TQM604.

## COMMENT

The version of Dark Castle is little different to the Amiga counterpart. The gameplay remains superb and featuring due to the complexity of the character control joystick and mouse on keyboard. Combining the fully designed control method with the minimal scrolling of three data reads in a store and building game. The graphics and sound are of a relatively high standard but they are not sufficient to counter the poor gameplay.

ATARI ST  
OVERALL 47%

# KAMIKAZE KRAZY

## POWER AT SEA

by David M. Butler

The Philippine islands became a key strategic base for the further conquest of Asia and Australia by the Japanese in World War II. The war-torn archipelago became the site of land and sea battles whose names ring through history. *Corridor: Between* and, in 1944, *Layla Gulf: One of World War II's greatest naval conflicts* it signaled the end Japan's domination of the Pacific. The US forces of General MacArthur and Nimitz, came together to culminate in the first landing on October 24 and 25. Simultaneously the US fleet shattered the Japanese fleet, sinking most of it. The landings put the seal on MacArthur's famous promise made at Corridor in March 1942: "I shall return." *Layla Gulf* marked the beginning of Japanese desperation, and during the clash the first of a new, terrifying weapon was used: the "Divine Wind", better known as Kamikaze.

In the simulation the object is to capture four Japanese bases on the Philippines within 60 hours. Under player control is the American fleet including a battleship, aircraft carrier and a cargo ship for use in the attack on the major Japanese force.

Stage One involves equipping the fleet prior to combat in port. Fighters, bombers, fuel and torpedoes are loaded. Space on each vessel is limited necessitating prudent allocation of resources. If the fleet is to accomplish its task (as equipped the fleet sails into the Pacific).

From the bridge of the fleet following the commander can access the main departments or, in several instances, associated by the communications officer. Navigation provides a map showing vessel and target positions; a status screen shows the damage taken by each of the fleet's main ships; an weapons control screen is where all the offensive/defensive armaments is activated.

The Gulf is patrolled by enemy destroyers. The navigation officer alerts the commander if they come into radar contact. Once contact is established evidence has to be made whether to launch an attack or whether to remain in range of the "Hellfire" guns. An air attack involves fighter planes diving in to take out the ship's anti-aircraft guns and make it safe for bombers to finish the attack.

The air attack is a simple simulation screen where the player flies the plane towards the ship to take out selected targets while trying to avoid being shot down or crashing into the sea. Failure to penetrate an enemy gun results in the bomber being shot out of

the sky before they proceed. If the happens the commander can use the battleship's guns on enemy destroyers. One or more is counter heading proceeds to the enemy's main and guns oriented to the defensive side. A succession of hits will sink it but at times it can back-stroke, inflicting damage on the American fleet.

## NO FRIENDLY SHORE

When air-based Japanese aircraft attack the fleet's air support plane can also play Kamikaze planes on the world as they fly directly at the ship and unless anti-aircraft control causing severe damage (and possibly the end of the game). Elements of these fleet are very much at



In *Corridor: Between* (reviewed) which acts as a many-armed right hand for the player (left) - *Corridor: Between* © Activision

sea-level. Even as guns have to be set at the correct elevation and angle depending on the target.

Once the fleet comes in range of a base, the two-stage assault begins. First coastal defenses are demolished by the battleship's massive 16-inch guns. Any remaining defenses can be converted by using a battleship's air to judge the range of the base and launch it to the sea, but Japanese fighters for heavily the island's air so the entire coastal defenses must be ground before they come into view. The amount of damage inflicted determines the difficulty troops will face in assaulting and capturing the base. To attack the base (and the number of ships to send in) the amphibious landing begins. About 100 feet and they will not involving naval air every and therefore not be enough men to capture other bases.

The game is over when all our enemy bases are taken, the 60 four-ton and run out on the fleet's surface war-damage and support complete the mission.

## COMMODORE G-128

Console £9.95  
Diskette £14.95

In many ways, *Commodore G-128* is similar to *Accolade's* *Armada* release. The two, with simple, independent arcade sequences brought together to form a game.

There's always a problem when it comes to combining two arcade sequences and programs the amount of military events available. In this case, it's a complex, resulting in brief bursts of play - the problem with *Flame* at sea.

Once completed, the mini-game has any of this challenge, the only demanding stage remains the *Lightning* sequence which takes more an hour (or even being shot down) than anything. The subject matter of the *Layla Gulf* battle is rich in potential and it's great. *Flame* at sea manages to bring together the main elements of the *Flame* and *Lightning*. The *Flame* at sea game is far too easy and it would only take an hour or two to play before its appeal is exhausted.

OVERALL 85%

Attacking and being destroyed prior to landing the carrier - *Corridor: Between* © Activision



"... rich in potential, unfortunately the game is far too easy."

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# A BLOODY HELL

## BLOOD VALLEY

Graphic: Graphics

**B**lood Valley is based on the Dunsmead Fighting Fantasy adventure book of the same name, written by Mark Smith and James Thomson. These authors have previously contributed two titles to the Fighting Fantasy series, *Talesman* and *Sword Of Sorcery*. They also participated in the software design of games based on these series and Jamie co-wrote, for Games Workshop, what is now a classic adventure: *The Power Of Darkness*.

The action takes place in the real world, not in the realm of God, when the spectral ruler, Archdemon, has a wicked feud. A slave is set free in an ancient mode of escaping (sword, subsequently, thrusts down and finally put to death by the Archdemon's minions).

Blood Valley is for one or two players. In solo mode you use the quality and may select one of three characters to play, great between or trial best, but different characteristics which I am to be placed in order to complete the quest and Archdemon and their minions or village in two-player mode one person plays the Archdemon who, with the first Dunsmead, kills the Assassin and the Dunsmead attempts to track down the second player. Using a full screen map each city is portrayed in the valley itself, where you track the quality then you. When the final city is won, marked by an old Archdemon temple, there is no battle.

Solo is fun, but in two-player the game fades. The two-player option becomes a waste of time, as an AI one player has to do in order for the other to do - there is no co-operation in Blood Valley.

### HOW RED WAS MY VALLEY

Once all the screens are made, the hunt is on. You begin with very little knowledge of the Valley of God, save that the capital city is called Assalon and that there is a well but in the western end.

Horizontally scrolling through different screens - the screen is split to show the two players characters - both parties are open to attack from the local inhabitants, vampires, bats and dragons, as attempts to get so and to the final treasure. The players are not omniscient, knowing the way an approach can kill the characters, weapons are selected, when they use is good

effect.

Curry, head-to-head battles, the enemy's name - a sword icon - shows rapid death or, although not-in-program is achieved by using good useful items such as gold and magic potions can be collected and added to the player's inventory. A choice is offered to use the inventory up or save from it, or return to the game.

Considering the depth and content of the Dunsmead game books and their game potential, the computer version fails to provide in comparison with the book form. The books, the game, and as more of a hack and slash

approach than ruse and avoid the two-player game fails to relieve the tedium of continuous running and fighting. Followers of the Blood Valley game books will be very disappointed with this - the hell of the hunt is definitely lacking.



A single-player game with the computer playing the number - Commodore 64 screen.

### SPECTRUM

Graphic: CEM

The graphics are poor, but, badly drawn characters move smoothly across the simplistic landscape. The program of watching statistics scrolling around soon tells why you don't play the game, which reappears in the lack of content viewed. After hours of playing and several attempts to discover anything better, our opinion remains unchanged.

OVERALL 30%

Micro/macro/micro graphics aren't the best, but the Commodore 64 has something a few other games.



### COMMODORE 64/128

Graphic: DCM

Diskette: £14.95

Blood Valley is mediocre. The graphics are better than average, the highly effective music is haunting and the storyline has strong potential. But running along from left to right, taking screen and constantly attacking enemies makes for a very limited game, even with the various regions and different enemies to encounter. Graphically it's a mixed bag, some areas are attractively presented while others are stark and abstract in appearance, making it difficult to determine where your character is in the valley. Assassins to take care of on the whole failed.

OVERALL 41%

In the dark, the sinister valley, scrolling across, spying on the top layer, better battle in a two-player game. Commodore screen.



### AMSTRAD

Graphic: DCM

Diskette: £14.95

Visually more busy than the other three versions, the weak gameplay shows it shows what Commodore sets in quality. The graphics are acceptable, though objects are poorly and more slowly moving colorful, but convincing, landscape. The scrolling of HUD elements is really fast the inventory - it makes enough some objects being difficult to identify - but not error is needed to discover which does what.

OVERALL 46%

... even the two-player game fails to relieve the tedium of running and fighting.

# A ROM WITH A VIEW

## USAS

Feature

The Japanese are renowned for taking their leisure pursuits seriously. Earlier this year a game for the Nintendo *Dragon's Quest III*, was released in the face of the rising sun and hyped to such an extent that it is rumored over two million copies were sold on its first day in the shops — the user base for the Nintendo in Japan is ten million. *Dragon's Quest I* and *II* were converted to the MSX, unfortunately there are no plans to do the same with the third in the trilogy. But with Nintendo's plans for Europe still firmly shrouded in corporate mystery, it is the MSX II machines which offer the best opportunity of seeing fresh Japanese games on our screens.

Confusing only the *War of the Magic* featured *Uasa* — the Supreme Mother God — and there the four pieces of fair haired gold to the west.

A party of *Wii* and *Clas* — the quote the usually quiet English missionary — the two heroes — are attempting to find the crown jewel and achieve one of the greatest achievements of the western world. This adventure lead them to many strange places — which all look remarkably similar — to find many crucial enemies. The motivations are, for a Japanese game, commendably brief: three pages.

As is typical with Japanese software the game is both and is entertaining, polished and informative. It always pays attention to everything which introduces the characters and gives a thorough background to the story. During all of which a non-motivated tone plays.

The background is heavily cut to the place of Temples, once

then they might continue their journey on foot. On entering outside one of the five temples, you are asked if you would like to enter. If affirmative you can choose which of the characters is to face the challenges which are attempted to return with one of the five keys required to allow access to the fifth temple.

### TEMPLE FIGHT

The two heroes were offering this solution. *Wii* carries weapons and *Clas* is a lung fu expert, the powers of both may be increased or changed, by picking up different keys — represented as a Japanese symbol or word — which the way *Clas* of these symbols is the key to the secret power of each level which centre with a certain symbol. If the creature is destroyed one of the four keys to the main temple is yours and a magic item transports you back outside.

The other characteristics



Inside the temple, with a dragon to look to about the way.



The dark environment, which enters to save and allows various results *Wii* or *Clas*.

pumping skills and speed, can be enhanced by collecting coins of different values, having sufficient money means you can trade with shops.

*Clas* is basically a platform and action game although in the relationship original Japanese style it is full of intricacies which all it help drive others of the game. All the character's are drawn cartoon-style, and most with precise realism. The puzzles and dangers faced within the temples are fascinating, involving

dumbfounding and mysterious. The background are nicely drawn and full of detail. An occasional great feature only the screen but is sufficient to transfer the impression of life. The accompanying sound is effective although the continuous musical track can become irritating.

### MSX II

Cartidge £19.95

The Japanese don't take their game software too seriously. Like their *Maria II* or the *Castalia II* — they throw everything in while

attempting to be best. However, the imagination of the programmers leaves no bounds, progress in this game is a result of style and cut when before even takes place on the next screen. *Clas* is a lovely example of that style, incorporating wind and wonderful elements with every obstacle and obscure situation of progression with polish and finesse. Attention to detail to entertainment and a fantastic, exciting urge to get to the final battle is involved by the steady progress and chance with practice — and the enjoyment to be gained by making *Clas* is equal to three MSX II back on THE GREAT MARCHING OFFICE.

OVERALL 88%

"... refreshingly original, infatigable, dumbfounding and impressive..."

*Clas* is in trouble because a golden orb has been dropped behind him a great height. But he's the fastest of *Wii* men and about to take to get out of the way.



# MOON BLUES

## TELADON

Review

The name of *Nick Baskok*, *Teladon's* author, is firmly linked with that of *Destiny* boss *Francis Lee*. *Nick* wrote *Sordaron's Shadow*, published by *Beyond* and *Chrysalis*, published by *Starline*—both companies for which *Francis Lee* worked before forming *Destiny*.

*Teladon* is an atmospheric game with a surreal atmosphere to destroy the world and I've spent you at 1000 bits. But be that as it may, the game has two distinct types of play, in 3-D scenes, reminiscent in appearance of *Monument*. One (the 3-D) is

and the other (the 2-D) is reminiscent of *Monument*. Both are for some available in 300 and 600 bits. Other available include locked gates and laser beams. Despite to and you may just be faced along the way.



Fig 3-D set several levels below the Spectra

means preference, while the 2-D effect is extremely limited and an extremely small section.

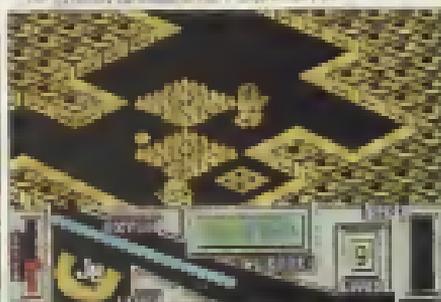
First you are sent to a jet window, speeding through an enemy-infested robot tunnel. Your mission is to survive long enough to reach an underground complex and find *Teladon's HQ*. *Destiny* has a destructive plan in just one operation. Two types of enemy (metal) the tunnel. *Destiny* is open gates, *Destiny* is open gates, *Destiny* is open gates, *Destiny* is open gates.

and as the moon has no atmosphere, oxygen bottles to replenish your supply.

### DO YOUR BEST LEVEL

Part two takes place in the opposite moon village, below the moon's surface. Each level—three stages—is composed of three. As you explore the moon, you'll find a guide on how to use the game.

There have been many and many jobs are available to be played on and limited. *Destiny* and *Chrysalis* (transport) you are about a level—through this is possible if the current level has not been thoroughly explored. The game is a masterpiece.



### SPECTRUM 48K

Cassette £3.95

Disappointingly the game is played with a plump style, resembling some space adventures, and including enemy craft trying their best to hit you. The line drawn and shaded 3-D format with this aspect of the game is disappointing—some of the enemy craft, including the full-blown *Destiny* (3-D) game. *Destiny* is a 3-D model, but there's no advantage, and even the price (and it's an enhanced and the game's the same).

OVERALL 40%

### OTHER FORMATS

There are no plans at present to release this game in any other format.

"... Indifferent gameplay and boredom soon defeats the urge to carry on."

### VERSION UPDATE

## Bouncing back

**AMSTRAD, REVERSE OF SIDE**  
Images

**Amstrad Cassette: £8.95**

*AMSTRAD* has now (1988) for the *Spectrum* *Reverse Of Side* covers the month for the limited, including enhanced sound effects and most of the of *Only* *Destiny* and *Destiny* graphics, credited by *Destiny* (in *Destiny*).

Forget the promises of a huge alien spaceship, and the first-

three-on-one format. *Destiny* really looks attractive on the *Destiny*.



world, and the *Destiny* of super game *Destiny* what we have here is a superior, upgraded version of *Destiny's* earlier *Destiny* *Destiny*.

The battle takes place over

numerous screens, still by level with, and *Destiny*. You see your steps to defeat an enemy, but that *Destiny* the *Destiny* and *Destiny* any *Destiny* *Destiny* you can be extra *Destiny*.

### COMMENT

Control of the level via joystick is a little sluggish—this type of game is best played using a mouse. However, the graphics are admirably pleasing (despite a minor screen glitch around the uppermost corners) and all components of the game are clear and easily seen. Apart from the *Destiny* graphics, the game identifies to the *Spectrum* version. The audio content, however, is accompanied with suitable effects and beauty (in *Destiny*).

**AMSTRAD CPC**  
OVERALL 70%

# FREEZE A JOLLY GOOD FELLOW

## YETI

Strategy

Since Europeans began to explore Tibet, they have reported legends of a huge ape-like creature called the Yeti-Kingim – roughly translated the filthy abominable snowman. The stories cover a huge area, from the Caucasus to the Himalayas, from the Pamirs, through Mongolia to the far eastern tip of Russia. In central Asia these creatures are called Melnich or Yeti, while tribes in the eastern regions refer to them as Apsas. The Yeti has been part of the folklore of the Sherpas of Nepal, the Tibetans, the Bhutanese and Sikkimese for centuries, and their children are brought up on legends of the Yeti in much the same way as English children are warned of the Bogeyman. Yeti – available first on the Spectrum – is by *Walter Christian Unglhart*.

## SPECTRUM

Cassette £19.95

Originally a 400-line grid, incorporating large, colourful and well drawn obstacles, the somewhat crudely drawn the westerly side of the Himalayas to 1000 feet mean real business. It doesn't involve particularly original gameplay, yet the elements combine well. The Yeti is involved in only a small section toward the end, which gives rise to the notion that the game might actually have been called anything! Despite this, it is well implemented and good fun to play, certainly not abhorable.

**OVERALL 80%**

## OTHER FORMATS

A Commodore 64 version is set for release although at the time of going to press Destiny could not confirm a release date. There are no plans for Amstrad or MS-DOS conversions as yet.

Many who have attempted to capture the abominable snowman of their fondly remembered Chris Brannon's much published – and well commended – expedition around a frozen expedition where objectives in a digital world are to be achieved.

COGS  
 Armed with ten grenades, a life counter and 100 rounds of ammunition and these five yeti are the best explorer has done. The well drawn terrain is a matter of your quarry. The game begins at dawn daily, but objective being to survive long enough to reach the end of level 1. Obstacles both animate and inanimate block your path, huge boulders show holes of gifting, mad wandering monks are with each other to try and kill you and mythical wonders constantly hinder your progress – until you shoot them. Many objectives are only possible by destroying them with a grenade although a careful eye must be kept on the ammunition level. Fortunately obstacles are scattered around the playing area and moving over them restores your inventory.



## VERSION UPDATE

## Soap operandum

**BONE OPERANDUM**  
 Superior Software

Amiga  
 Cassette £14.95

1987 released by the Commodore (in just 500) earlier this year and gaining 10% in 1988. Amiga games may now not come easy with the knowledge that Bone Operandum is available for this machine should they prove a winter therapeutic delight. Bone Operandum is a

## COMMENT

Little different to that of the Commodore 64, the Amiga characters are slightly better defined, the monster graphics, speech and the theme tune which opened up the Commodore version are gone, and the fun which does not play a massive role is less noticeable. The only notable effect present in the Amiga version, which barely makes the weight of a 1000 memory (500) in the on the Amiga steps and so well as the 8-bit game are represented a slowly changing and enjoyable picture, but it lacks any attempt at immersion over the smaller standard characters.

AMIGA  
**OVERALL 81%**

around a map-based, their making soap for fifty members when trying to avoid the enemy the Snake and the Spiders. The layout of the first few minutes of the Bone Operandum version is very simple in its way, but the Bone Operandum game the better & better.



## STAT FROSTY

There is another legend to be faced, much of the game is set in mountainous Tibet where Bostone is a real Frosty Creature. Most of your body temperature is required if it drops, too low you are turned into a frozen block although collecting a hospital that prevents the loss happening.

Crunching through the snow banking everything is light, with bullets and grenades prove to be very enjoyable in the hand or shot off up and get up-up played across a series of horizontal top screens which often turn out to be dead. The mysterious Yeti is occasionally glimpsed during the first three levels, but is impossible to catch until the fourth. Only then is the player given the chance to embrace it and prove the legend of the Yeti to be true.

**"... blasting everything in sight proves to be very enjoyable..."**

# WETA



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more fun to  
see this game.

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# PUCK OFF!

## BLASTBALL

by Dave Karger

**B**lastball has quite a history. It was originally written for the 8-bit format under the title Hyperball and released at a budget price. Following a conversion to the Atari ST, it became part of Activision's Super Select System and from that point on has now been downloaded onto Amiga. The Amiga version of Blastball was converted by Peter Waterfield and D Anderson who together form part of Icon Design.

Set in the future, Blastball is a one-on-one competitive sport derived from ice hockey. Players compete on the Blastball board viewed from above, attempting to score points by passing a massive puck into their opponent's goal area. Each game has a time limit of three minutes or is halted by the three-minute player timeout rule. Both players are equipped with various tools chosen from five available weapons. A class-one ship is easier to handle than a class two, therefore the lower the number you select the easier the game is.

