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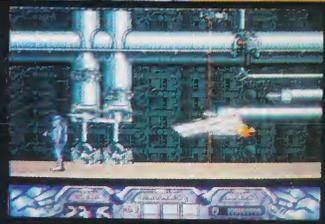
Editorial

Just as you've finished counting the mistakes in issue one of Computer Fun, here we are with a change of personnel and issue two of Europe's biggest games magazine. Rest assured the people responsible for last month's mistakes have been dealt with in the usual manner (ie a baseball bat) and that quality control has been restored. So what's this Computer Fun business all about then, I hear you ask. Well, it's like this. We publish Amiga Fun, ST Fun, PC Fun and C64 Fun, which are basically full price games, for #4.95. The games are original and have been developed especially for the magazine. On top of this rather good value deal, you also get a free copy of the multi-format games magazine Computer Fun, so you can catch up on the latest biz. Being charitable guys it occured to us that one month you might be strapped for cash and couldn't afford to buy any software, which is why we sell Computer Fun, the magazine on it's own for a measly #1.25. So you can still keep your finger on the pulse. For your cash, whether you buy a version with a game or not, each month's Computer Fun promises 100 pages of full colour games and entertainment coverage from England

and Europe. And that's just at the moment. From issue three onwards Computer Fun will be going global. If there's an interesting arcade fair in Japan, we'll make sure you know about it. If there's a new techno breakthrough in the States, Computer Fun will be there. Computer Fun is all about having a good time and we aim to entertain and inform. In this very issue for example, there are over 50 pages of games news and reviews. Much more than in ANY other magazine, no matter how dedicated they say they are. Plus we've got features on the Hannover Show, American Footy games, the latest sticks, console action for you Sega owners, hints and tips, budget games and PD, boards games, role playing games, strategy columns and even the latest in cinematic entertainment. If you want an all round package, if you want superb value for money every month, and if you want the latest news and views, then forget about the rest, check out the totally stonking Computer Fun.

Duncan The Big Ed.

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PREVIEWS

ON SCREEN

FEATURES

ADVENTURE GAMES

PUBLIC DOMAIN

TOP TEN

REVIEWS

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COMPUTER FUN - ISS

BACK TO THE FUTURE
...as good as the movie?

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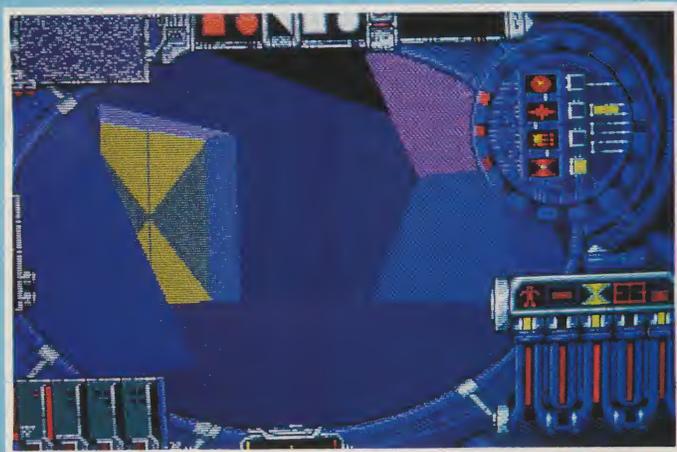FRANKLINS TRAINING CAMP

ALL MEMBERS OF THE SQUAD ARE FULLY FIT

This month´s special: AMERICAN FOOTBALL
..the best games reviewed by Duncan Evans

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ISSUE 2 - MAY 1991

CYBERCON III
Read the 3page review.. PAGE 42

News

Kerry Culbert brings you the latest in games, art packages, entertainment, and computer hardware. Check them out before someone comes to check on you, but don't miss the odd snippet of gossip before you rush out to the shops to get your paws on the latest releases.

FUTUREGRAMMES OR INFOGRAMES?