The Blastball board is spread over several screens and play begins with the puck in the centre with the opponents either side of it. Moving the puck is achieved by either collecting extra ice or firing at it with the cannon lead to the nose of the craft. There are two steps of scoring, a five goal stage one point and is awarded when the puck crosses the goal of the

opponent and is the basis of the scoring side or a full goal is for five points - what is achieved by driving the puck into the opponent's goalmouth.

### A SPIN OFF

Under the player's control is a cockpit with a craft being piloted in an ambitious and a propelled with a thruster. Acceleration is also possible by pulling the joystick down. Craft five is the best, a turning facility for cannon fire which means that when a shot is absorbed by either the puck or the player's front shield, it is deflected off back and into the puck, unfortunately in these cases the shot forces the puck from behind and sends it in the opposite direction to the one required.

Blastball can be played by either one or two players. In one-player mode the board scrolls around the craft while with two



Press B to fire, to cover up and hold for SP-07 with a power change to defeat a single screen.

### AMIGA

#### Super Select

A good, if challenging, conversion of the Amiga game. The graphics are of a high standard - everything is suitably realistic and it's fun to play. The level and presentation is weak with no theme tune or loading screen. Craft control takes a little getting used to due to the high level of inertia - it's tough more apparent on this version than on the others - but practice makes perfect. Blastball should have more Amiga-specific history for it while, though interest could soon be lost due to its simplistic concept, the game doesn't change much, it just gets harder.

**OVERALL 85%**

players it leaves the puck central so that the board scrolls a little. Two players are engaged in simultaneous combat the wall often disappears through the screen as the action goes up to get back on course follow the water depth shown at the top of the screen.

Though Blastball is fun, Amiga's Super Select System also had to play with Amiga - also part of the Amiga range - it is a neat offering and available as a two-color game but would lose its appeal after some time.

**"... challenging conversion of the Amiga game, though simplistic..."**

### VERSION UPDATE

## Snowman's land

**FRONT BYE**  
Steve Watts

Atari ST: £14.95

**F**OR many years the jural comic has been a companion of the 'top' readers who relate to dark content eventually see and enjoy the uncut Snowman, monitoring them is certain to know the surface. But Hallow is now young Hallow, innocent and ready to assault the senses with his five heads and tentacles before leaving a nasty trail.

Hallow is of cylindrical shape and moves by flopping and crawling. During his jolly travels he comes across three different coloured inflated beasts whose properties he can utilize by moving over them with real results he could take from (most) any game. And given Snowman's 'jolly' without causing damage. Animation is also

multiple and fairly heady it is to be made as much of the game.



How does an inflated ball of snow? A sign of its strength for an old game in a new guise.

involve beating the given screen. As noted however some creatures are indestructible and have to be dealt with carefully if progress is to be made.

Below the primary screen is the display panel split into three windows left showing current object field right most many of five bits remain. Centre the primary status display. Also shown is the 'Tweak' meter indicating the amount of time left to play - 100.

Handle battery operation if the captured Hallow is to become reusable. Finish the game and

Press Play with released eyes ago on screen. Amiga and Commodore 64.

### COMMENT

For a game of ST graphics as bright and detailed, with engaging and looking monsters. The game's many levels, filled with different

the Korean uncutting monsters provide plenty of great period. The game's nature is simple although the game can begin at first, with practice Hallow can be used to perform double jumping traps and breathe across the screen at which point the game becomes enjoyable. The implementation, as one might expect from a slightly left upgrade at a budget price, does not use the Amiga's full potential, but the overall impression is one of competence.

**ATARI ST**  
**OVERALL 85%**

# SNAKES ALIVE

## SIDEWINDER

REVIEWED

**F**ollowing *Xenon* and *Ricochet* – The Arcade Game comes yet another of Arcade's coin-ops converted to the Amiga home computer – the machine which forms the basis of the actual arcade machine. Unlike the two earlier releases however, *Sidewinder* hits the streets under Majestic's own name and very much at a 1/3rd budget price.

It's not a mistake in the galaxy with our little base-jumped Star Blaster – a gorgeous space-ship in a tight, small planet.

Each a small feat was sent out to destroy the maximum quantity – to little effect. Only the 1000000 of the 1000000's sensor

offers a clearer hope – a machine in the docking bay, being each night allow a single and fighter access to the coin's revenue. They will do you pleasure.

Once levels Star Blaster the fighter emerges in the water-did fact to level intermissions and numerous gun reinforcements mean this surviving this area will be difficult, although power packs floating above the water can be a good tip to lower the rate will distribution of firepower. On four levels power packs can turn the fighter semi-transparent making it invulnerable to enemy fighters – or alternatively allow

against. Majestic's have thoughtfully included an excellent choice of five different difficulty levels, ranging from to Master all of which can be selected and changed when it's play by pressing the F1 key. There is also a two-player option with each player taking it in turn when both have been selected in the same play.

A great idea of game designers gone also determined to ensure maximum playability. The opponents always remain faster than their threat is controlled this can be needed to quickly sometimes avoid auto-collisions and enemies moved into the next area of enemy for. The carload featured dual scrolling on screen all of which the player can cope with until some one appeared new factor against the situation.



A generously spaced world built around the Amiga Sidewinder represents a well-made 88 as an environment.



floating in enable link to completely destroy ground targets or the area. All power packs are used in sequence by time and distance covered.

### BROAD APPEAL

At the end of the level distribution, level there is a combat which is substantial with a good 2500 scores will take the fighter through to the next level. Many improvements are used to produce a wide variety of ships for the ship, which their well armed creature gather in. Besides the just cut enhancements and intermissions – the types in all – there are also results in life and energy which are yet more creative when they show themselves. The real test is in the intermission time followed by the fight deck and finally the control level – delivery this and the fighter will blow-up.

To ensure Sidewinder's total

### AMIGA

#### Defeat 1000

There are eight appear to be the robot in a long line of specifically superb Amiga shoot 'em-ups, and visually it is not to be denied, but it is not always the competition to three important factors. Firstly the scores, these are an extra delight which a notable source of TGM identifies as being able to if not actually being displayed from the BBC to 700,000 points. Our favourite is the result of the fighter's bullets creating an enemy screen, but this is not our preference – and in place of this, Sidewinder is the ability to show your own difficulty level, making it playable by a wide range of people. In addition there's also the option to play the full levels, which might become easy as a high difficulty setting, then switch to an easier one. The latter option is the most important factor, however, it gives you a chance

at all, without which none of the rest would matter. At the same time the game never seems to get bored the eight different following game worlds getting things so players in that to be more in a fun shoot 'em-up video, at the price is a must.

**OVERALL 93%**

**"Sidewinder is a fun shoot-'em-up which, at the price, is a must."**

# THE INSIDES STORY

## GUTZ

Special FX review

**O**pen's Special FX team have been hard at work again after last month's epic thriller *Firefly*. *Gutz* is clearly about "ins-up, from programmer **Hobbes Tinsnes** with graphics by **Andy Nixon** and musical accompaniment from **Fred Gray**. The storyline and the game's objectives conjure up distinct images of the colic-

up **Albin Syndrome** investigating a far deeper level while working slowly through space in no game — except for the slow when you score recompense. Fortunately the slow ending scene decided not to show but clearly would be your choice, leaving you happily safe within its rapid finishing.

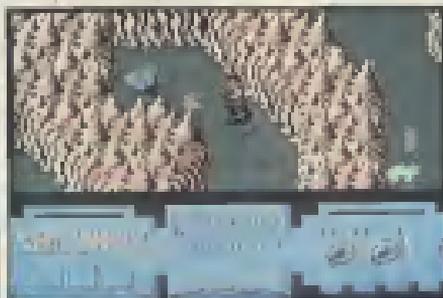
The objective is to travel through the game's levels — each into 14 sections (two levels with four sub-levels each) — destroying 10 various large, hard and slow cars of these major engine spaces at the end of each level.

The graphics are really slick and thankfully not as gory as you're prepared.

### ORGAN-ISOER

The body of the alien is a complex maze of corridors and dead ends, navigated by a host of bots.

On the first level, we have discovered the first part of the mission.



and parasites, all of which are deadly. (The organism can be

collected throughout the journey—different samples all different parts)—there is no single weapon available that can collect all of the alien's components. An alien is considered at 10,000 points which is more, considering the amount of mission time.

A map that is found on level 1 and a key that is found at the end of the mission are the only way to show your exact location in the maze. However, the key is necessary by a time limit.

In preparation to kill the organism, there is a laser cannon and a key to the protection chamber.

have to be located within the sub-level. The organization's capabilities are the real test in these sections and the final form is the most difficult and deadly.

### COMMODORE 64/128

Casette: 69/95

Casette: 69/95

*Gutz* is the kind of game to get worked up over. Although it is not frustrating, slow concentration steps within the complicated maze, you could find yourself in a losing to nowhere. It is immediately obvious — the map and floor search are not far from the starting point, but as progress is made, the game's graphics become increasingly difficult. Although the statistics are slow, the sound — while good — does little to enhance atmosphere, and generally it is not as polished as *Firefly*. But it still provides a challenge — and helps overcome frustration as each level is completed.

OVERALL 77%

### SPECTRUM 48/128

Casette: 67/86

Should be available by the time you read this. The same game, but obviously the graphics will be of the Commodore 64/128 style.

“... not as polished as *Firefly*, but it still provides a challenge...”



### VERSION UPDATE

## Conversion of the month

### CYBERNOID

Review

Commodore 64/128

Casette: 69/95

Spectrum: 67/86

**RAPHAEL GROSS** is a former student turned up as a feature Spectrum/Amiga 64 (reviewed 1/12/88). The 64 conversion by **Jack Jones** has been quite very much keeping in mind past comments that Spectrum to Commodore conversions are frowned upon. The resulting game

retains its graphical style, but that's

A series of interconnected rooms lead to those where Cybernoid — the flying machine — can be obtained. Various supplies obtained from navigable robot forces that have created the planet and left a variety of all supplies. There is only one rule to follow through the tunnel is

being entered and room you cannot visit. Rooms are equipped with various defense systems and various sets of rooms — though Cybernoid has a series of 10 weapons systems to fight with. Strategy, use of the weapons is essential — the different rooms need different use of weapons to overcome individual hazards.

### COMMENT

*Cybernoid*, an excellent strategic shoot 'em up, is equally as impressive on the Commodore as its Spectrum and Amiga counterparts. The color used to utilize the extremely bright Spectrum colors, mainly mainly — blues, greys and purples, with the rest of a pale green. This has the advantage of giving the game atmosphere — at a cost. Make a variety for the Commodore in the (only) 8-bit system, and surprisingly Cybernoid played like a real strategy game. Cybernoid isn't just executed, with either a strong fun or sound FX running throughout the game. Cybernoid retains its strategic challenge and represents one of the best Commodore buys this month.

COMMODORE 64/128

OVERALL 85%



# A COMMODORE ON YOUR COMMODORE

## STRIKE FLEET

Reviewed by Jim

Once again the Lucasfilm team of **Noah Falstein**, **Ken Maxwell** and **Larry Holland** who last gave us the *Phid Pegasus*, have turned in a satisfying simulation.

The team of writers — whose interests range from fantasy artwork to professional archeology — are already planning their next collaboration, but it's a well-kept secret.

The missions are in effect like a simple patrol through to ward War in conflicts against Russian Navy and air forces. Alternatively the seasoned commander can try the Campaign mode up of the four most difficult scenarios on the disk. Whenever the sea can't hold and sea options are available upon completing a mission.

Once a mission has been selected the fleet appears in quadrant. Assets from sea-air warfare can be added to or taken from the fleet depending on both the commander's personal choice of fleet composition and the mission itself.

Once the fleet is ready the mission begins. Following in the same style as *Phid Pegasus* *Strike Fleet* offers two views: one from the bridge of the currently controlled ship and a map view showing the control area and the vessels deployed within it. Orders can be issued from the map screen to individual ships or the fleet as a whole and if necessary the fleet

can be split into smaller groups very useful in a large area of sea for better command capacity.

## FLEET OF STRENGTH

The *Pegasus* interface is also apparent in the bridge view. Split into three the top section is the *Commodore* view of targeted vessels and legends; the middle section shows the ocean ahead and the lower third displays the main systems of the controls controlled ship. Other features include is the *Strike Fleet* commander include a radar display for detecting enemy attack submarines on board helicopters to provide wide range radar and *SOVER* cover, vehicle and manual fireing systems enable extensive array of defensive and offensive weapons.

During a mission the commander can expect to encounter patrol boats, large ships, enemy battle cruisers



The main attack screen as seen from the bridge with the *Commodore* view showing a converted *SS* in close-up. *Commodore* 84 screen.

ships. Targeted attack submarines and a *Task Force* as well as the enemy air and missile forces are listed in all respects the commander is faced with the decision to fire first or wait until fired upon. The decision made determines the fate of the fleet and successful prosecution of the enemy normally leads to total fleet destruction and a *Commodore*. The key to success is to examine position of all forces, use radar, look and shoot or try to lead the fleet ahead.

On the unmaped *Target* display and set as *Visual* are available a ship's gunpower, long range response, submarine can

be taken out with torpedoes or *ASROC* missiles. As a last ditch defense against incoming missiles that can be launched to the *Phid* class in *gun* attacks.

Lucasfilm state what makes a good game. *Strike Fleet* has action, strategy, depth and variety. Not quite a departure from *Phid Pegasus* but enjoyable nonetheless.

## COMMODORE 84 Disk, \$14.95

The challenge is even stronger in *Strike Fleet* than in *Phid Pegasus*. Even the first few levels, such as the relatively low-risk *Block*, *Patrol* missions can pose problems.

If you're not careful. Graphically, the game closely follows the successful style of *Phid Pegasus*, and in absorbing, thought-provoking, demanding and a highly realistic, strategic representation of modern naval warfare.

**OVERALL 85%**

## OTHER FORMATS

There are no plans to convert to any other format.

It's action, strategy, depth and depth.

The objective is to get screen where material and supplies are loaded. *Commodore* 84 screen.



SPECTRUM  
CASSETT £7.95

COMMODORE  
CASSETT £9.95



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THEY WILL BEAT YOU. THEY WILL BEAT YOU. THEY WILL BEAT YOU. THEY WILL BEAT YOU. THEY WILL BEAT YOU.

# Bob Winner



Linking his internal computer, Bob Winner, entered No. 4, 10000 at last. Another again... New York... the Courts were... were they? And the OTHER ONE was there... one of the men said to... they... We had a mission to complete, but first he needed to find the weapons in... defined... A... a... a... that was not all. He knew he would have to... The... the... the... strength alone would not suffice. He needed intelligence and with it he was... over to reach the...



## AVAILABLE ON:

SYSTEM	FORMAT	PRICE
Commodore 64/128	Cassette	£9.99
Commodore 64/128	Disk	£14.99
Amstrad/Schneider	Cassette	£9.99
Amstrad/Schneider	Disk	£14.99
Amstrad PCW		£19.99
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# TO BOULDER GO

## ROCKFORD - THE ARCADE GAME

Melvin Bell

Rockford started life as a lovely sports dashing about the caves in Boulder Dash grabbing diamonds and burying numerous rockfalls, and he returned in Rockford's Riot. Such was his success that besides becoming a mainstay star in ZAXX 64, more sequels have been made of Boulder Dash than of Jaws.



Character dashing through holes in PC.

Rockford has changed the famous sports has been dressed up in various Accidents which one of his worlds he visits.

For hard gamers it is not a buster that enables operators or doctor. The Amiga coin op contains various events after the same as when the character dashing appeared to escape from each level. Rockford men to pick up a specific number of objects and find the exit door before time runs out. On some screens getting objects simply involves making Boulder by either pushing them or pushing the stuff they rest on. Pieces of the exit can be very simple and/or last screens there are added complications such as having to hit monsters by dropping boulders on them and using explosives to destroy walls.

### TREASURE HUNT

A status bar at the top of the screen shows the number of treasures you need to collect, time remaining, lives left, number and which world you are on. Each world contains four levels (the order differs according to your computer make) and each level is made up of four screens - there are 64 screens overall.

Given that nearly Rockford is not just a novel idea but a - and sound remains a low profile

the fact remains that the variety of gameplay is an addition and challenging an even stronger play but very difficult to master.

### IBM PC

Software £19.95

The decision to transform the Rockford sports for the arcade was probably well-justified, but on lesser machines it is a drawback. On the first world for a party screen and the graphics look awful. Subsequent worlds are more attractive but rarely match the charm of the original game. Thankfully the packaging includes both 3" and 5 1/4" disks.

OVERALL 70%

### AMIGA

Software £19.95

One way to say the only surprise is that it wasn't the first version out, seeing as how the conversion is a straight conversion from Amiga to Amiga - obviously. Given with possibly better sound, it should be pretty similar to the PC version.

# BLOWING IN THE WIND

## THE CHERNOBYL SYNDROME

By Neil

U S Gold caused a controversial storm with *Raid Over Moscow* some years back, and they have done it again with the simulation *Accidents of Sensationalism*. I have been proven at the title and its packaging - which is obviously designed to catch the eye, although it hardly reflects the more serious nature of a game that asks whether you could have prevented the Chernobyl nuclear disaster. There are no other format releases planned.

The accompanying instructions, however, do with a few vital points especially missing - although an interesting amount of the famous nuclear mishap, plus some useful background on how nuclear reactors operate - and maintain. PUU simply, the reactor core is

made up of thousands of uranium rods encased in zirconium tubes. When the uranium is brought together it creates tremendous heat - used to produce steam to drive turbines and make electricity - and radiation. Radio on absorbing graft in rods can be lowered into the core to control the rate of heat

of energy.

First, you log into the power station, maintaining computer through which you are informed of the plant's current status. By using a command menu you control the reactor's systems through the terminal. The display area will table a plan of the plant's graph showing flow much of the control rods are in or the case a diagram of the core displaying its temperature and that of the coolant, which is shown flowing through the reactor. A panel of power gauges, a panel of alarm lights, an adjustable display showing the status of valves and other indicators.

### TIME TO SCRAM

The computer will check if the system shows an error or messages. These inform you of things out of pressure or if temperatures in the core which could lead to problems what you "hot" this is to adjust the status of one or more systems using the command window in the lower part of the screen. The simulation includes that a real part of the reactor system is being there is the possibility of a fuel meltdown - a reactor level. If you cannot quickly think of a solution to the problem, the best alternative is to initiate a SCRAM, effectively shutting down the plant and reactor.

Despite the sensationalism of the packaging, *Chernobyl* is really a very straight back reference simulation with nothing much in the way of exciting action. Its interest lies mainly in the

## ATARI ST

Diskette £19.99

Atari ST owning readers familiar with *Double Dem* should welcome the arrival of *Rolling Thunder* because like *Madmax* House's previous title (1991), the conversion has proved remarkably accurate. Colour is used extensively and the scrolling is adequate. Very professional in appearance, the graphics - although a little on the small side - are detailed and in general use colour well, with the exception of sea or fire (various coloured levels). A good implementation of the 3D-UP with enough on it to keep the slower CPU cooled during play.

OVERALL 74%

## OTHER FORMATS

A full version may follow on Mastercraft's new budget-price MD-X tape.

"... the gameplay is as addictive and challenging as ever."

## VERSION UPDATE

## Our man Albatross

ROLLING THUNDER  
on Disk

Commodore 64/128

Cassette £9.99

Diskette £12.99

SIEMENS's on-line game *Rolling Thunder* fully licensed for the Spectrum and Amstrad CPC at TUMOS is now available for the Commodore 64/128. Assuming the role of undercover cop Albatross and undertaking his battle against Gantz, you fight your way through ten levels of multi-scrolling action, tracking the releases and spread (often not announced). The further you get the tougher the action. To complete the game Albatross has to fight his way to and subsequently defeat Major, head of the neo-fascist group on earth.



## COMMENT

Graphically identical to the Atari ST version, it even incorporates the same real-time scrolling, although it usually is far superior. The music is identical to the Atari game and is readily accessible, as possible on cassette FX without real threatening to overstate that. *Rolling Thunder* does give you a lot to look to know what it's happening - write on the Atari ST - and graphical action are readily accessible. This makes the Amiga (and Atari) *Rolling Thunder* superior although it does cost five pounds more than the Atari ST game.

AMIGA  
OVERALL 78%

## COMMENT

House's 3D and *Rolling Thunder* game should have incorporated well, unfortunately this is not the case. The graphics of the animated characters and backgrounds are blocky, dull and lack detail. This, combined with the on-line music and less sound effects makes *Rolling Thunder* an average performance and nothing more than a low to mid-quality of the other 3D titles.