Apart from throwing jazzy press conferences at venues like MadameTussards, Infogrames can always be counted on to produce games which look forward rather than backwards. A lot of their games, and the PCversion of Alpha Waves is a good example of this, remind me of cubist paintings of abstract balls and shapes like triangles suspended in space. Maybe the fact that cubism was popular in France in the 1920's has something to do with this as the company is based in France today. Buy the Amiga version of Alpha Waves which is due for release on Monday the 25th March and you'll see what I mean. It retails at #24.99 , and the PCversion was released earlier this year and can still be swiped off theshelves for #29.99. Metal Masters which

has just been released is an even better example of the company's futuristic Philosophy. This follows metal Mickies taking part in zany Robotic sports contests and even allows you to build your own Robot. Be prepared to fight to the last bolt though as sports and conflict mean the same thing to these techno Robos. Infogrames is capable of producing a wider range of games though as May will prove. Watch out for Alcatraz and Billiards II. The first of these offerings is expected to be released during the first two weeks of May, the second one in the last two weeks. Billiards II is a typical Infogrames game in so far as it visualises sports games in 3-D, and the ST and Amiga versions of both ga-

mes can be picked up for #24.99 and #29.99 respectively. Fans of the hit games Sim City (which allows you to design your own town) and Populous which lets you build castles out of molehills are now being released by the company in the same box for #29.99 on ST and Amiga and #34.99 on PC.

HEWSON BITES THE DUST

Activision, creators of classical games like Shanghai, is not alone in feeling the pinch it would seem. Hewson which released Uridium, the first ultra-smooth sideways scrolling shooting game, are not going to be around long enough to release a 16 Bit

version which has been long awaited. When I rang Toni Waknell who does the PR for the company I was told by a Hewson spokesperson that I couldn't speak to her as the company had had its assets liquidated and the Receiver had been called in. No-one from Hewson was available for comment as we went to press.

SIERRA AND BRODERBUND SOFT-WARE MERGE

Hewson might now be history, but it would seem Sierra is forging a new future for itself. Producers of entertainment software like King's Quest V which was reviewed in issue 1 of Computer Fun, the company is linking arms with Broderbund which produces educational software and productivity products such as The Print Shop and the Carmen Sandiego series, as well classics such as Raid on Bungling Bay and the more recent Wings of Fury. Ken Williams of Sierra will be chairman of this sister group and told Computer Fun that he didn't envisage a change in the type of games Sierra would produce but saw the change as being a move to share marketing, technology and financial expertise across the two companies.

TECHNO VIDEOS

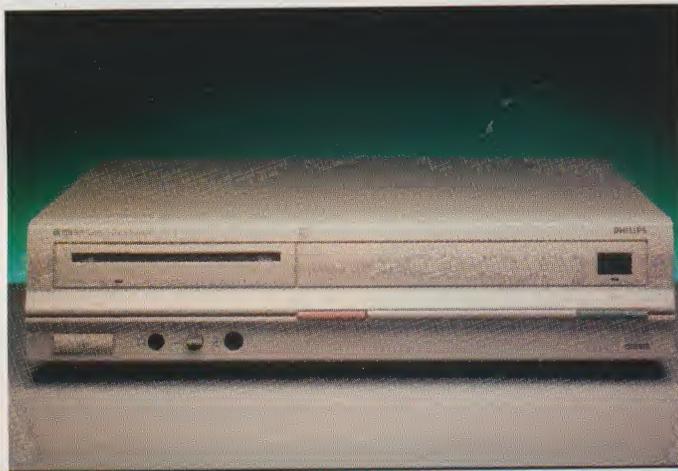If you fancy a break from joystick jousting or don't ha-

ve enough moneyleft to buy one this month, then why not check the latest videos on salefrom CBS Fox. You'll only need #9.99 for each offering and the time towatch them.Why not venture into the Twilight Zone with William Shatner and TellySavalas and experience strange events, happenings and journeys. Due forrelease on May 9th, explore the unknown in this series of three videos.Or maybe you'd like to discover the mystery of the deep in The Abyss duefor release on the same date. The special effects are stunning in thisunderwater adventure and not surprisingly are the brainchild of StanWinston who worked on Aliens.If you need a bit of light relief after watching these thought provokingfilms, Erik the Viking with Terry Jones and John Cleese will fit the billnicely. The story is full of action and fantasy fun with sea battles, sinkingcities and nasty monsters.