COMMODORE 64/128  
OVERALL 58%

## COMMENT

The scrolling is easy and the *Rolling Thunder* - as are the controls. The graphics, however, are bright, detailed and improve substantially after level 5, although smoother animation could be better. Visually, *Rolling Thunder* is a real conversion of the Amiga game and retains its consistent, although repetitive, playability.

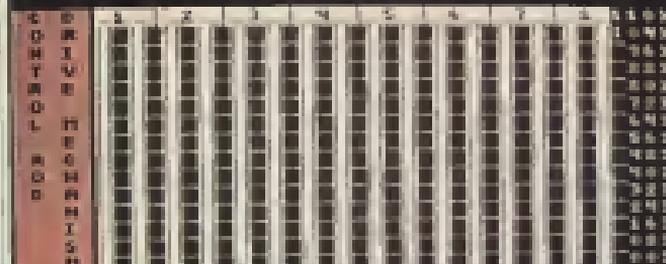
ATARI ST  
OVERALL 74%

throughput with which the programmers have researched the issue of nuclear power, the complexity gives a strong

emptied feeling of control over the reactor. The game can be demanding at first, but a green deal of satisfaction is gained from

you begin to successfully maintain the plant.  
See a range of other features  
looking systems - Commodore 64

100.00 WATER LEVEL IN BOILER A  
1.00 TEMPERATURE IN BOILER A  
1.00 PRESSURE IN BOILER A



RECONSTRUCTED  
CONTROL ROOM  
NO DATA

COMMODORE 64/  
128

Cassette, £9.99

Diskette £19.99

Graphical refinement of Open University lecture, with functional, colourful and clear diagrams, *Chernobyl* does provide a creative simulation with real-time graphics potential if you have the patience to persevere, and while you do, it's supported by some very interesting and striking sound FX. As a simulation it's good - though the production quality has been clear - as a game it's reasonable either way, it's engaging and unusual enough to deserve attention, despite the title.

OVERALL 84%

"Chernobyl gives a strong, if simplified, feeling of control over the reactor."

# ROCK'N' BOWL

## THE FLINTSTONES

Spindler Entertainment

Taking time off from advertising breakfast cereals, The Flintstones will soon appear on most home computers via Genesis Entertainment's *It Isn't the first time the famous stone-age family has been pretreated*. Quackles had a less than first-rate offering with Yabba Dabba Doo when the company was under Argus Press — the umbrella that so impressed Stephen Hill he bought it, and with it rights to a subsequent Flintstones game. The programming is by Teague Software Development, who also did the well-received *Tetrazon*.

The only unambiguously Terrible Two Flintstone wants in his is to do battle with Barney. Baby Fingers follows in a game of bowls at the Bedrock Bowls Bowl. But his is never so simple, before he is allowed to share a significant modern Yabba Dabba Doo resource: the long-range.

Free a model is as good as the partner he goes to the mall, but he has to hurry if he wants to finish before the opening day closes. A ladder helps reach the top of the

well, but when he moves lower down Fred has to watch out for young Pebbles who has decided to act out on the stonebow. Returning the daughter to her proper arena Fred snatching the bowl, and plays this is actually a square, or Poppy Square about until he can recapture the desired thing.

Bowling is considered out of the ordinary passing time exclusively on four-lanes. When the sand runs out, Fred loses one of four balls

four-lanes when all are left. He loses one of four balls and has to start the ball again. When the happens, Fred (don't) start gaining points again until he scores more than on his previous attempt.

Only complete a game to climb into the car and race to the Super Bowl before a cheer. Avoiding the main rocks on the road is quite a

task, though hitting any at high speed results in a wheel dropping off, leaving Fred to stop and replace it before he can continue his journey. These delays can be fatal if Fred is late and the slot closed — he loses a life.

## IN LIKE FLINTSTONE

Once all the bowling alleys the houses boogie. The greater is available to the other left side that stands ready to bowl you can move forward on the alley forward when the frames form. You can also control the speed of the ball and control the speed of the throw.

Each profession Fred's chosen an afternoon spent playing bowls with your stone-age at the Bedrock Bowl.



## VERSION UPDATE

### Planet carefully

#### MEGA-APCALYPSE

Stratton

Spectrum 64 89

RELEASED

on the Commodore 64 late last year. *Mega-Apocalypse* enjoyed a great deal of attention as a superb

update of *Duty Cones*. The scenario, from an idea by Jefferys direct—travel through space, find strange new worlds

and destroy them.

Invaded into new worlds in the first you are up front to your way by shooting into some objects while avoiding collision with the comets whizzing about the screen. In the second area worlds and around in clearing combat resources interacting to collide with you. When they fall apart with distance they can't be dispatched easily, but

growing near they return a new area to destroy them. At level 3 and a map game may be dropped off before the next level can be reached. Another equipment screen follows and the whole cycle is repeated. Other resources are comets which appear without warning at the edges of the screen and large planets that can materialize anywhere.



## COMMENT

*Mega-Apocalypse* is yet another example of the well worn theme that Commodore 64 space games rarely depart well in the Spectrum. The Commodore version included a starting year field, speed and a free player on screen option — items all these appear on the Spectrum game. Music and sound effects are reasonable on the 128, but that's a concern on the 64. System Engineers will not be surprised to be named too, but an initial level of that's available is a good value ship and auto fire system. The latter allows rather to be controlled by the fire button, which gets confusing as equipment screens as control that counts back to normal. Difficult and repetitive. *Mega-Apocalypse* is a magic has largely been lost in the conversion.

SPECTRUM OVERALL 85%

## ATARI ST

Cassette £19.95

Identical to the Amiga version in graphics and gameplay, only the sound differs - in one slight respect - through being slightly more in-quality.

OVERALL 75%

More quality-looking to visit one of the best local markets with a great atmosphere and Fred's best food store - Amiga version



and the 16, better than a 2D scrolling set on loading game and player gets two third person view and see better performance unless a player gets a strike - which can be fought back another time added up at the end. Three games make up a match meaning Fred gets to beat 20 times before proceeding with the next level.

At the end of each turn there is a prize having hit two levels. One of the other game sections the is using the same time last shot. Fred can go on into the final section. Watching Barney fight may initially give helpful hints but soon becomes an unnecessary hindrance in very long games. The length of each game is made yet longer by the long-winded retaking of the prize after each level - this is taking really too far.

Incidents of the well is provided by points with Fred's loading score being doubled and added to the game total - once Barney's score is subtracted - at the end of each game.

Frederick eventually returns home to find a letter addressed by the daughter of a nobleman. He sets off to search for his daughter and finds her clinging to a girl on a boat going out. The site is haunted

by a ghost and a storm which leads to the end of the game. Should be to be too difficult however - time runs out and Fred loses a life. Should be to be too late at his last. Barney will rescue Freddie allowing Fred to be a masterful player.

## SPECTRUM 48K

Cassette £9.95

## AMSTRAD CPC

Cassette £9.95

Cassette £12.95

## COMMODORE 64/128

Cassette £9.95

Cassette £14.95

## MSX II

Cassette £9.95

Please note that for all 8-bit systems - and at April 1988 Q&A's launch - it is really important that all the words will come complete identical to the review above - even the Spectrum will have a digital 'Yeah! Gotta! Don!' at its end!

## AMIGA

Cassette £19.95

The King of the Hill graphics that prove challenge the 19 version which, together with an excellent routine of the theme tune, played throughout plus a digital 'Yeah! Gotta! Don!', establishes that class presentation. The game is no less impressive, although from the beginning progress is difficult - perhaps with only 20 screens in total, they thought players should work quickly hard at one level. However, the graphics appeal created by the sound and graphics is sufficient to tempt you to reach the next screen or level. Anyhow, however, the challenge could provide an amusing, if generally tough challenge.

OVERALL 76%

"... graphics that could challenge the cartoon... an amusing, tough challenge."

## VERSION UPDATE

## Court of the crimson king

## INSTANT RAM

Amiga

Spectrum Cassette £7.95

Spectrum - 3 Cassette £14.95

BARBARICA was a powerful lord and the wicked wizard King came along. The wizard is able to go to the throne. King takes revenge by opening a mystical portal that allows access from the city of hell. The creature now reigns the land causing death and chaos in their wake. Fortunately one man has proved himself capable of being the demonic hunter the son of Marlene. Ruler.

You take the part of Ruler and undertake his task to travel through the kingdom destroying all in his path until you reach the start level ruled by King. They must be seen and defeat the evil one in his darkest guise - the soul sucking dragon.

The game is split into two levels each one filled with blood thirsty creatures from hell - necessitating the few lives awarded to Ruler.

Armed with a laser sword in the usual, Ruler's fate seems powerful enough to be overcast.

The landscape is most unique and a lateral life guard killing the demonic being points and reveals any special objects they may be carrying. Including a shield that reduces damage - medicine to replenish energy and a roll that creates a bonus. Only when Ruler has fought his way through the many levels of his demonic kingdom can he truly challenge King, defeat him and restore peace once more to Marlene.

Highly detailed graphics help this excellent Spectrum romp.



## COMMENT

Ruler's fate is a great hack and slay game in the best tradition. Graphically unique, the music, and exciting Barbarian style. Obviously designed for his way across the many distant kingdoms. The various demonic beings in a nice and often the field that are attempts to stay Ruler with great use. The game flows you from the start and great enjoyment to be found making the way and making them back to the hell from which they escaped. Overall an enjoyable romp through the violent world of the Barbarian king.

## SPECTRUM

OVERALL 85%

# ON THE REBOUND

## PINBALL CONSTRUCTION SET

(by Ross Art)

In a way they should really be a Version Update review, because Pinball Construction Set made its first appearance on the Commodore 64 back in 1985 on the AmigaSoft label. But as that was over two years ago now, it seems only fair to give this new PC version the full treatment. Critical response to the original 8-bit title was highly favourable. Now Electronic Arts are making it available to PC owners in the UK.

Pinball Construction Set on PC2 is not what it seemed to be — a complete pinball design utility which requires no programming skills whatsoever. Once designed games can be saved to disk for later playing, and just to give you the flavour of things there are a few example games included.

The main screen display is divided in two vertically (dark, control icons on the left; design icons on the right). Of these 11 are pinball parts — flippers, bumpers etc. — in the form of polygons, which can be moved over onto the table by using the hand pointer included among these parts, or such things as magnets to hold the ball in movement and lanes to hold pathways for the ball. In addition there are several command icons for the changing the polygons used in the pinball game.

### SHAPE OF THINGS TO COME

The fact of these shapes come an error (three control squares on the polygons and game table when selected) like pointer — like an arrow — is placed on any of these squares. The shape can be changed into diamonds, bar forms. More control squares can be

edited by the second icon — a hammer — or eliminated by the third icon — scissors. The last function erases all polygons placed

One of the games included (just to show here it's more complete with logo)



something into an unmovable one form — delete the figure and the whole polygon is deleted. Built-in earned the flexibility of the system at the top and the table with which it can be done, makes the pinball review so we discovered at the 646464 MAC64) when one says had a

got can rapidly design tables of magnificent playability!

Next command icon is a hand push with three colour choices below it (wide choice of these three colours can be applied through on some machines — and doesn't include standard background black). At the control level the brush and pencil can be used (helpfully to change the colour of selected objects). Research when used in conjunction with a magnifying glass can then easily reach anything on the board, plus

and the variety of sizes and flippers. The next icon means the player can establish scores and even sounds for targets and bonuses. The final utility is clearly design games can be saved, loaded, played and saved (again can only be played with the PC2 disk).

Amiga/PC players should note that the pointer option refers to analogue joysticks used with a joystick card.

### PC

Diskette \$14.95

Pinball Construction Set is without any doubt the last creative work which its team system is essentially straightforward, though with such a results of options extremely complex results can be achieved — game software games — if you're a fan of pinball games PC2 is comparable and could even be used to create fantastic pinball tables such as Coy Hunter and Super Strike. The software the enormous range of options available might prove irritating for the creative but essentially it is just a pinball game and whether you're such a game or not, should, accordingly, prove your reaction to the creativity supports utility.

OVERALL 84%

"There is no doubt that it is without doubt the last word in such utilities."

### VERSION UPDATE

## A prime evil

**PREDATOR**  
Action

Designer in the jungle — altogether more detailed than the more prosaic on the 64.



Atari ST Diskette \$14.95

All the gear and ultra violence of the latest Arnold Schwarzenegger film comes to the ST from Activision in Predator — the game of the film — you become the master

of Schwarzenegger leader of a DUCK team of commandos on a rescue mission in the exotic American jungle. Things go wrong when the boss is forced to retreat after the mission is aborted. Then re-embarked begins as the team

ascertain the Predator's hidden base another world (because it's strength and quality. The full game details of this must be noticeably something about us, see the other format review in TOPPAGE).

### COMMENT

The handling isn't perfect but it leads to a somewhat well drawn strategy through the game play. The colour palette is well so subtle as the grey and green found in the Commodore 64 game, and there is the odd graphical mistake — the ability to walk through bushes and tall bushes for example. Sound takes a back seat for much of the game, with grenade explosions, sniper whistles and the wail of helicopter blades at the start. The music falls in the introductory sequence is only not out of context with the game and its exciting on level. About the whole thing is an enjoyable shoot 'em up with some real effects but a disappointingly straightforward campaign from its 64 predecessor.

ATARI ST  
OVERALL 70%

# PANDORA



Screenshot 1



Screenshot 2

Discover a rich and mysterious world with a story that unfolds as you explore the planet Pandora. Pandora is a rich and mysterious world with a story that unfolds as you explore the planet Pandora. Pandora is a rich and mysterious world with a story that unfolds as you explore the planet Pandora.



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A LEGEND IN GAMES SOFTWARE

... AN ARMY IN A LAND  
WHERE TIME STOOD STILL ...

... A DINOBY ROCK-FALL  
THREATENS TO KILL OUR HERO!

ARRRHH!

# WHERE TIME STOOD STILL



OFFICIAL OF  
THE 1988 TO 1990  
INTERNATIONAL  
EXHIBITION  
JUNE 8  
1988



GOOD LORD!

DANGER LOOMS EVERYWHERE!



OH HO!  
CANNIBALS

# ocean

# THEY SAID IT COULDN'T BE DONE

## RETURN TO GENESIS

Review

After last year's PCW Show — the advent of THE GAMERS MAGAZINE issue One, Steve Bea, author of Goldrunner and Kaze's Kid A, loaded up an early game demo on IBM's Amn ST. It was a revelation because among other things it was intended to demonstrate that despite a firm belief to the contrary the Amn ST can cope with high-speed, horizontal pixel-line scrolling using all 16 colours. Steve proved his point: the demo is now a complete game — Return To Genesis.

Originally the project was titled DiamondGenesis and intended to get cloned scientists to speculate on publicly priced

The discovery that people made themselves mistaken stormily and cleared the way for a future.

attempt to help the clones could only change themselves. So the minutes were left to survive as best they could — unless The Mathematicians have become employed in a way with freedom and their boss over the supposed limits has greatly weakened.

### CLONE ON THE RANGE

Remembering their debt to the scientist, the Mathematicians dispatched Group Captain O'Rourke to initiate research at the James A. Spaulding and quickly realised as only statement a simple case yet. However, since both of the 12 cloned scientists agreed they might be able to reproduce their expertise and add essential design advancements in the ship.

Return to Genesis is essentially a fast, very impressively scrolling speed game up with quite excellent parallel movement of the background features. Genesis is a no-waiter, the background is a continuous, 3D geometry by using an oblique horizon or cut-down flying into aspects of the scenery with perspective will have the ship fly over/under it back into the picture the picture Mathematician ship.

Each world houses 12 scientists represented by a moving, repositioned figure that can be moved to bring out them or used in a context that would fit them. Once released a scientist can be made part of the crew by pressing the 'F' key. Outside the picture you will picture of the scientist on board any of whom can be asked to contribute their talents to the ship development though not all will be able to help.

On returning to the action the chosen scientist's 200-second capability can be activated. Abilities include triple-fire rate fire, long-burst, high-velocity speed, short-burst and charge. If you die however all the scientists get lost and will not reappear unless world One is very nearly as often required to land the ship just off to the west of its possible world.

To help you in your task there is a scanner under the play area which shows the location of the scientist, the scientist and a screen.

### ATARI ST

Developer: ETR 30

The graphics move at a startling speed — even when static they are very fluid. The digitised speech is extremely impressive and quite distinct though there is a bit of an integral part. All this, however, is difficult, making at high speed invariably results in the ship ending up as a ghost through the scenery, and having the ship around in short distances from repositioning from the rear screen, with practice these objectives take and progress is made. Unfortunately the price of this progress generally seems to be a digital guarantee for dealing with the scientist which are identical from game to game. This need for precision and the rather limited amount of blasting involved, makes Return To Genesis, likely but at the same time the outstanding graphics make success in reaching new levels very rewarding in conclusion. Return To Genesis is a worthy addition to the ranks of a well-made computer game.

OVERALL 81%

### OTHER FORMATS

An Amiga version is planned.

"... outstanding graphics make success in reaching new levels very rewarding."



work in the year 2000. 12 scientists were selected for cloning due to advanced medical treatment of war in other remote. Together in hundreds of worlds the clones were sent to their respective worlds and started to get on with their work.

Then in 2024 the clones, a sign of the artificial planets began Mathematicians' sophisticated planetary defenses and were considered so powerful that the nation could intervene. The Mathematicians decided that any

They said it couldn't be done — but this is 16-colour, ultra-high-speed pixel-line scrolling on the ST — in black!





# UMBERED AGAIN

## BLACK SHADOW

ON

As though it had just been let out of school after a particularly tough lesson learning about fractal mathematics, the Amiga is enjoying an unprecedented number of viciously scrolling shoot-'em-ups for playground relaxation. *Black Shadow*—one more in the growing line—is programmed by **Jim Rogers Productions**, with **Julius Burt** responsible for coding and **Jon Law** handling the graphics.

Both is devoted to peripheral devices when an ordinary distress under alien control parties host in an orbit which apparently exceeds the hot 500s sent up to attack it. However, destroyed by a rocketed test the bullet, think they might be able to change the shield long enough to know the ship is get through. Unfamed score have revealed huge quantities of attack craft stored beneath the surface of the asteroid—when you can pan across to see.

Fortunately, satellite photographic evidence that so well as military feeds and industrial centers there is a laser flyer, variable on the screen. If you remember the laser, then the screen should also be destroyed.

*Black Shadow* features a one- or two-player option which in the later case, shows both players on screen at the same time, with both referring to the alien force. If one player loses or is lost, the game is over for both.

Microprocessors of the video is 500s characters—the printed



Death to alien invaders in the post-apocalyptic world of *Black Shadow*—Amiga edition.

the trail—see shown on screen above the screen and a show of options or mouse control is available. Usually you're better.

## AMIGA

### Shards 20%

*Black Shadow* makes a good use of the Amiga, more so than most other games, but once in play, it proves a disappointment. Mouse control is erratic and while a joystick is better, it doesn't make up for the particularly irritating graphics. The strength of the alien attack might be excessive if you had a second spacecraft with which to do battle, but this is not the case. The ship is slow to respond, it cannot fire unless he probably fire or two bullets have disappeared, and it is restricted in moving from less than half of the total screen. With only average game graphics, poor sound FX, lack of originality and too-tough gameplay, *Black Shadow* is not recommended.

### OVERALL 20%

Down-screen and numerous ground installations constantly fire missiles while more enemies go from the bottom of the screen forcing you to be using weapons at once.

## OTHER FORMATS

A conversion is imminent for Commodore 64—Cassette 2500, Diskette 254.04. An Amstrad ST version is under consideration.

"... only average game graphics, poor sound FX, lack of originality and too-tough gameplay..."

## VERSION UPDATE

### A harrying experience

#### STRIKE FORCE HARRIER

Microsoft

#### Amiga 128.00

**NATURAL** one of us shows some interest in an interactive factor in the Falklands War. The theme is one of the most famous operations around. Microsoft's simulation first appeared in 8-bit format back in 1986 and now a programmatic update, it just adds the simulation was converted to high 87 and in one of the machines test combat simulation proved very exciting.

For the Amiga several additions have been made such as graphics a more detailed landscape and a powerful tutorial. But so substantial improvements of the

and seen on the combat map of American campaign. The simulation *Strike Force Harrier* is notably better of many enhancements and still screen options. In addition the game offers a single ferry mission and some additional goals of 100 points.

The object of the game is to destroy the enemy 180 while protecting allied bases from their attacks. If all of and bases are lost



then the game finishes. This objective requires full mastery of the Harrier. The aircraft comes equipped with two cannon, three missiles, bombs and two fuel tanks. It is an excellent pilot.

which along with fuel can be replenished by landing at a base.

There are three real-time point commander and not just in to an anti-ground position option.

## COMMENT

Equally presented with a great 500 page, realistic sound effects and graphics, the amount of detail in the game is very good, and the gradual learning of the controls when descending through them, all help make initial impressions pleasing. Graphics include tanks and SAM sites, which appear to be more realistically, and although repetitive controls, it is still unique any other appearance, particularly in offering any game scenario. The PC version offers a command screen simulation which, though limited in options, has been professionally converted to the Amiga.

## AMIGA

### Overall 87%

## OTHER FORMATS

A PC version is also but it is worth the same price you need the full about the same price.

# PRETTY IN PINK

## PINK PANTHER

Magic Byte

**P**ink Panther — how come he's escaped being computerized for so long? — written by Hoff and Before Lasker is the first Magic Byte release marketed through Gramlin Graphics. Other products from this programming team include *Wicket Games* and *Mission Elevator*.

In usual Pink Panther fashion, Hoff and Before Lasker work as a better cop than a mean. He can't level a car with a jet — and burglar the house at night. But he can sneak out and a 10-minute straight shooter during the occasional evening. Inspector Clouseau is not to worry. The reward for successfully burglar several houses is an ill-fated holiday in the sunny South.

To start there and then the case to the left a job shop. Game-over is a replacement right a police stand — your ultimate destination. At the job shop Pink Panther studies ahead of last available houses to apply in — but only if he has the correct accessories will be get a job. Choosing a holiday without sufficient funds for the bus or light into the game.

Pink Panther arrives at night in

and to make sleep in a dreamy atmosphere, a display in the screen a top-down view and Pink Panther a his thoughts — actually an action screen there — and a movie leg to be filed.

Acting quickly to stop misadventures from bumping into anything is essential. Standing before the sleepwalk and out-of-control car in the opposite direction. And, being a fast forward from the thought feature. Manual control turn him either into or out of the screen. Other items such as a telephone and a hand help get something over obstacles.



# BIG DEAL

## CARD SHARKS

Amstrad

**P**laying cards is perhaps one of the oldest forms of entertainment. There are games for one, games for many, games of pure luck and games that require great skill and concentration to play well. Some are played simply for entertainment, while others include the chance of winning — and the risk of losing — high stakes. Card Sharks, combining three different games, was designed by Mike Lorenzen with graphics by Mike Doggett and Richard Anolik.

Card Sharks combines three versions of Poker — Nevada and Texas hold'em, and Heads and Blackjack. The graphics require the computer player to act as opponent —

which is played from available on character. They include Luigi Lery, "Wonderful" and Mike who are all associated in particular card game and their well known political machine. Strategy of



## AMIGA

Diskette £19.99

Character control needs to be as precise and quick, but some aspects are flawed — sending the opponent back in another direction by using a ball is particularly unconvincing, not only can it take to get things right playing 100% of the time, but frustrating. However, the graphics are quite good and well executed, while the music tends to be a little bit out of sync with the play. He may not have been a reasonably demanding, but very repetitive game.

OVERALL 30%

## ATARI ST

Diskette £19.99

It's clear, visually, in the Amiga game and the Atari is also well represented. Scoring is actually sluggish, making it slower to play, although sometimes easier. But when the Amiga version leads at one go, the ST requires very lengthy leads, both when the player dies and on choosing a level. What a few deaths these leads become irritating. With character control this improved, the ST game is made up of but to play.

OVERALL 34%

## OTHER FORMATS

4-bit versions should be released by the end of April. Prices are Spectrum Cassette £9.99, 3-Diskette £19.99, Commodore 64 Cassette £9.99, Diskette £19.99, Amstrad CPC Cassette £9.99, Diskette £19.99.

"If control were easier, it might have been a reasonably demanding, but very repetitive game."

Teacher Ronald Banger and several characters being chosen your game and opponents play combinations.

Card Sharks is played round a personal green table gambling table with your opponents — who all have their own personalities and constantly remark on the game's progress — taking your facial expressions changing to suit the mood. These facial features add spice to the card game, making it more and making it more fun to play. The game is a straightforward simulation.

## THINK BUBBLE

The graphics appear to be flat, with accuracy, and in the game play well, although 100% of the time it's a game very hard to appear to play with an opponent. It's hard to play to be anything, and it's hard to play to be anything, and it's hard to play to be anything.

## OTHER FORMATS

There are no other formats available for this game.

## COMMODORE 64/128

Cassette £9.99

Diskette £19.99

Although potentially looking to be a card game, it's not been about any such thing as it's a game that you can play with a computer. The graphics are so fun, and the gameplay through advanced cartoon graphics coupled with the advanced play style, coupled with the more serious side of getting into the game. The ease of play, the appropriate reactions of your opponents, progress of the game, and the overall a thoroughly enjoyable card game.

OVERALL 75%

"... doesn't try to be an... enjoyable, humorous, card game."



# THE FLYING GEEBEE

## GEEBEE AIR RALLY

Activision

Take a trip back to the Thirties when airspeed mania gripped America in the form of high speed air races. These exciting events often lasted over ten days and could incorporate courses of more than 100 miles in length, with participants reaching speeds in excess of 250mph in their single seater aircraft. One of the most successful machines to take part in these races was a plane called the GeeBee, a craft with a huge engine and fuel tank to match, a very short wing span and a delicate fuselage and flaps. Inspired by the heroic deeds of birdman such as Johnny Daring (world airspeed record 1932), Steve Gerhardt, author of the Hucker games and US Airline designed GeeBee Air Rally.

GeeBee Air Rally challenges the player to complete four courses against the clock in eight

real air conditions. Carefully track the GeeBee but a turbulent wind destroys the plane and the pilot is



increasingly difficult game levels and can be played at one of three post script magazine speeds or six. Every fourth course is a special event, either the player has to pop a set number of balloons or complete in a team-speed race. The game may be controlled via joystick or keyboard and can learn left and right mouse or lower altitude and stop its speed.

### MATTER OF COURSE

The flying simulation isn't interlarded with graphs, meters, dials, or other race events such as the warning sirens, the obligatory top-of-alcohol-leadsly gauge or other the pilot landed when he landed.

Points are gained by staying in course, failure to do so or bumping another plane results in a time penalty being imposed. Below



The comparison view at the top is rather blurry, but

natural only helped to feel peacefully back down to ten-fifty — the best to race again.

Below the primary game area is the instrument panel showing the plane's compass direction, its altitude, speed, and throttle position. Two warning lights either side of the console flash when low



Airspeed mania grips the Thirties, but you will never get moving in it. It still has some other bugs — Commodore 64 review

### SPECTRUM

Cassette £7.95

Wanted to peer the use of colour in a conventional game, but to present the GeeBee's graphics work well. Furthermore with three races and one special event being loaded with each section, 400 owners should have little to complain about — although if you are in race 1, that section has to be considered like a pity that playability is weak. The first race is almost impossible to do in and the next two are only slightly harder. The balloon-popping race is even more difficult, but can seem so mastered if you do not attempt to get every balloon pop. The next race offers a more challenging race and then a station before another relatively easy section.

OVERALL 55%

### COMMODORE 64/128

Diskette £14.95

Graphically Can't do. Air Rally is good, the games may be a little crude but they move smoothly, and slipping your wing under a competitor's to get past is a moment of real tension. The gameplay is a significant improvement over the Spectrum version — it's a lot harder. Comparing aircraft becomes the focus of a frightening pace and, since judging their height is difficult, the headwinds in hugging the ground, then according to your team. Playable and exciting. Turn for Air Rally is worth considering — although the other GeeBee it might get repetitive. The game regularly receives the stick in the printed cassette version (£4.95), being awarded might not be so popular.

OVERALL 62%

### AMIGA

Diskette £19.95

Commodore 64, it has a presentation — it begins with a short, pleasing opening sequence accompanied by quality sampled jazz music. The sound FX are equally in good, and graphically the game works to good effect, with actual planes flying into the distance at a fair speed. However, no matter how professional the whole package looks, the game still fails to grab any real attention due to its repetitive objectives.

OVERALL 63%

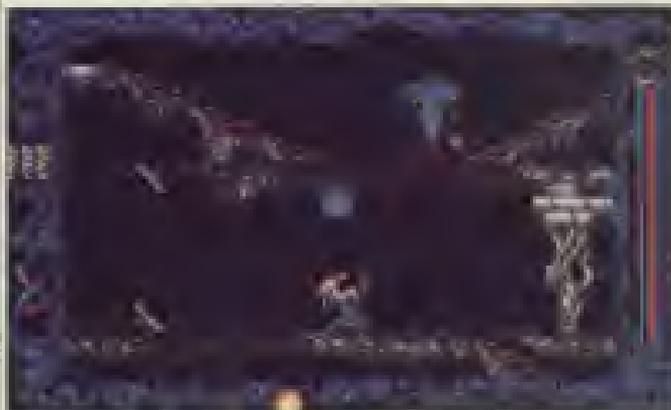
graphically the game works to good effect

# SEPTIC BYTES

## VAMPIRE'S EMPIRE

High Bytes

Vampires seem suitably immortal in their appeal to a wide-range of media, from books to films to computer games. Magic Bytes's latest release — a rather campy look at the genre — is soon to be released on a broad range of popular computers. To make the most of implementations on 8- and 16-bit machines there are two versions.



Hand and pie — for the video?/VR image market

Van Helsing, who seems to have fought vampires for so long one wonders if he's not almost immortal, has returned to slaying

Dracula once and for all. Rather than going through the familiar stake-through-the-heart, Van to Van Helsing has decided to place mirrors throughout the castle when correctly aligned their effect is light rays into the Count's

cooler, destroying him.

### LAIR TODAY . . .

Dracula's lair is made up of a considerable number of rooms — dependent on that it is a 16-bit machine — some are smaller rooms alone. The labyrinths of the path of the light and vibrations have to be carefully regulated, if the task of directing the light onto Dracula's castle isn't too daunting enough there are also many wacky situations of the underground caverns to contend with as well as numerous traps. Excessive traps that stop you of too many to get across are dangerous, but stand in comparison with the Stone young men whose intentions toward Van Helsing are hardly benevolent. Even more outrageous terrain

Dracula attempts to draw the advantage to his soon by forcing Helsing should Van Helsing be sluggish in clearing the path. In certain cases, Helsing will, exceptionally, draw him off his blood, however if he is successful he would be forced to the rest of the lair increasing difficult levels.

### AMIGA

#### Dracula £19.99

Vampire's Empire is a classic vampire with vampire already well outlined throughout the lair, but very detailed rooms, about fewer than the 8-bit version — only 180, also the time limit is shockingly non-existent in the Amiga game. According to the German programmers these differences are due to a much faster screen speed and they believe the 16-bit players may require a little help. The thoughtfulness of the Amiga programmers is further demonstrated by excellent, if quite a putting, sound effects and genuinely comic graphics. With such immaculate presentation the game's humor is perfectly conveyed.

**OVERALL 78%**

### OTHER FORMATS

Versions are available for the Atari ST (Dracula £19.99), Spectrum (Dracula £9.99), Spectrum +2 (Dracula £19.99) and Amstrad CPC (Dracula £9.99). Dracula £14.99. No release dates have yet been finalized.

### COMMODORE 64/128

#### Cassette £9.99

#### Dracula £14.99

The heart of the game is essentially made up of running around platforms and stairs with a puzzle element and this limit included to run the lair. The rooms placed around the cavern on the 16-bit machines are situated, the monsters just appear out of nowhere. Van Helsing runs around the rest of the edge of the screen, making it difficult to avoid the monsters, platform edges and traps. However, it is enjoyable exploring the lair, setting up mirrors after then watching the beam of light reflect along its intended path. Although it can become frustrating should a mirror be misplaced and the beam's direction hit wrong — an easy mistake to make due to the relatively small size of the screen. Graphically, Vampire's Empire would have been better and there shouldn't be a mirror to do, but we'd puzzle game it is above average.

**OVERALL 56%**



Van Helsing and pie — for the video?/VR image market

"... dispersing sound effects and comic graphics... essentially running around platforms and ramps..."

# FAIRY 'NOUGH

## PAC-LAND

Adventure

The eight-year-old arcade hero, the fellow that smacked space invaders playing, the guy everyone knows finally makes a home computer comeback — Alan's round, yellow pill popper, Pac-Man is back on your screen. Having gobbled his way through several adventures, he reappears on the Commodore 64/128 in Pac-Land — converted from the Nintendo coin-op by **Gameux Design**, with music from David Whittaker's **Musicon Design**.

In the latest adventure, Pac-Man has the typical mission: Eat pellets in the level (Lard). At the start of the game, Pac has already performed the routine: it is the usual game that forms the action. It is, this time, taken Pac through increasingly difficult landscapes, guided by the

general enemies, the ghosts. Now, likely they and Cops. These simple agents no longer evolve through the variety of a previous adventure — they now have cars and fly airplanes. While welcome, they're frustrating in dropping the acid bombs on their heads, and one of those I've

Seen in my review, referred to, guiding Pac-Land has turned out to be a little screen. One of the level — **Chickadee** on screen.



## VERSION UPDATE

### Flap Night

Slap Fight

Strategy

Alan S.T. £19.95

**SLAP FIGHT** is the latest in a series of images conversions from Paco coin-op computer. The first home computer version appeared on the first machine, then the second and the third machine.

The first version of Slap Fight was the original. The second version

was a revised edition that is up with the Commodore 64/128. The conversion of particular characters appears a gold and white when viewed in the light of the screen from left to right, these provide

enhanced a characterizing and a good shot range. However, the game is a little more difficult to play.

Overall the most of Level 1



Pac-Land is played on a horizontally scrolling game with a great graphics. Pac-Man has his and jump across the landscape with many obstacles. The game is a little more difficult to play.

The overall graphics of the game is a little more difficult to play. The game is a little more difficult to play. The game is a little more difficult to play.

## TRILBY TROUBLE

Swimming through the waters of the sea, Trilby is a little more difficult to play. The game is a little more difficult to play. The game is a little more difficult to play.

The game is a little more difficult to play. The game is a little more difficult to play. The game is a little more difficult to play.

## COMMODORE 64/128

Cassette £9.95

Diskette £14.95

With graphics that perfectly mirror the arcade machine in their cartoonish quality, the professional gameplay of Pac-Man has come across to the Commodore 64/128.

Instantly everything from the coin-op has been included right down to the credit system and the soundtrack, which remains faithful to its arcade parent. Presentation adds high with one of the best sound effects sequences taken from the original arcade, all combining to make Pac-Land one of the most accurate conversions seen for a long time. Well done, Gameux Design.

OVERALL 85%

## OTHER FORMATS

Other versions for almost every format were produced but the **GAMEUX DESIGN** has been the best that they have been converted — for the time being at least.

"It's simple and incredibly addictive..."

game is a shot range bombing system a super for the game. However, the game is a little more difficult to play.

When equipped with the full

range of equipment, the game is a little more difficult to play. The game is a little more difficult to play.

## COMMENT

Slap Fight isn't quite as impressive a conversion as it is. It is particularly slow and less hectic than the arcade game, but it is a good game. The game is a little more difficult to play.

ATARI ST  
OVERALL 75%

# THAT'S THE SPIRIT

## F-1 SPIRIT: THE WAY TO FORMULA ONE

Simon

**F**-1 Spirit is another MSX II game by one of the typically unnamed Kazami programming teams. Rather unusually for an overhead race game it comes complete with a huge range of options and won't even allow a player into an F-1 car until points have been earned with other machines. The game also incorporates the new SCC sound chip which offers a considerable improvement on the average MSX console.

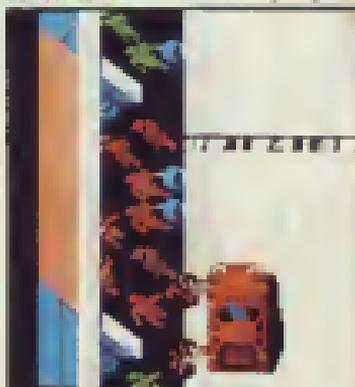
As is real life drivers won't be given a pass over F-1 team until they have proved themselves in one of the less expensive racing sports. You, as a newcomer are given a choice of three races to enter: stock car rally and F-1 Sprint on the temporary way considerably according to which of these is selected.

When a race is finished you are awarded if you cross the finish line faster than both rivals. The maximum number of points available is 8, but to qualify for the next race 12 points are needed - meaning a number of races need to be run. After three events 12 points have been earned the driver can then go on to Formula SCC and finally race events where points may be gathered to finally go onto the real F-1 race.

Each of these events are held in a different country with a unique track layout. Qualification for each successive title requires a progressively higher point total - 100 for the first title - 800 for a fourth. Points may be earned on a point-to-point system. Should all of these now be completed another race 14 won you become the F-1 Spirit.

### THE CORRECT CHOICE

Selecting appropriate configurations is a real issue (my considerations between many varied titles are presented with a choice of three really made sure it is often to design your own car performance of your car and should the wrong choice be made your quarters such as constantly running out of control soon into the gutter.



The view takes a break in the pits.

### THE PITS

When finally satisfied with your car the game can begin with you located in 1st or 2nd in the 22nd in the rally section. The race is an overhead one with obstacles clearly marked either side of the track. The right half of the screen (in one-player mode) displays vital technical information including a map of the track and your position and a fuel gauge.

Forward and backward on the joystick controls gear selector while fire and a keyboard button control the accelerator and brakes to two player mode there

Steering along the track in pursuit of the wrong obstacle.



If you decide on the latter five major components become open to change. First the engine comes in six different classes ranging from economical but easily to fuel-guzzling and powerful. Other components come in three basic levels. Safety (though not really used in the lightweight car) fuel tank, fuel

injection and fuel filter, a 5000 rpm capacity and a clutch. Information window so that each driver can have his own overhead view. There is also a Battle set on whereby only the players cars are revealed - but opponents are located in 3D.

Using the race you can mix things up with others resulting in damage and loss of fuel. Fortunately each track has a pit stop which repair work and refuelling is available to the player. A power-up (available to the player) is provided to help in the race.



with - but neither offer much in a long time window and a strong 40-20 may need to be countered to the start - four - suspension - smooth - but requires loss of speed to make some corners - medium and precise - instead, can mean a loss of control and finally instruments gear changes automatic or one of two manual types.

All these selections can have a quite dramatic effect on the

gameplay, but the overall effect is a combination of a very good game that has a lot of options to choose from.

When the race is finished another screen up you is presented showing the car crossing the finishing line and when the chequered flag falls, 1000 points are added to your tally. This is added to other gamblers (some 10000 points) to give you the total score of the toughest obstacle race game.

### MSX II

#### Mega Cartridge £10.95

With six different race game types, considerable race to endurance cars and 10000 points in a challenge, F-1 Spirit is a real challenge. The car is a good 1000 - 10000 points - and superb engine revving 100, while particularly the game is built good and varied. It may seem easy at first, particularly with an automatic transmission, but the need for close attention to competing cars and sharp corners makes itself apparent after the first game and the increasing difficulty levels are pleasantly graded. Satisfactorily - F-1 Spirit offers a tough, fast race game with lots of playability and endurance - in brief, a first-class MSX II.

"... a tough, top rank race game with lots of playability and endurance ..."

# WARREN PEACE

## SAMURAI WARRIOR - THE BATTLES OF USAGI YOJIMBO

Review

Usagi Yojimbo started life as a comic character created by Stan Sakai. Thanks to Firststar the heroic rabbit is now set to continue his adventures on the Commodore 64. **Bearn Software** - of Hobbit, Exploding Fat and Shogun's Gate - once an offspring of the Australian arm of Malcoms House before Masterpiece bought the UK operation, are the programming team responsible.

In 17th century Japan the Shogun's power has yet to establish itself and is troubled each other. Myamoto Usagi Yojimbo has to rescue his old friend and guide, Lord Kamegata (Evil Lord) but has already seen his chance to murder Kamegata.

Usagi's task is not an easy one, there are many different paths for him to choose, some lead to his heroes' fate and information can be found where like him into combat with weapons, swords, bows and other enemies.

Most of the battles of the screen display Usagi's health and should be wisely when he second a character point at Usagi on the top left of the screen, health and the music becomes more dramatic, in one attack mode Usagi is capable of only three

moves - pony side jumps and continued cut - each determined by the length of time the joystick button is pressed. Most of the sound effects will bring success however. Usagi is a careful fighter, should Usagi feel he is in a fight to the death, a good warrior also does to people of equal status, the characters will be receiving useful messages.

### PRINCE TO KORIYUKI

Usagi is measured in silver coins called Ryo and using a sword, sometimes Gemme or Koriyuki Usagi is hard up. Defeated enemies should be released if any coin they might have on them as Usagi needs money to buy food from villagers to replenish



The battles of Usagi Yojimbo - an engaging first two dimensions bumpy ride for the fast action comic book fanboy - Level 2 on the Commodore 64

energy. Money can also be used for gambling, but a better use for it is an arrow, to be given to monks and beggars. The amount of money Usagi has is shown at the upper left of the screen.

It is somewhat like chess in the game that makes Samurai Warrior a bit slow in many other parts of the game and usually more than a look and only after if problems it moves to the job. It is an act of goodness which improves Usagi's karma - shown on the upper right of the screen - a touch of 100 playing. Karma can be lost, too if you should strike a helpless opponent. Several small actions or hit a great number of hit points Usagi is completed to money. However, Akemi continues on to future into the next Usagi Yojimbo story, take care of his actions

toward the week, if he is over to rescue Kamegata the Prince Lord.

Other options, such as the walk path - Usagi's actions mostly take place along the back of the scrolling screen, but if he takes another path he'll get up the screen, the screen back into a new level - 200 further ahead and left the game automatically.

### COMMODORE 64

Casefile 00 05  
Score 174 95

In terms of graphics it is a bit better than the Commodore 64, yet all the characters are well animated and have a soft, cartoonish appeal, and they put the subject perfectly. Attention to the art and animation - if you want to believe in a market and Usagi - with the help of the window scrolling, nearly better sound is also available, a common tone nicely matching the format of Usagi, but sometimes almost overblowing the little sound FX. A very fine game.

OVERALL 84%

### OTHER FORMATS

There are no other versions played at the moment.

"... a cut above other martial arts games and much more than a hack-and-slay affair."

Usagi needs desperately on sword thrust, he prepares to mount a heavy attack





# BAT & BALL GAMES

## JINKS

62

**J**inks is the latest program by German software house **Rainbow Arts** and is marketed in the UK by **GGP**. The actual development of the game is credited to **Diamond Software**—of *Ball Rider* and *Capric* fame—with **Uwe Jorrand** as the chief programmer responsible.

As with most *Breakout* variants the integration scenario is worth developing in for as it presents in contained circumstances interest on the game itself which is crucial for the game in several respects: suffice it to say you are

assessing the capabilities of a player from a limited stage of play (the ball is only using a small price—the ball).

Most noticeable items out from fragments are that according to which direction the speeder moves:

The screen itself is split right to complete a level the player is coupled to the far right end into those rotating balls if you are successful the game leads a short message section where four or six lines represent available levels. Because the ball will only one and the others have been located.

Each time a level is finished more feasible items are added. There are (include Atari) and Commodore graphics—which means the speeder too is first rotated and then directly it is a second—and allowing wheel. Other notable such as graphics both, against the player—you

have had to deal with—while others create regions of high gravity until the ball is located through them—destroying them back to normal.

Practical items, collectable for points include pipe globes and various items. Notable items include rotating red cross symbols which require a procedure (remember it to previous day).

Jinks seems to have no colour—and other than teaching a high score—available to play. All levels may be played over and over and in any order although you must always start with level 1. At the start of the game a player can select the difficulty factor by setting speed (slow, medium or fast) and gravity (weak, normal or strong).

## AMIGA

Diskette £24.95

**J**inks is distinguished from the parade of *Breakout* clones by its subtle expert graphics, designed to demonstrate the Amiga's capabilities, and the Amiga way in which it is played. The sound and is highly impressive, the Rainbow Arts loading screens are particularly good, and the accompanying music is very fine. In fact, the game mechanics are a relatively polished, and one the sound F 1, and completing level level is a joy to watch. But, as with most of the other *Breakout* variants, it can be difficult to catch, and some control. Playability becomes repetitive and the urge to continue is markedly reduced when all the levels have been seen. Fairly long text appearing also becomes irritating. On the Commodore 64 (see the review by [10]) was dismissed for poor playability and lack of scoring appeal. On the Amiga playability is improved, and demonstrated in first class, but whether you play for long depends on how satisfied you are with steadily improving the saved high score table.

OVERALL 62%

## OTHER FORMATS

An Amstrad version should be on sale by the time you read this, Cassette £9.95, Diskette £14.95

"The front-end is impressive, but continuous play rubs away the magic..."

## SHOULD YOU DECIDE

### IMPOSSIBLE MISSION II

GGP Ltd

**S**everal years after the enormously successful *Impossible Mission* was released on the Commodore 64—it was **THE** game for that machine—a sequel has finally appeared. Programming a once again credited to **Eggs** with US Godfather distribution.

It has been two years since eggs 4126 a world-renowned author with *Elite* Magazine. Through one of the closest links to establish a new franchise—strategic advice in a series of *Power* that will launch a mission to conquer the entire world, **USA** Special Forces Unit's single field agent—the truly 4126 has been called into service the dawn of 1989.

4126's initial objective is to assemble the right digital code for four of the five letters so that he has access to all *Elite*'s numerous data. Located within these data are crucial resources which when strung together and played upon his position strategy code so that 4126 can get to the central computer. Once inside 4126 has to locate the world's first and most powerful computer system which will destroy the global nuclear threat.

Once inside the first randomly selected control tower 4126 can use elevators and corridors to move around clearing paths of the enemy his location. When outside an instant of object such as a car or obstacle. The agent can be made to search it by pointing upward on the screen. This is not given has produced a large number of level robots to defend his location. There are an *Elite* standard of other tech.



different types of robot which patrol the complex maze until possible.

Points and miles are available and once reached can be stored by pulling down on the joystick and pressing the *Time* board. A globe that shows the map and

and needed to face up the maze. Each in the command of controls 4126 can access his progress with a fairly simple computer. This is displayed at the bottom of the screen and is dominating a map of the control tower in which 4126 is located.

## COMMODORE 64/128

Cassette £9.95 Diskette £14.95

The related sequel to the hugely successful original was surprisingly about very closely to the same basic format. The structure of 4126 is a straight copy of the original with several effects slightly altered. The graphics are very good and a lot more varied than those in *Elite*. Although the addition of a wide variety of new resources the ability to mine and bomb objects, a fixed layout of rooms in separate rooms, rather than the more general, markedly different to play. Using direct to show every part of the platform is a particularly good innovation. In addition the tactical map (resource section) is progressively essential and a welcome change in the puzzle to solve. For fans of the original who are not expecting too much of a change the sequel is probably ideal, for others however, *Elite* is far from the best platform game available, although the lack of a save function could be seen as irritating.

OVERALL 66%

## OTHER FORMATS

Conversions are due for release at the end of April for the Amstrad, Cassette £9.95, Amstrad, Cassette £9.95, Diskette £14.95, Atari ST diskette £14.95, diskette and £9.95 Diskette £14.95

"Impossible Mission II offers the best platform game around..."



# IF FRANK WHITT COULD SEE ME

## JET subLOGIC

**J**et on the Amiga is based on a combination of three earlier subLOGIC programs, *RAM Jet*, *Amiga Flight Simulator II* and *Radar Raiders*. With subLOGIC's *Flight Simulator* widely regarded as the most realistic aircraft simulation ever, *Jet* immediately deserves attention.

*Jet* is not just *Flight Simulator II* with a few guns. During combat scenarios the player's grunted battle cry with additional ones awarded for every 10,000 points scored. The ability to see the scene of however realistically depicts an action from the current plane before it takes off.

As well as joystick models are also awarded specific bonuses include a Silver Star for each enemy MIG shot down and an Air Medal for successfully completing a sortie. The challenge of steering these models is subject to more different skill levels, while a tactical mode allows just that, without creating enemy fire or mines. Considering the broad range of skill levels, gunning scoring and the superb graphics *Jet* is clearly pitched as an arcade game as well as a simulator.

## HARD MISSIONS

For players interested in a more technically detailed game *Jet*

delivers on this as well. To start with there is a choice of six different aircraft for by the US Air Force, F-14 Fighting Falcon and the US Navy F-18 Hornet. If the F-14 is chosen the player can choose between four different load-outs to complete the first mission - simply to scramble the F-14 out of its concrete bunker and shoot down incoming MIG 21 fighters (the second is a nighttime ground attack, one - based surface-to-air missiles (SAMs) and some air-to-air missiles (AAMs) is possible) the third just with no particular aim from to enjoy the scenery mission four complete the ground attack mission is a traditional make-good target of the F-14's computer ground air ground targets be destroyed and the F-14 has landed the skill level increased and the targets replaced.

To complete it a MIG game is played at a sufficiently high level the player's F-14 is upgraded with MIG 21's weapons faster than when the F-14 or F-18, as well as being highly manoeuvrable. An



Start here before the jet tumbles off into the distance.

MIGs come equipped with Apple II-style missiles but won't automatically enter the safe zone. Looking from upper plane at your jet will enter the safe zone or will

around your nose cone.

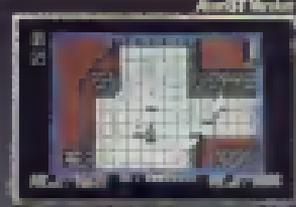
If the F-18 Hornet is selected some training flights on board a Navy base aircraft carrier with the F-18 already on the runway. There are three training missions and a basic MIG dogfight mission too for the F-18. Working Museum. King's class, cruise missiles while avoiding SAMs and Russian fire is another nighttime sea fight option.

## LOGICALLY subLOGIC

Once it's started a choice of cockpit view and cameras are displayed. *Jet*'s performance is excellent for both current generation with realistic detail and Head-Up-Display (HUD) and several other subLOGIC being brought on all four sides of the main viewing window. Although this is less effective than a HUD it does not obscure any of the spectacular scenes *Jet* can present and it is more user-friendly than a state-of-the-art HUD. Besides the usual complement of all ground indicator altimeter compass and fuel gauges *Jet* has some special displays. At the







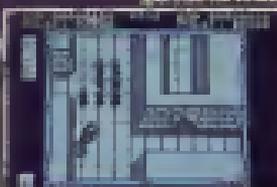
# Stop

## Unchain your

If you're tired of...  
 • ...wasting time and money on...  
 • ...trying to figure out...  
 • ...trying to get...  
 • ...trying to...  
 • ...trying to...  
 • ...trying to...

View from 4th Window

View from 5th Window



ur Imagination

Stacked is available for:  
Amstrad CPC-Azari ST-  
C88 64/128  
Spectrum 48K/128K/256K  
Spectrum+3-MSX



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# GO TOTALLY BOTTY WITH GO! AND THEIR BIONIC COMMANDOS

8-BIT & 16-BIT COMPETITION

Win a Tomy  
OMNIBOT  
2000,  
SPOTBOTS  
and loads of  
games!



#### SPOTBOT

Arrive! It's easy for you to take the robot to school on the bus. It's also fun to take to the park and to the beach. It's a great gift for your friends and family. It's a great gift for your friends and family. It's a great gift for your friends and family.



**Bionic Commandos** are tough! **Bionic Commandos** are mean! **Bionic Commandos** are a force to be reckoned with! **Bionic Commandos** are a force to be reckoned with! **Bionic Commandos** are a force to be reckoned with! **Bionic Commandos** are a force to be reckoned with!

**B**ut the Bionic Commandos are a serious advertisement for a new way of thinking. With a cash price of a dollar, the Bionic Commandos are a serious advertisement for a new way of thinking. With a cash price of a dollar, the Bionic Commandos are a serious advertisement for a new way of thinking. With a cash price of a dollar, the Bionic Commandos are a serious advertisement for a new way of thinking.

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For more information on the Bionic Commandos, visit our website at [www.tomy.com](http://www.tomy.com). We have a lot of information on the Bionic Commandos, including a list of all the games and toys that we have available. We have a lot of information on the Bionic Commandos, including a list of all the games and toys that we have available.

1. Which bit of presidential Number 8 is most T?  
a) The President  
b) The Chief of Police  
c) The Chief of Police

2. Do the Forbidden Planet show of which planet?  
a) The moon  
b) The planet of Venus

3. Which actor played the Bionic man in the 60s Bionic Man show?  
a) Steve McQueen  
b) James Earl Ray  
c) James Earl Ray

4. Which entertainment system offers HD on an extra 24 months?  
a) Sony  
b) Sony  
c) Sony

5. What's the World to Watch of when?  
a) London  
b) Paris  
c) London

#### BIONIC COMMANDOS - THE

OMNIBOT 2000 is a serious advertisement for a new way of thinking. With a cash price of a dollar, the Omnibot 2000 is a serious advertisement for a new way of thinking. With a cash price of a dollar, the Omnibot 2000 is a serious advertisement for a new way of thinking.

#### OMNIBOT 2000

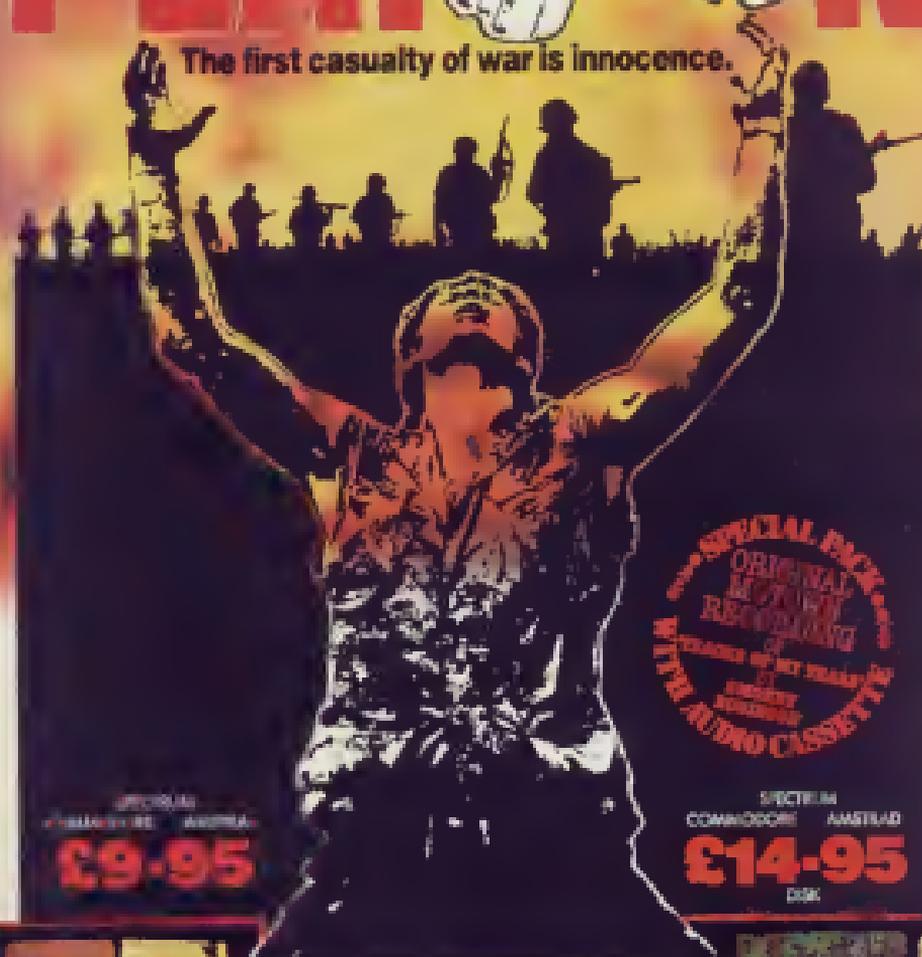
Arrive! It's easy for you to take the robot to school on the bus. It's also fun to take to the park and to the beach. It's a great gift for your friends and family. It's a great gift for your friends and family. It's a great gift for your friends and family.



# PLATOON



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ORIGINAL MOTION PICTURE  
RECORDING  
OF  
"PLATOON" BY SET PEARLS  
AND  
SOUNDTRACK  
WITH AUDIO CASSETTE

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## PREHISTORIC BOXER SHORTS, AND IT'S . . .

## THE FLINTSTONES

## 8-BIT &amp; 16-BIT COMPETITION



**FRED FLINTSTONE** typically average, red-blooded, prehistoric comical man. Likes bowling, eating, sleeping. Hates mother-in-law, working — especially retooling — babysitting, being nagged. Typical prehistoric day: dealing with mother-in-law, work (specifically retooling), babysitting, getting nagged.

**F**red lives at his favorite table in this new adventure brought to your screen by **GameTek Entertainment**. Programmed by **Tommy Hoffmann**, **Developments** whose credits include the recent **Demons** and **Flintstones** take the player in the only role of Fred Flintstone as he desperately tries to get to **Bedrock Bowling Alley** in time for his regular game.

Accusing her of his nagging wife Wilma — a gorgeous 200 she may be but she has a sharp tongue. And bringing **2000**. Fred's favorite wife (and mother-in-law) is the Queen and anyone could want her! Well, there's another wife than a cunning fox.

Just as Fred is ready to make his way to the bowling alley, Wilma chooses that precise moment to announce: My mother is leaving and Fred, don't you remember how you promised to quit the living room

before she arrived? Pebbles joins in the painting task, allowing Fred to throw flowers, swing his name and paint his fingerprints on the wall. Fred the wife consented under current law.

But even a missing ball becomes a fight. Fred has to get his car to the **Bedrock Bowl** his buddy **Barney Rubble** plays a mean game and to wrap up an easy day. Pebbles has to be rescued from a building site. As cute as **Flintstones** may look at the screen, she's a real little baby game.

A complete host of **Flintstones** games are waiting to be won courtesy of **GameTek** that we've had games of a **Flintstones** video **2000** a pair of unique **Flintstones** boxer shorts and a copy of the game. And for the real-life (pink) prize, we have boxer shorts and games, so that's not to mention a copy of the **Flintstones** game.

**Flintstones** is released by Spectrum. Copyrights ©1988, Amated CPC, Atari ST and Amiga.

The five questions all relate to different aspects of the game's content. Answer them correctly and you could be on your way to winning one of the prizes. Send entries on a 3x5 envelope to the back of a sealed envelope together with your name, address and postal code to: **FLINTSTONES COMPETITION, TWO GAMES MAGAZINE, PO Box 10, Ludlow, Shropshire SY8 1DD** from or here by June 18. Our standard competition rules apply. If in doubt check out the magazine for details.

### Win prehistoric boxer shorts, videos and games!

1. An Old English Swooping is used by which manufacturer of paint as its mascot?
2. In heraldry what is the term given when a player breaks down of the pins is one go?
3. If there are 200 problems per square foot on a beach, how many problems are there on a beach measuring 50 feet by 100 feet?
4. Your mother-in-law is an Aunt to your children. True or False?
5. What prehistoric Pelted Game? Was the first Flintstones game?

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# HAILING BULLS TO THE DOOR

When Martin Chater and Mike Carroll of **Visions Software**, together with Jeffa Inskip, who worked for distributors Centrocsoft, noted the serious lack of promotional information about computer software, the result was **BULLETIN 1000** — and the promotional computer game video was born. Robin Hogg went to their London W8 offices to find out more about the bulletin makers.

Enthusiasts know all about up-and-coming new games, but you can't expect the buyers for large stores to have the same keen interest — or the time to read lots of magazines. Two years ago, their only source of reliable information were magazines such as **CRASH** and **ZZAP!** 64 through the reviews, but in terms of sales and in-store promotion, there was an obvious gap. The benefits of full promotion were not being realised, what was needed was a service for both retailers and consumers alike. From this, **Bulletin 1000** was formed to make promotional videos. A Bull is a Papal notice, usually nailed to church doors, issuing short, sharp edicts in the form of news. Since those days, the bulletin has remained one of the most effective means of disseminating vital information.

**U**ntil **Bulletin 1000's** formation retailers only received promotional material from software distributors in a compressed way and on a limited scale. But, as Julie Inskip recalls, retailers wanted more than just video distributors' cut-price which is what they turned to at first.

There was some two years ago, but for the other side of the coin — the software houses — had to be persuaded of the need, after all, they were going to have to pay for the advertisements. Mike said that the first solution chosen by software companies, before they came to see **Bulletin 1000** as a direct link to retailers for product promotion, their efforts centred round convincing the multiples and independent computer stores and convincing them, rather quickly, it was an effective method but limited to a video display area at the store and otherwise.

The poster packs were not to get retailers to order about products, says Julie, but from that we saw the opportunity for further promotion of a more comprehensive and attractive nature.

## INTERACTIVE VIDEOS

Advanced methods of promotion were suggested and considered including demonstration disks and cassette reviewing the latest games. This also related steps to set up at least one computer system by

continually displaying games, taking up space in stores, occupying constant attention, something the multiples and independents would not accept.

The demonstration disks also was considered but then dropped for obvious reasons, essentially it was decided that video would be the best promotional medium.

The first videos were more of an interactive TV programme than

*Mike Chater leading a cassette tape sale at the Sun Distribution City 64-Multi video machines*

videos stand alone series of advertisements. A presenter on screen talked about products with comparisons for the viewers to take part in, as well as the usual product description.

Julie explains, As everyone is tuned to watching television, we made it very much like a programme that the viewers could get involved with and to a certain extent interact with. A sort of Blue Peter for computer users or video.

However, a problem arose when the video was put into stores. Even though it went down well with visitors attracting customers and helping subsequent sales after a couple of showings it was found that viewers had entered in fits and starts with the presenter. He was enthusiastic — customers wanted to see the computer games and not someone talking — leading to valuable time on the tape being wasted while no one watched the presenter.

**"... It was decided that video would be the best promotional medium."**

## BOOTS THE EXCEPTION

After the third **Bulletin 1000** issue, the presenter was removed and the programme looked like the more standard series of short advertisements. Research conducted by **Bulletin 1000** showed that the change was for the better. Focus being the words were criticised and asked detailed questions relating to their effectiveness in terms of product sales, number of viewers and the average length of time customers watched the video. With the presenter's deletion attention span time was increased from four minutes to 14.



which meant that on a half-hour tape, a 1500 points ball or an advertisement product could feature at least 30% of everyone who walked into the store.

Bulletin 1000 deals with the main multiple-taping computer software giant, Mervin Viki Smith and Woodstock, as well as independent retailers. Most are on the top 100 list, because they produce their own video. Got tape on their regular demand? Bulletin 1000, featuring copies of advertisements for Bulletin 1000—toppled free of charge as a gift.

But in the beginning, as Viki reveals, it was the independents who were the key to Bulletin 1000's success. The independent retailers are distributors, wholesalers and they have some advertising budget. They were interested that they were very supportive and responded very well for the video. As a result, the independents saw the video through the independents and are sure that it was a successful medium to promote products through an approved distributor and a lot of them there.

With Bulletin 1000 now doing successfully with most British retailers, it seemed only logical to turn attention towards Europe to the next continent.

The initial promotional video has multi-copied up with orders from across the last week customers in France, Ireland, Germany, Italy, Scandinavia and more recently Spain. We have received a lot of British firms show their products in Japan, notably Britain-Software, which is good for them as it gives them a foothold in what is a market rich in potential. The different languages are only a minor problem as the videos are done with the same old text repeated in a translation into the required language before they are sent out. A single studio in London where numerous agencies retain the services of professional video-over artists and translators.

Extensive customer support is now much in evidence with dealers' and special offers for clients, returning subscriptions. For new customers, deals were laid out clearly. Orders to get the video and equipment they required through Bulletin 1000 at lower cost than buying direct or through retail firms. This extensive customer support has long-term advantages not only through exciting customers, giving their continued delighted support to Bulletin 1000 but also through new clients who bring consistency profitability in Europe.

## EXTREME ADS

In some cases adverts show nothing of the game but the title. Madcatz took the idea a good example of this type of issue in which the game is advertised with a video tape (nothing is shown). This style of presentation is certainly original and eye-catching and Bulletin 1000 are evaluating very closely indeed to determine the success or failure as an alternative form of advertising.

Advertisements tend to be 30 seconds long through the top

**"on a half hour tape an advertiser's product would be seen at least once by everyone who walked into the store."**

Christmas season are sometimes as much as 90 seconds — and longer. As a result, some will. Create a advertisement for Madcatz, which was used to appear in the Columbia Video of the line. Another event computer software history is listed at 17 seven seconds. This inevitably limited amount of time placed a major headache for Bulletin 1000. The specifications for the recording were simple: 1500 points ball had to be 30 seconds — 30 seconds — and it was extremely frustrating having to compress all the information in the game into seven seconds. We had to keep re-writing and cutting into bits while trying to cut in everything. Oost wanted to say about the game along with the artwork, packaging and the Green logo.

In the last of games of the first 1500 one tried to cut in relevant material such as the name, several key-legend sequences or scenes from the licensed product itself subsequently paying royalties for their use.

Occasionally they like to record here examples for licensing software companies, but there are problems. We don't like to record both coverage to be quite honest because the video cost is great to see what they can't buy — they can't buy an artistic material like I do it if we show a computer screen with it is complicated but they're very difficult to record here. We often have to turn them in-house or go to the manufacturers and record them and even then we have to contact with American standards and incompatible formats. So in general we don't record them again so that much.

## SO HOW'S IT DONE?

It is in the recording and editing suite that the videos are actually created within one room, the three main processes — recording, editing and duplication — are all performed using a synth-sited hardware link between sets.

Beginning with the recording phase, the system is set up to simultaneously record the game onto a VHS video tape and a second-only Sony U-Matic system. The actual setting up can take a while, involving connecting leads linking up the recording units and the relevant computer on which the software company's game is to be played. As the game is played, the tape recording is made. A time code is automatically generated independently at every frame of the VHS recording to display each scene of the game in hours, minutes, seconds and frames, each second being made up of 25 frames. At the same time it is imbedded on every frame of the U-Matic recording, but it appears only as a green line on the video tape image.

Once complete the VHS tape is shown to the client software company. At this stage the client decides which scenes from the game should be used in the advertisement, preparing their requirements by means of the time code visible at the bottom of the screen.

Using this system requires Java software companies have total freedom to put in the scenes they want in the advertisement. The customer decides which scenes are to be shown in effect to produce a tailor made advertisement for them. Any ideas that the client has about the composition of the commercial how it is to be built and the order of scenes can be based on existing guidelines through the system. The final video commercial is edited in a visually clear copy of what the software company specified.

## IT'S ALL IN THE EDITING

The next stage is editing. Audio and video connections are used to link the primary source U-Matic with the editing unit, which is a second secondary "object" U-Matic machine onto which only the selected scenes the software company wants are recorded. The VHS version (originally built) used for the sequence. The editing operation is run through an executive screen using a mouse. All standard video operations of both source and object video systems are controlled through the edit software. Special operations can be applied onto the end of other previously recorded sequences or combined starting a number of basic operations appear between scenes which effectively create a pause between sequences. Each sequence has its own start and end time code in and out-points with the video system, linking the specified time regions and transferring them onto the secondary U-Matic video.

Complex titles and special title screens are done here but for the more audio-generated video effects. Bulletin 1000 uses the services of another company, like they do at the end of each where packaging, where file and notes about the screen, as well as caption information detailing the game file producers format or which is a long-term enterprise.

The final product is then supplied over to a master tape and the duplication phase is started. The formatted duplicate of Bulletin 1000's customers in VHS very low Betamax recordings are made, selected in the case of duplicating, machines they have — 30/45 or 90 Betamax. That's about the percentage in terms of demand for our tapes, says Viki. As the demand the VHS system falls in quality, that it is the system which everyone is using. We can standardise and reproduce in video, but it depends on the retailers having started machines in large numbers which doesn't seem likely at the present time.

## TALKBACK

While the finished video is sent to the multiple independent retailers and address customers the process does not stop there. Feedback is a continuous flow of areas of the market. We are in a wonderful position in that we can talk to virtually everyone in the industry. We get to



**"We have helped a lot of British firms show their products in Japan, notably Nintendo software."**



We do a good job for everybody, says video image.

talk to the distributors who use our videos for sales training and the retailers and independent stores providing feedback.

Through the multiples, we can also talk to the customers who are, in the end, the people who matter most. We have had very favorable responses to the video from the feedback we get. When software companies come to us, we may tell them the video will, in relation to the video. We also put our own quality checkers through the video to establish the effectiveness of the video and particular advertisements, especially supplemental ones. On all counts, the response has been very favorable.

And what about Bulletin 1000's position in the market? Surely that market has generated more serious attention than I have said. I don't know how the market really will fare as well as computer games and more and the video produced here. We have the multiples as clients, we have the independent stores as well, and we're our increasing dealings with Europe, we're in a good position as leaders in our field.

John agrees: "The reason is that the market place is further big compared with other industries. The use of video as a promotional tool is very new, certainly when it comes to using it in the computer industry. We do a good job in many ways, among them, we believe, what the retailers and the software companies wanted. What the kids want, the retailers like and the people who matter.

The best thing about video promotion of computer games, John adds, "is that the games are truly audiovisual, letting one compare with them, not even read. They are the most obvious choice for audiovisual presentation.

Which prompts another question: with the latest solutions in CD ROM and CD video (does it make sense), is it worth it to adopt the new technology?

"We keep an eye on technological developments, but the technology that we deal with at the moment has to be tempered by what is cost effective for both the advertisers as an advertising promotional medium and what hardware is available for the retailer at a retail level. We keep an eye on technology advances and their potential applications, so when the change comes, we'll be there in the forefront of video promotion.

In the background, part of the computer solution which allows different video computer and target video monitors to be linked together.

## BULLETIN 1000 INFORMATION

John Ingle was an employee at Comshare, a major software distributor. Martin Green and Mike Goral were both involved with Moore, a high profile software house (in January 1983 they all met at the IFTS conference at Geneva and started another software company called CSM, concentrating a special interest in developing in the multiple and independent retailers. They set up Bulletin 1000 in May 1985.

As far as video production was done through the video studio, but recently they have installed in-house facilities for producing and editing computer graphics work. In the graphics area, a computer using Christie Gamma Panels and Japanese art devices. Bulletin 1000 also has an image and monitor so that clients can enjoy a wide range of computer graphics facilities for advertising, presentations and the like.

# BYTEBACK

THE 68000

SPECIALIST

STAFF	REP	ONLY	AREA	REP	ONLY
Accountant	10/20	1/10	Accounting	10/20	1/10
Admin. Officer	10/20	1/10	Admin. Officer	10/20	1/10
Analyst	10/20	1/10	Analyst	10/20	1/10
Architect	10/20	1/10	Architect	10/20	1/10
Business Development	10/20	1/10	Business Development	10/20	1/10
Chief Executive	10/20	1/10	Chief Executive	10/20	1/10
Director of Finance	10/20	1/10	Director of Finance	10/20	1/10
Director of Marketing	10/20	1/10	Director of Marketing	10/20	1/10
Director of Operations	10/20	1/10	Director of Operations	10/20	1/10
Director of Sales	10/20	1/10	Director of Sales	10/20	1/10
Director of Systems	10/20	1/10	Director of Systems	10/20	1/10
Director of Training	10/20	1/10	Director of Training	10/20	1/10
Executive Director	10/20	1/10	Executive Director	10/20	1/10
Finance Director	10/20	1/10	Finance Director	10/20	1/10
General Manager	10/20	1/10	General Manager	10/20	1/10
Head of Department	10/20	1/10	Head of Department	10/20	1/10
Head of Office	10/20	1/10	Head of Office	10/20	1/10
Head of Project	10/20	1/10	Head of Project	10/20	1/10
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Head of Unit	10/20	1/10	Head of Unit	10/20	1/10
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Head of Institute	10/20	1/10	Head of Institute	10/20	1/10
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Head of Office	10/20	1/10	Head of Office	10/20	1/10
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# REACH FOR THE STARS

at  
The 11th Official

## Commodore computer show

Returning to London with a celebrity supporting cast

Chempagne Suite and Exhibition Centre, Royal, Hammersmith, London W6

Friday  
June 3  
10am-6pm

Saturday  
June 4  
10am-6pm

Sunday  
June 5  
10am-4pm

★ MEET **TESSA SANDERSON** ★

Olympic Gold Medalist

Chat to the big names: from Chelsea FC

★ Say Hello to Adam Faith ★

★ Mystery guest appearances ★

### Music

Discover why Commodore computers are setting the high notes around the world

### Business

Take the Business World by storm — the show which is clear: the best cost company can benefit from the power and versatility of Commodore machines

### Programming

Seize the opportunity to talk to the business software authors who are keeping Commodore at the head of the pack

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Party along in the fabulous Commodore games arcade and play all the latest hit titles — FREE!

The fantastic  
**VAMIGA**

Seize the opportunity! This is YOUR chance to try it out for yourself!

Cut the queues and save £1 per head — with this advance ticket order

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52 October 1988

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# ROB STEEL'S GETTING ADVENTUROUS

## SHERLOCK — THE RIDDLE OF THE CROWN JEWELS

### Infocon

COMMODORE 64/128 Diskette C19.99  
PC COMPATIBLES Diskette C24.99

**S**herlock — The Riddle Of The Crown Jewels is the first story in Infocon's new Immortal Legends series developed in conjunction with Challenge Inc. Using Infocon's development tools, Challenge lends its own brand of puzzles and plotting to interactive fiction. The author, **Rob Bates**, lives in Greenbelt, Maryland and is a graduate of Georgetown University. This is his first adventure release.

Sherlock Holmes has been the subject of many adventures in the past. However, Infocon's game is a slightly different story in the scenario by allowing the player to use the role of Doctor Watson rather than the demoralized super sleuth.

Holmes's arch-enemy, the villainous Moriarty, has stolen the Crown Jewels. The solving of the crime is particularly daunting, it is Justice West and a Royal procession is to take place through the streets of London in two days. Should the jewels not be recovered in time for the Queen to wear them the state will be exposed and the British government will fall into international disgrace. Scotland Yard has tried every trick in the book to track the thief, so however narrow the trail, Holmes will require a hunch to ask for his help. You, as Doctor Watson, arrive at 221B Baker Street while the PM is waiting in the parlour to see Sherlock.

You find the housekeeper Mrs. Hudson in a terrible state. It becomes clear that Holmes has not been out of the study for three days. He has entered one of his depressed states of mind, for which only one lesson has been kept to hand: stop musing to his room and close your old friend's study entrance. As you explore the rest of the great man's rooms, you find the door closed out of the depression and into exile.

The PM's name allowed into the room and subsequently finds you a piece of paper on which is

written a clue and a list that would direct you to Holmes. Holmes' friend's comment that the thief is now either Mr. Moriarty, Davis or Fox will the villain knows his and his missing wife. Holmes decides to start his detective tactics by asking you to conduct the investigation under his guidance, of course. This way he hopes to direct Holmes's plans to his left and lead the Crown Jewels before the procession arrives.

### HOLMES IS WHERE THE ART IS

Anticipation of the standard map of London supplied in the packaging should give you some idea of where to begin the investigation and reading the instruction manual may help you focus a little way of getting there. Two types of calls are available to you: the power and the fountain one of them is more useful than the other but both are best. Exploring the London scene is interesting from the most famous landmarks to the forgotten back streets. Holmes' skills Watson offering advice and information whenever you although most of the time the good Doctor has to figure things out for himself. Travel is quick by cab walking from place to place can take valuable time — and you only have until 5:00 Monday morning to solve the crime.

The game is standard Infocon

style with a status bar at the screen top and an abundance of advice text which simply comes atmosphere through the story for from the back background.

Unfortunately there are lots of two elements which are not built up to inform a usual struggle for perfection a sign outside the temporarily closed Tower of London suggests for any reconnaissance desired and that often have a nice day! The American one which I'm sure don't read in 1987 — noted any, although the game has built up and through we close to earth with a bump.

### IT'S A FAIR GAME, GUMPH

Even though I only completed 30% of the game at the start, one I had to play it I still encountered one or two other overnight. When allowing it a greater effort was a more serious attempt. I inadvertently managed to get the game very confused the main effort to capture a knowledge for an implied price.

The table says Where to Go now?

I input HAZLE and the program says Haggis who who?

The table says Where to Go now?

I input MAN (intending who I want to Haggis with) and the table says Oh good I've never been THERE before and goes

careless although the streets of London with Haggis and I still made. We eventually end in a random location miles from the village. vendor More interesting.

During the rest of the 10 minutes response I met Holmes's security guards pat the center and hundreds of tourists I was able to see up and down the Thames visit Westminster Abbey Scotland Yard Madame Tussauds and Buckingham Palace. Holmes followed the one-yetters and although he don't offer the much useful advice his presence was I got enjoying a bit of a gentleman who once helped me on a previous quest.

Sherlock is enjoyable in what does encourage you to play on and especially in a traditional time table by a certain necessity to make the case a habit. The greatest thing was learning to use what a strategy was used. The program is enjoyable but the adventures should be made enough to want I shall return to solve London during the quest of Watson during his own time. This is the a knowledge in the eye of a good adventure.

**ATMOSPHERE 85%  
INTERACTION 85%  
OVERALL 88%**

## LOADS OF MIDNIGHT

### CR

SPECTRUM Cassette C24.95

**A**dventures written to be humorous. Usually far liberally as all they do is send up the more serious side of games. Taking a product and mocking it to try to be amusing is silly and shows a lack of imagination on the part of the author. Loads Of Midnight is one such game.

The Loads Of Midnight writer writing a game where the computer says has recently changed and game of software are coming it believes that the computer should one finished to the Northern weeks come years before it can be completed. He has learned of the mist control properties of a

carpet block gem to be found embedded in a golden crown and he wants it. With the game in the possession people would do the thing and he could build a power and recognition would do his master many small companies will throw one such

being owned by Ludo, who just happens probably to be in possession of the golden crown (although being good at itself, he would not want for personal gain). Fortunately, he fears of Gaborpork's malicious intent and decides he must destroy the crown by casting it away from the top of the Tower of Doom. So by doing this well that, and of Medusa, he will be safe from Gaborpork's evil threat.

#### A LOAD OF ...

Water using the Gull, Rustrick and Pabon. Inside of brought some atmosphere. The graphics are good and nicely reminiscent of Castle of Mordaght out of the text.

directions let them down back. Instead the writing is interesting with what some are available which soon becomes tedious. Admittedly I did not get very far, mostly because I couldn't be bothered. There is nothing in the game to warrant perseverance and the struggle of tutorial are suitable, often in being. It would be nice to see some original humor injected into some of the usually untold adventures.

**ATMOSPHERE 38%**  
**INTERACTION 22%**  
**OVERALL 26%**



The graphics are a nice parody of the original masterpiece.

## FEDERATION

### CVL

SPECTRUM Cassette £9.95

MSX/DOS Diskette £14.95

Once upon a time in the golden days of adventuring when all that was required by the player was the old verb/noun input, there lived a software company that churned out games thick and fast - mostly written using Gilsoft's utility the Quil. Eighth Day Software produced some above average quests including *Planet Joe*, *Starline Zero* and one of my all time favourites, *Quinn Tule*. *Federation* is a revamped version of the latter.

*Quinn Tule* is the flagship of the Federation, unfortunately its designer, Eric Quinn, has vanished. He pilots it in an outpost of the evil Empire where he hopes to set the planet of its inventive progress. You take the role of a member of the Federation's elite which serve your mission in finding Quinn.

The adventure begins with a crashed life support module in the middle. Most interest of your ship. The first problem is of involving exploration, but it's easily solved.

*Released your ship by English Day on Quinn Tule, Federation is a revamped version with graphics.*

The vessel is drifting close to the damaged hull of the *Quinn Tule*, and pressing the blue button found in the cockpit allows access to it as an unobtainable card. Once there, two initial problems have been dealt with, the game is yours to explore.

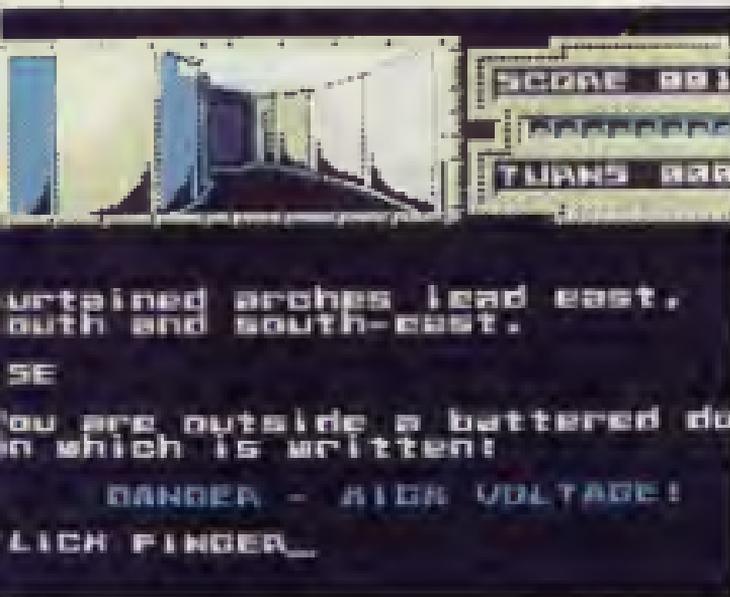
#### WONDERFULLY WEIRD

*Science Fiction* is usually a good genre for adventure games so it is only the author's imagination which limits the scope. All kinds of weird and wonderful objects and creatures may be incorporated in such adventures with no logical reason needed for their presence on the planet. *Quinn Tule* is one such game which incorporates many futuristic elements to good effect. The best thing is that when picked up, the computer translates the proper words and the number on each console found in the corridors of the great ship, all help to build up a believable atmosphere. Although most of the objects to be found may be alien to you, the *Quinn Tule* aspect is a neatly implemented helping system which is the user-friendliness of them.

The computer layout is evolutionary with a small graphic representation of some locations in a grid in the top left-hand corner of a well designed control panel. The also shows your score - 10,000 is possible - and the number of turns you have taken. Below, scroll the six descriptions.

*Quinn Tule* was a good game when it was first released all those years ago. Its overhaul and new look modernise and help maintain its appeal, although the price is a little steep for a single-lead game.

**ATMOSPHERE 75%**  
**INTERACTION 64%**  
**OVERALL 70%**



# GOING OVERBOARD

Stretch out your screwy necks and drift to for a carrier landing with **VULTURES** — an unlikely, but involving boardgame — plus: be Jimmy Greaves et al with **Sirri's** adaptation of Central TV's **SPORTING TRIANGLES**.

## GAMES NEWS

**B**y no means a total paradigm of human nature (*Psychology*), *Blender* (*1983*) still for those in early June remind you a lot of *Thriller*. It gives you the chance to let your chives and relatives exactly what you think of them, and it is, by *Psychology*, incredibly easy — the hardest part is living with yourself afterwards. Players take turns to pick personality cards showing the name of a pop or movie star, your best friend, or even your father, and, without doing right now, the objective for the other players is to guess the mystery person's identity. *Blender* is terrific to asking you *PSY* Questions.

All the game that comes in a package like what kind of difficulties would you rather be?



There can be anything there. It has a person who is really easy, which you would like to be. It's the person who is the member of the big family, what kind of pig would they be?

Naturally if that person were your best friend, the proceedings in *Blender* become well... difficult to say the least.

The game's no longer here has become popular in public and at private during the time designer **Steve Roper** has the applied to publish other such ones from many other companies. The **GAME** **INTERVIEW** has yet to see how it improves over the spoken or not, but we will keep you informed.

The **Games Team** whose product *Mr. A. Question Of Speed* started there a revolution when the boardgame market and

set to release their real time) on in Japan, started from *Quintessence Publishing*. It is called **Blender** — **The Game Of Psychological Parity** and involves several questions and answers based on relationship achievement, as described in that well-known anthology of personal matters. The *Blender* Book Of Records is about not to be published as *Trials* states **Bob Johnson** of The Games Team. The package which also contains the *Blender* Book Of Records, *Blender* rules, and is being sold through Fox Books Ltd.

**Word Page** is a simulation on a board mapping of that the word in the world of journal on a daily basis compiled by **George Gagne**. Just like the real thing, the people try to create headlines and stories from random words — we do it all the time here at the **GAME** **INTERVIEW**. The playing board resembles a daily newspaper, it from page and the game scores within minutes, each with different scores depending on their length with which to build up the story. Players take turns to set words, and the winner is the one with the highest score when the story is completed — a sort of Scripps with advice cards rather than individual letters.

A copy of **Word Page** (*1983*) being asked to us in 1983, we're looking and if it doesn't change the way we write, we'll bring you more back. Look for a review next month — we will, and we'll help a *Thesaurus*.

## VULTURES

Henry Games, £19.95

2-4 players

From Henry Games' London headquarters at 44 Bank Street, it's a new addition to the line of the most significant yet highly

entertaining boardgames ever played for ages.

The board represents a desert landscape complete with two bases and four nesting trees. The primary objective is to be the culture to collect five gemstones and return to your base. At the start, playing cultures are each dealt three cards from a collection of eight light, colored and numbered key positions placed in the desert pits last down.

At the start of a turn the culture in play declares if it has a card to use by spending freely and choosing the culture card next to the desired pile last up. Next it takes a new card from the ground

deck, flipping their wings and separating freely. Challenging an opponent to fight is easily achieved by landing on an occupied square, although cultures nesting in trees cannot be attacked.

Each player should then a couple of red light cards by the point in the game — the objective is to have a value card (ranging from one to ten) the culture with the highest light card wins the challenge and receives one of the opponent's gemstones. The player then is challenging a cardless culture. The big twist in challenging happens if the culture being challenged has no light cards — it has — the card has



A desert culture culture from Henry Games

pile and from the following card turn up on the other pile. The red reference down on the displayed card is then used to place a number in the corresponding pit reference on the board. It may sound complicated but you'll have to play.

If a culture does not have a nesting card it can carry out one or two movements, one shows the culture to take a new card from the ground pile, two shows the use of a light card to move the number of squares the culture has. A culture in a nesting card but movement is restricted to only one square.

The objective of flying around is to get to a process and claim it for your own before any other player does.

Fighting — another way of collecting gemstones — takes place when a Main Culture light card is drawn from the pack and deployed. Players drawing the card have to give a better or consistent of jumping up and

challenging culture (not all the processes and the victory culture is out of this game).

The game is concluded when one culture has claimed five gemstones and has nested in its tree.

### The Winner

*Vulture* is a great launch product for Henry Games. It appeals immediately to everyone who played it — probably because it combines strategy, thrills with a bit of luck. It's a great throw — Additionally it's your self that eventually helps you to emerge the victor — there are no dice adding luck to the conversation. Admittedly it took a couple of games for everyone to fully describe the instructions and see how to work them to their best advantage, but having done this *Vulture* should last as a pretty enough, attractive, absorbing game of greed and supremacy.



# NEW LOW PRICE ST!

## ST PRICE INCREASE

Due to a worldwide increase in prices, the price of many computers has gone up. Yours isn't! Still, the Atari ST is still also likely to be affected. No 286+ or 386+ price increase.



## ONLY FROM SILICA

Atari ST computers are the most popular in the world. They are easy to use, easy to learn, and easy to play with. They are also the most powerful and versatile. They can do everything from word processing to graphics to music to video. They are the perfect computer for everyone.

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# £260 +VAT=£299

## SO MUCH FOR SO LITTLE!

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Atari 500TDX+	£3350 (+VAT=£4019)
Atari 500TDX+	£3400 (+VAT=£4079)
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Atari 500TDX+	£9800 (+VAT=£11759)
Atari 500TDX+	£9850 (+VAT=£11819)
Atari 500TDX+	£9900 (+VAT=£11879)
Atari 500TDX+	£9950 (+VAT=£11939)
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# SIERRA COMPETITION



## 16-BIT COMPETITION

A THOROUGHLY good romp through the pinacles of animated adventures awaits the lucky winners of this Sierra On-line competition. Sierra has recently been bombarding the adventure pages with 30-bit animated adventures, pumped full of rib-ticking black comedy. Three which have particularly struck gold in Rob Steel's judgement are *Space Quest II*, *Police Quest* and *Leisure Suit Larry* with marks of 95%, 92% and 83% respectively.

**H**as it your chance to win Sierra's entire catalogue of games right in all The Sims games are traditional adventures in the sense that the player has to type commands in order for the main character to act - however rather than being obliged to provide keywords, interpretations or locations, continual graphic displays - often with an amusing bit of line art - inform an always interactive and funny world - as usual.

First game winner receives *King & Quest I*, *King & Quest II*, *King & Quest III*, *Space Quest I*, *Space Quest II*, *Leisure Suit Larry*, *Police Quest* and

*SP Helicopter* when available. *Leisure Suit Larry* is not available for the Amiga and CD Helicopter is for the PC only. The following ten games and/or collections from the bag will copy to Sierra's latest adventure *Space Quest II*.

To be in the running for one of the prizes we offer just tell us whether the five-nuclei Police (taken from reviews of Sierra games in 1988) and 1084000) are correct as they were originally printed - answer true or false. While the answers come off a postcard we pack it's sealed envelope together with your name, address and model of computer, and send it

Win eight highly acclaimed graphic adventures with the emphasis on comedy!

by return to: SIERRA CORP, THE GAMES MACHINE, PO Box 16, Lorena, Missouri 67543 USA. All entries must comply with our competition rules as stated in the magazine.

- 1 attempt to throw the plans of *SierraQuest* to sea!
- 2 Police Quest includes more than 100 city streets!
- 3 In *Police Quest* Travels look like Patrick Moore getting drunk!
- 4 becoming too 'jerkish' and lose his virginity!
- 5 send out Queen Angel's gang and bring the rebelator to justice!



the  
**GAMES**  
 machine

COMPUTER & ELECTRONIC  
 ENTERTAINMENT

# QUESTIONNAIRE

**THE GAMES MACHINE** is now six issues old, so it's time to ask you, the readers, what you think about the magazine and its contents. In addition, we would like to ask you some questions about what you do and don't do, what you like and dislike — they may seem nosy, but they all help us shape the magazine the way YOU want.

Please fill out as much of this form as possible (placing a tick in the appropriate boxes, or filling them in with numbers as requested), and send it (or a photocopy if you don't want to cut up your copy) to **TGM QUESTIONNAIRE, PO Box 10, London, W19 6UE** to arrive here before May 10. The first form drawn out of mailing after this date earns the reader 100 worth of software of his or her choice, plus a TGM T-shirt. The next four forms drawn earn their readers 100 worth of software, plus a T-SHIRT.

## GENERAL

Age: \_\_\_\_\_

- Are you:
- Male
  - Female
  - All Other
  - At School
  - At College/University
  - Working Full Time
  - Working Part Time
  - Unemployed

## MONEY MATTERS

On average, how much do you spend on computer games every week?

- £1-15
- £16-30
- £31-50
- More Than £50

Have you purchased a computer in the last six months?

- Yes
- No

If 'yes', please state type:

Do you intend to purchase a video in the next six months?

- Yes
- No

If 'yes', please state type:

Have you purchased a peripheral in the last six months?

- Yes
- No

If 'yes', please state type:

Do you intend to purchase a peripheral in the next six months?

- Yes
- No

If 'yes', please state type:

Do you intend to buy a new computer or games console in the next six months?

- Yes
- No

If 'yes' list the appropriate line:

- Spectrum 128-129 + 2
- Amstrad CPC
- Commodore 64/128
- Electron
- Atari ST
- Amiga
- IBM PC Compatible
- Intellivision
- MSX2
- Nintendo console
- Atari console
- Sega Console

What is the major influence on your decision to buy a computer game? (Please indicate in order of priority 1-5)

- Friend's recommendation
- Magazine Review
- Advertising
- Author
- Producer
- Price

## ARE YOU WELL READY?

What do you find buy 'GAMES MACHINE'?

Price

How many issues have you bought?

**Subscription?**

- Yes
- No
- Yes
- No
- Yes
- No

**On average, how many other people read your issue of TDM?**

**How do you get TDM?**

- Subscription
- Newsagent/Reseller/Distributor
- Off the street

**Which online magazines do you buy?**

- AOL
- Commodore/Computing International
- Commodore User
- Computer & Video Games
- CXP
- CXP2
- Popular Computing Weekly
- Other (Please Specify)

**Which online magazines do you read regularly but not buy?**

- AOL
- Commodore/Computing International
- Commodore User
- Computer & Video Games
- CXP
- CXP2
- Popular Computing Weekly
- Other (Please Specify)

**Which type of game do you enjoy playing (in order of preference) 1-4?**

- Adventure
- Action/Adventure
- Shoot 'em up
- Simulation
- RPG
- Strategy
- Other (Please Specify)

**CONTENTS**

Please insert marks out of ten for each of the following features in TDM

- Advertisement
- News/Editorial
- Competition
- Test 'n' Benchmarking
- Fantasy Games (RPG etc)
- Games/Reviews
- Strategy/Warfare
- In-tech/paperwork
- Industry Features (Not Covered)
- Ask Dave
- Money/Deal/Value/Help
- Music/Movies/Join Game
- News
- Personal
- Reviews
- Roundtable
- New Deal's Adventure
- Subscription Offer

**Do you think TDM should offer any of the following?**

- Software software charts
- Yes
- No
- "Special" Charts
- Yes
- No

**Play By Mail games**

- Yes
- No

**Buying High Scores**

- Yes
- No

**Buying "Hot" Game reviews**

- Yes
- No

**SOFTWARE COVERAGE**

Please rate TDM's coverage of software out of ten

- None
- Poor
- Average

**Are the reviews detailed enough?**

- Yes
- No

**Are the reviews being enough?**

- Yes
- No

**Are the magazine-specific comments helpful enough?**

- Yes
- No

**How often do you agree with the ratings?**

- Always
- Usually
- Rarely
- Never

**Would you like to see the current game reviews changed or improved?**

- Yes
- No

**Do you get TDM as a source of information when buying software?**

- Always
- Sometimes
- Never

**What do you think of the standard of TDM's content?**

- Excellent
- Good
- Okay
- Mediocre

**GENERAL BUYING HABITS**

**What is your weekly income?**

- Up to £5
- £5 to £10
- £10 to £15
- £15 to £20
- £20 to £25
- £25 plus

**What products would you like to see**

**an offer in TDM's Mail Order?**

.....

**When do you buy most of your software?**

- Large Retail Chains (e.g. S. B.S.)
- Warehouse etc
- High Street Retailer (e.g. Toys 'R Us)
- Specialist/Refurb. Stores
- Other (Please specify)

**Where else do you buy software?**

- Yes and where
- Occasional stock
- CD-ROM
- Video/DVD-ROM

**On average, how many of the following do you buy a month?**

- Action Games
- Adventure (RPG)
- Educational software
- CD-ROM
- Top-Down/Action
- Budget Prices or other

**How often do you read TDM on-line?**

- More than once a week
- Once a week
- Every other week
- Once a month
- Every other month
- Less than once a year
- Never

**How often do you buy printed books?**

- More than once a day
- Once a day
- Every other day
- More than once a week
- Once a week
- Less than once a fortnight
- Never

**How often do you buy magazines, records and CDs?**

- More than once a day
- Once a day
- Every other day
- More than once a week
- Once a week
- Less than once a fortnight
- Never

**How often do you go to the cinema?**

- Once a week
- Every other week
- Once a month
- Every other month
- Less than once a year
- Never

**What were the last two films you saw?**

.....

**How often do you buy books?**

- Once a week or more
- Once a fortnight
- Once a month
- Less than once a month

**What types of records do you buy?**

- New/Popular
- Semi-Popular
- Rare/Collectible

**Postcode:** .....

**Film and TV titles**

- Computer
- Fantasy/Science
- Horror
- Thriller
- Action
- Mystery
- Drama
- Non-fiction

**When do you buy video hardware apart from playing computer games?**

- Yes
- No

**If 'yes', explain further**

.....

**Do you participate in sport?**

- Yes
- No

**If 'yes', describe three favourite sports**

.....

**Do you have a bank account?**

- Yes
- No

**If 'yes', with who (and state type of account)?**

.....

**Do you have a Building Society account?**

- Yes
- No

**If 'yes', with who (and state type of account)?**

.....

**Which of the following do you prefer (rank 1-4)?**

- News/Editorial
- Reviews
- Fantasy/Fantasy/Action
- Adventure
- Music/Hits
- Large Print and Big (Shop)
- Other (please specify)

**Which TV station do you prefer (rank 1-4)**

- BBC 1
- BBC 2
- ITV
- Channel 4
- Satellite

**How many hours do you spend watching TV per day?**

- 0/15-30
- 30-45
- 45-60
- 60-75
- 75-90

**Which online station do you prefer (rank 1-4)?**

- News 1
- News 2
- News 3
- News 4
- News 5
- News 6
- News 7
- News 8
- News 9
- News 10
- News 11
- News 12
- News 13
- News 14
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- News 99
- News 100

# the GAMES machine

COMPUTER & ELECTRONIC  
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## SHOPPING

No soft background music, no deep-piled carpets, no tasteful decor, no dazzling spotlights, no manicuring shop assistants, just hot up-to-date merchandise, best service and low bucks, that's TGM SHOPPING. Whether top games software, high-tech joysticks or designer T-Shirts or just simply dustprotective keyboard covers, our TGM SHOPPING crew will despatch efficiently and fast. The incredibly low prices include VAT and postage & packing. Now go for the TGM SHOPPING spree . . .

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**WOOD** . . . of your favourite, vinyl new computer cover as it fits the desk, protects it from coffee stains, scratches, access failure or just simply plain looks really good

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Mouse, Keyboard and  
Protect  
OFFER 18.88     1000

### TGM-T-SHIRT

**GRAY** . . . being a bit, beautiful, non-disturbed grey perfect. It's about time you had a great colour. Stand up to the world and show yourself to be a dominating, forward-looking, fun-loving, computer-reading, computer-formatting, in short, an average THE GAMES MACHINE reader. Wear the TGM-SHIRT and join the Machine club. TGM machines come in two sizes, MEDIUM and XX-LARGE.

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OFFER £ 80     1000



If you have never shopped, grab the order form at the end of the TGM SHOPPING section, fill out the details and send off with confidence (cheques/P.O.), or with your credit card details.

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# GROW YOUR OWN RADIO STATION

Microchip technology is becoming to our century what Gutenberg's first movable type was to the Middle Ages - the great democratizer and never better seen than in the next generation of radio transmitters and receivers. Mel Croucher examines why the government is having to free our airwaves.

Last month, the London listings magazine *Time Out* was dragged before the bench accused of 'providing assistance to pirate radio stations'. What they had done was to commit the terrible crime of publishing the radio frequencies of Radio Caroline and Lady 555. It was the first such prosecution under the 21-year-old Marine Broadcasting Offences Act. In over TWELVE YEARS and it is almost certain to be the last. On Thursday, March 10 1988 the case was thrown out of court. The government gave up trying to enforce a ludicrous piece of legislation, and the Department of Trade and Industry's Under Secretary, John Rutoher MP, had failed in his February 1 plea in the House of Commons to 'clear the airwaves of pirates'. As from now, the airwaves are for game for anyone who wants to pollute them.

One April afternoon, when the world was new and I was a little boy before the dawn of television, the contrabassoon piff and stood beside the names of entertainment knowledge music news and fun with the radio; or about as used to call the wireless. Because it had not existed in those days we had a choice of three proper systems and one amateur station. The proper ones were The Home Service I voted for Mr Churchill and you the Royal Family. The Light Programme I don't vote for Mr Churchill I vote for the Royal Family. But let me tell you gentle reader, it was the amateur station that was the real treasure. It was called Radio Luxembourg. It played music in real music in longish 15 minute adverts and the DJs were young women with names like Jimmy Saville. Trouble was the signal was fuzzy. Radio Marconi often had to cut off the gas and after a few years it became boring.

Then one day in the mid Sixties a miracle happened. A bunch of services set up a radio station on board an old boat and started beaming radio waves from the ocean all day and all of the night. Radio Caroline changed everything. The pirates got a name: Kenny Everett, Christopher Galt, Hansi, John Peel, Brian Auger, Terry Blackden and Francis. Listening on or transmitting radio waves and using electronic bits and bytes as a government's idea had just failed to get there. The next started spreading up all over the sunbeams, manufacturing, here

bedrooms garages started into public halls and finally ruled the waves. It was furious and I was five.

On September 26 1967 the BBC took the only way out. They bought the souls of the pirates, replaced the purified Radio One with Terry Wogan and soon after the legalised metal. Percy Cottrell brought us everyone's attention to the new national networks and legal radio seem to be good things. But things are changing. The amateur are now identified with anarchic stations and the government has admitted defeat. The biggest area where up of radio broadcasting is happening right now and it will never be the same again. The reason for the radio surge was in two words: NEW TECHNOLOGY. Thanks to cheap microchips the cost of a radio transmitter is the reduced value of a few miles is ludicrously cheap. Thanks to satellite broadcasting the profits from international radio networks are ludicrously high. Let's take a look at the future which has already happened and start off with the next generation of radio waves.

## RDS: THE INTELLIGENT RADIO

After ten years of research and development instead of research being wasted in Britain right now. The



prediction that these new high-tech cars perform are in the words of William Shakespeare: 'Broody amongst the Radio Data System was finished under the 1980 Comms Consultation. International Telecommunication Union agreement and your car's generation receiver will perform anywhere in the world except Japan and Austria. In experimental order here's what I can do.

"... the airwaves are once again filled with anarchic stations."

## AN ALTERNATIVE FREQUENCY SELECTION

Using an old board based upon the microwave makes more than 1000 channels for the strongest signal. Instead for any selection. (AISCAN) I received



in MP3 mode, but will switch if it considers that this will result in a clearer signal.

#### CG: CLOCK TIME

Digital display of UTC (that's what they call Greenwich Mean Time these days) local time, sunrise/sunset times, city data, leap year, moon phase/age/illumination.

#### CI: DECIPHER IDENTIFICATION

A 4 bit code for identifying Dolby surround-sound, total stereo field and timing, and all those useful features in the menu are fairly big without

your receiver will show the world for you, and probably with electronic music."

#### DI: IN-HOUSE DATA

Probably the most interesting feature for the computer nerds, and anyone wanting to grow their own audio station. This feature is provided by the broadcaster's own and external choice of function and computer coded information on what is being broadcast and is being through the airwaves.

#### DI'S INVARIABLE MUSIC/ SPEECH

A personalized two-minute audio program for the user. The program radio is inserted if it is broadcasting music or speech, and appears to volume according to your

preferences. Invariable to those who wish to cut out all the garbage that is spewed between songs.

#### DE: NETWORK OPTIONS

Nice one. Supports what you and the sort of person who wants to make a particular menu broadcast (Friday or heavy metal or light) the option network the stations find the program of your choice automatically no matter which network it is being broadcast on. Say goodbye to those it's the blessing. Open to every option then.

#### FI: PROGRAMME IDENTIFICATION

A 10-bit block. You can displaying the broadcast's country of origin, another two to store the service area's local region or station, and then eight bits for individual station identification without a 24-bit address system at your fingertips.

#### FIN: PROGRAMME ITEM NUMBER

Excellent for those who are. A digital display showing the real-time length of the programme, record track, computer data transmission etc. how far into that programme you are, and how long it's got to go. Nice, an automatic recording is here, regardless of how you set it to recording.

#### FS: PROGRAMME SERVICE

Eight alpha-numeric characters, including ASCII codes. Great. Features Russian, but not Arabic, and display when you are tuned to, eg. WASH 008.

#### FTS: PROGRAMME TYPE

Better than Playlist Options, this option extracts the code to broadcast programmes of any particular type continuously. So if you are into Country and Western, your receiver will scan the world for you, and probably connect electronic music.

#### GT: RADIO TELETEXT

A must for all. Supports the 64 character display, allowing it can show news flashes, list of records being played, sports results and all those other things. Another neat touch is for in-car use, emergency messages will be relayed via speech synthesizer.

#### TA: TRAFFIC ARRANGEMENT OPTION

A single 64 bit flag which lets you when a traffic buffer is being transmitted, and an automatic volume reduction, you're tuned to it is instructed.

#### TD: TRANSPARENT GATE CHANNEL

An exciting feature, but probably the most intriguing to the GAMES



# A SCANDANAVIAN FANTASY

**John Woods examines a Nordic takeover bid in fantasy games and indulges in some gruesome reading from the land of Ham**

A long time ago in a galaxy far, far away, my Star Wars – the role-playing game campaign is reaching a crucial stage. My unfortunate (but undeniably heroic) young Jedi has been taken captive by representatives of a race of lizard-like masters of genetic engineering, and it being held in a giant sponge-like undersea complex on their homeworld. Meanwhile the rest of the party are spreading through hyperspace to attempt a daring rescue, little knowing the perils that lie in wait for them. With the anticipation of the next game becoming almost unbearable, the task of writing this month's reviews is a welcome distraction! This issue features two sets of fantasy role-playing rules, a brand-new Scandinavian system and a more established but comparatively little-known one from the USA. Now, where did I put that lightbulb?

## The MEGA Role-Playing System – Fantasy Edition

144pp Paperback £12.95

Role-Playing Rules  
Published by Mega Games Ltd.

**M**EGA Games set themselves to the role-playing world with a product based around the Renaissance-era AD&D role-playing system. Apparently they can't release a series of rulebooks using the same basic system and covering all types of role-playing (fantasy, science fiction and so on), but a range of scenario packs to supplement the base themselves.

First to be released is the highly-visual set of rules, and the company certainly seem to be proud of it. Good-looking, different from the back cover. The first RPG of a new generation, all of the qualities most desirable to GMs and players. Could this be the beginning of a Scandinavian invasion of our games shelves? Will the ordinary round the MEGA system found the old fantasies to look to their future? For interest, correspondence details would appreciate fully the impressions of the readers, were quite favourable. The publishers have wisely opted

section are lists of useful guidelines for players and GMs. These include such gems of wisdom as: 'Never adopt orders from players. If we never been asked to play in your game of games, maintaining full time to hope.'

The most important item in the introduction is an explanation of the code used in MEGA RPGs. As well as the usual codes – all is represented in an order list – there are special rules with codes such as 'R0' designed to give a gradual introducing system of new concepts. All this rules are the same order – meaning that new rules and previous rules have further rules related to subdivide to expand the possible range of some indefinitely. At least, this is the impression of the guidelines and minutes, study of the section concerned. The code language is a few short but lengthy paragraphs to make the simple act of using a few dice sound like a feat of Herculean strength. My only complaint, somewhat shaken by this, is gathered of my source and a bottle of experience (pouring into the main mass of the rulesbook).

### COMBAT

Subsequent chapters present everything the good fantasy role-playing system would offer. Unsurprisingly on a focus on the standard system of taking dice to determine level character action, but there are some unusual additions to the normal range of Strength, Dexterity and the like in the form of Magic Creativity and Muscularity. Obviously another of these Norwegian games. One chapter describes the system for determining how much a character can do. This is followed by a description of the various skills available to characters, ranging from 'temporarily to Tearing. All in RPGs such as the MEGA RPGs are not limited to particular classes of units, but are the to develop the address system. The use of dice is restricted by the GM, although a primary level is the rule. Being introduced, the player then with a number number of dice the exact number depending on the roll involved. For some

peculiar reason and rolls through by their character's roll level. If the exceeds the difficulty level, the action is successful.

The combat system follows the standard generic procedure with the difficulty level of the action depending on the difficulty level. Also clearly attack goes through to a qualification level (check for failure or otherwise) giving a more realistic feel.

Four different magic systems are provided, ranging from Priest Magic – granted by gods to their devotees – to Wizard Magic, where the user manipulates the ether to cause the magical effect. An extension of the same system is used to determine the success or failure of spell casting. Describing some of a range of monsters or other creatures, the rule books provide rules, equipment and price lists and a section on general experience for measuring character level. All in all, I think that nearly a trying, but it is a little promise of an interesting system for fantasy game is not too late.

Sadly, the confused style of the opening section continues in the rest of the rules. The prose seems thoughtful as it written in some one's second language with some very curious bits of phrasing. Many variations of the words 'near', 'and', 'and', 'and' are used, but one one which was first acceptable, but is based on reasonable logic. This is a particularly serious problem in the second part of the rules such as the combat system. After but on the reading to be fully read and straightaway. I think you are expected to such a format and following back to the table and number unrecognizable. Even some that are very well-constructed, plus what you can, and those that we have our own reviews.

### SOME GOOD IDEAS

In terms, this is a number of good ideas here. I particularly like the Priest Magic system, and the idea for how characters can gain in standing with their deity by good service. However, getting the chance of divine assistance. And

for the handbook format that is rapidly becoming standard for role-playing rule books, and will be popular to anyone who is used for a serious rulebook, but added to a few months of basic, later releasing and rule-checking. The rules are very printed on high-quality paper and illustrated mostly by a generous number of scattered pencil sketches, including some of the cute gothic-style character art. Only the lack of art books seems an instant disadvantage in my book, but this is to some extent compensated for by an extraordinary set of contents.

### CRIBBET

Very encouraged by my first glance I turned to the introductory chapter. This may have been a mistake. The contents ranged from the well-known to very new introduction to the game and went to the basic concepts of the MEGA system in the introductory del explanation of the bond (the address language) numbering system. Also included in the





# MR POSTMAN, WHERE'S MY GAME?

It's a crime to miss out on Play By Mail — one of the fastest growing pastimes in the country. But getting going can be bewildering. THE GAMES MACHINE tells you how.

**A** Play By Mail section in THE GAMES MACHINE is long overdue, but rather than plunge straight in with reviews of the games available, we thought it better to start from the beginning. Realizing that not everybody fully understands PBMs or how they work, we thought we would give this section a different slant by acting as games pep, entering and playing one or more exciting games, then reporting each month on our progress (or lack of it). Through our experiences, we hope to better both yours and our knowledge of this increasingly popular game.

This does not mean, however, that PBM games will not be reviewed, and we should be grateful if any interested parties would invite us to look at their games.

## WHAT IS PBM?

The scenario for a game is created several months ahead, at the time of the major computer such as RUC Games is undertaken by a team from Langley. Computer editing to make parts of the game easy and interesting is done which usually includes the necessary instructions, card text and a credit sheet.

The first card is used to define how what action you would like to take within the boundaries of the game and the result sheet is used to return on those actions.

A charge is made for each turn taken — usually a card 75p — and you are allowed to read this through but not to change your reply. When satisfied with your orders, you post them to the computer, who processes the data and dispatches the results for you to consider your next move if you are still in the game. This process normally takes around five days — related to as a game week and continues until the game is won, you retire or get killed.

## WHAT GAME TO PLAY

We studied the Play By Mail games available and decided on *A Crime from RUC Games*. Two main reasons influenced our decision: between 400 players involved in each game, it is very popular — and it was going to give me a bit of a challenge.

## THE SCENARIO OF IT'S A CRIME

You are a gang leader who controls a group of misbegotten youths. Your gang is one of roughly 100 other gangs in New York City in the late 1930s.

Your main goal is to control a powerful gang. To accomplish this you must build your gang into the largest, and your gang into one of the richest (biggest and most notorious) in the city.

To realize your goals is to become Godfather — whenever you are declared the winner and the game

ends.

As you will have taken our first two turns — which incidentally are free to all researchers — by the time you read this, excitement will have gripped on the results.

## ABOUT RUC GAMES

RUC Games was established in 1980 by Kevin Cooper. From its very beginning it steadily grew until today when it is the largest PBM company in the sale of the Atlantic — unless you are reading this from the east of the Atlantic.

The first game available featured controlled by RUC was *Greenwolf's World* — a fantasy role playing game run entirely by hand. This was closely followed by the popular wargame *Darkwood* — RUC's first computer-mediated PBM game. The latest offering, *It's A Crime* is the most popular PBM game in the world with over 10,000 players. It won the 1987 WJ Daily Award as well as the 1987 CMAA-Reader's Award for Best PBM game. RUC process approximately 15,000 turns per month at present although the figure is constantly rising. There are over 20 games of *It's A Crime* started at present. For an complete background on the game with 400 players and reviews, see *Computer World* magazine and visit the game's website on the Internet. *Greenwolf's World* is freely available — although RUC is in the process of upgrading. Eventually all their computers will be used to mediate which will reduce our 100 turn machine to process the game — to something a 300 turn and a 200 magazine per fortnight — with the rest of the Internet used to handle the computing. The website is also up and running by the time you read this. As you can see, RUC Games have PBM seriously.

We are on the lookout for another PBM game to become featured in as well as *It's A Crime* — if you are of one that would suit or you are currently researching a game, please drop us in the ADG and send for our event's first computer game 1989!

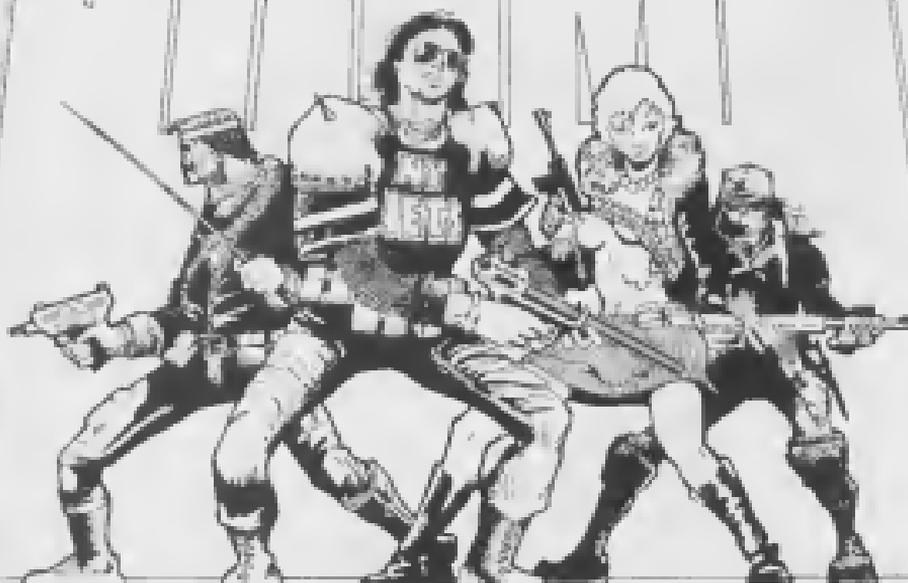


# GET INTO CRIME!

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accounting. Bills are broken down into amounts of dollars and cents, and that's a lot! It is a real surprise to find how much money you have left, and just to keep things on a real time basis, there is a one-step invoice and savings. Fantastic! Though the way seems to be dealing with a program that can work in text and video, and your having a pretty usual.

MS-DOS commands are shared in the screen as well. Before a lot of menu-driven windows, and a window of which is the central Pattern box. You can choose to fill Pattern pages with contents of 16 simultaneous channels/tracks. For easy reference when you select the MSQ channel for each track you can name the instrument it is to command - very useful when you wish to fit the fit a later date. Over the right-hand edge of this box is a reference column displaying what channel you are outputting to, and also what quantization and rate features - Transposition etc. - you have made to this. Track. To the right of the central window is the track parameter box.

Now the great thing about The Creator's the C. Latches goes out of their way to make a good point to remember you that it is really impossible to drop large changes when you DON'T like them. Usually all changes are performed as first by some full routine that corrects the data and is output. This means that if you had been recorded for all time - that is, just one day, that the changes are exactly what you want. And even if you want to make a lot of editing, that you can always hit the undo button, reversing the last command you gave it.

## ANYTHING MIDI CAN DO

All sort of things said, the answer you can format your own MIDI commands and get controllers to do things that can't be done on some channels to their own. On a screen some screen as a view some. Commands can be added to that a window on the Track can become a path and go another.

Back on the first screen page, the front-hand window is more familiar with the by now Universal tape recorder controls for running the sequencing and jumping forwards or backwards. You can punch in on a track and it will you decide which sequence you want to jump to, and that's the new control panel in fragments of Patterns or Tracks can be copied in whole or part, applied, rate values or patch commands, velocity values, preset tracks, tempo or manual, and lots of other very complex operations to keep you amused for hours. It continues to the full MSQ protocol as anything that MSQ is capable of, the program will.

I was much impressed. My only reservation is that although the manual is very comprehensive and fully descriptive, it demanded a lot of my time when it came to really diving into the theory and an MSQ data processing. I just use step-by-step book guides that take you by the hand from choice to professional.

"... we are dealing with a program that can work with film and video..."

"The Creator offers different styles of 'humanised' quantisations."

"All sort of delights await the intense user..."

## WEALTH OF DETAIL

All the usual professional type of elements are available. Quantise box 4 that is a dropdown to MSQ - which is real time. And as well as transposition you can alter the velocity of your modifications, it is really amazing of course, you can make the effect of a compressor - this affects the overall rate of velocity, along tracks, select a gate point, learn a track etc.

What I found confusing at first is that after the initial ease of getting something done and playing it back, I noticed that there are several different ways to represent the main functions, and the quality of this can be bewildering at first. eg Loop. This refers to the looping device. Track style is Pattern - something you might do for a repeated bit of drum lead, it has nothing to do with the overall cycle control referred to in the right-hand window.

Another mistake at first is the quantisation options. Once spent a few days it, about 16 months ago, quantisation was simple. You played your notes in, selected to what note value you wanted them to be, and then attempted to arrange groups, chords that was absolutely fool on. The Creator has only three individual quantisation for each Track, Pattern or Arrangement, but it offers different styles of humanised quantisations, in fact what this does is to introduce an element of tolerance to the beat. It also looks at other musical criteria besides timing statements, thus you according to its overall context. It is not enough you can fit the whole scenario by the piano solo, possible it is possible to produce a humanised version and give it a right to, and after the individual notes, approximately 48 ms intervals can be heard as you do them and you can shuffle backwards and forwards in many times as you like using the cycle time.

## N-ALYSER

The other program on the next bench is the N-alyser, described as a CD library and editor and CD's sample rate editor. Before you get started it is designed to work only with the CD's and not the other modes in the CD range. It is consistent with the new range of CD's and includes the supplementary parameters that the

range CD's have. I deal with the CD's type of type mainly. The last menu is that it only works on the 1940-51.

As MSQ handles all in it was seemingly obvious that a prime application was that of visually displaying the entire spectrum of displaying. Despite claims by a few of Internet, the ability to cope with the 17-bit resolution CD's along an end of the file, generation, signal synchronisation, and a lot of other of the population, I can't believe that full of those and many other items, from an into format to a real-time sector of the sound that is slightly outside on the instruments display. [In the programming, ability with functionality of all the parameters in one or two screens.

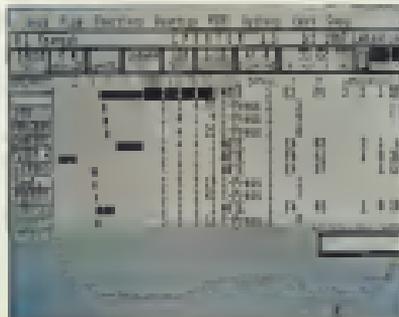
On the first was the realization that most systems would be with memory issues on when it came to the work delivered. Even with some, it was running up to 256 words, there comes the problem of packaging them, and so that your favourite sounds are accessible easily and not too long before the start of the bottom of a ROM. After all, it's a matter of how many words and managers. As the CD's had to be used, other items like a time window, at the end of the programming, software for this.

## LOOK, NO HANDS!

The Designer had a very direct approach. The theory is presented in two columns on the left, the one you already have, and the right, the one you are about to make. Issues are mostly changed and can be sent to a buffer for later use. The theory is CD's, Voice, tempo, or CD as a time are achieved in the same way by clicking on the correct screen icon. By the way, the program comes with about 250 new words, most of which are useful and some as excellent food for considering. You can create the sound of each voice key as it automatically sounds it on the screen for you.

However, the amazing feature of this particular program is that you don't need a CD's to work it. Instead, this is a CD's programmer that doesn't need a CD's - and you can still have the sound! That's the same as the second part of its function - that is, the CD's to sample rate editor. It has some famous music routines concerning the CD's sound parameters in MSQ. Sample Dump Format is also a CD's. It is a very nice one. Secondly, there has been a standard format implemented for samples to a common language, such as between samples of different rates and sampling rates etc. Thus you can use MSQ sample can be purchased as a common MSQ format to the MSQ sampler with 16 bit - or whatever - sampling. This may come as no surprise at all, and you'll find it in the CD's. Demonstration here that you can convert any synthesized sound created, provided on a computer, and dump it into a sample. Wonderful. You can buy a custom sampler and use the program to get it as an MSQ CD's, or maybe another synth when the software is available.

This would indeed be the age of the









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**THE GREAT MOUNTAIN**

See the best of the best, see the best of the best.



**THE GREAT MOUNTAIN**

See the best of the best, see the best of the best.



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