ROOM FOR A PHILIPS ROM?

PC owners can at last obtain a CD-ROM for #400. The CM50 is portable andplays both 12cm and 8cm CD-Rom and CD Audio discs, with a capacity of600 Mbytes. The drive is powered via the PC bus, so no connection to anexternal power source is needed. Available from CD-Rom distributorsOptech,

Microinfo and CD-Fiche, the system will set you back #399. Formore information contact Julie Davies, Philips Marketing ServicesManager, on 0306 75777.If you want info on train times throughout Europe, or details like currencydata, check out Philips multi-lingual database of information on a singledisc. The European Business Guide is also suitable for the seasonedtraveller of any age and runs with the CM50. The latest issue costs #95.More pricey is the CDD 401 desktop CDROM.which provides fast accesstimes and CD au-

dio output through a headphone socket and line output butwill set you back #599.Launches of the products will take place in Europe in 1992.

REAL THINGS COME TO LIFE

If you can't draw for toffee but fancy yourself as an animator then RGBStudios are your Knights in shining armour. Designed to run on DeluxePaint III or any Amiga graphics program which sup-

ports amnibrushes, theReal Things series features living creatures which you can manipulate forvisual pleasure or for more serious usage. The latest offering features Humans and is ideal for you to plan racingstrategies which you can utilise on Sportsday. The beauty of theseproducts is that you can progress from manipulating sequenced drawingsto animations of your own creation.What is interesting about this package is that Real Things is a on goingprocess as Robin Bison told me RGB plan to bring out at least three titlesper year. Watch out for fish and marine life topics which will be on theshelves later next year.For more information feel free to contact RGB on 082581 2666/3592, orby writing to RGB Studios, Gables, BMX, East Sussex TN 22 4PP.

ATOMIC

Lemmings is what I would classify as an addictive game, and as we go topress you should just about be able to buy the latest compulsive game bythe company with the most consistently
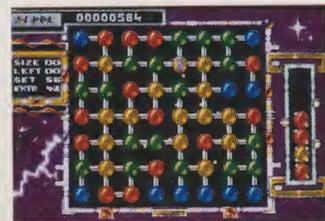
creative graphics and artwork.Atomino is all about making molecules out of atoms which may not see-

7

mas cute as manipulating Lemmings on the screen but is just as enjoyable.Some of the atoms have to fit given shapes , be composed of a certainnumber of atoms or incorporate specific objects. It's all a race againsttime as the atoms provided can connect with up to four other atoms andfall into the supply pit at an ever increasing speed If you don't manage rouse up the atoms before the pit fills up the game is over.Out on PC for #29.99, Amiga and ST for #24.99 and C64 for #9.99, you'll bebuilding a body before you know it.Atomino follows closely after the heels of Armour-Geddon which has justbeen released. It's all about saving the world with zillions of weapons tohelp you out, though if you ask me weapons usually end up destroying theworld. You can create chaos with Armour-Geddon

now on Amiga and ST for#24.99.

MIRRORSOFT GOES MANIC

The company officially goes mad in June. Well producing a game calledMega-lo-Mania is bound to have an impression on you.A strategy game with an arcade presentation, the idea is to colonise your space environment in a choice of nine epochs.

MEGA lo MANIA

You can play God and speedup evolution by developing industry and weaponry, and enjoy thestonkingly good graphics while you're at

it.You can be a cave man for the day, fight through the two great wars, playat being a Roman or see what life is like in the distant future. You can actroles out of their true time setting like letting your caveman drive aSpitfire, and if you're feeling really destructive why not let Centurionsloose with a nuclear bomb?The graphics are detailed and clear, but the sound effects are the mainattribute of the game. Listen out for the digitised speech recorded byProfessional actors. Boy does it show. 1 Meg of memory has been set aside-

MEGA lo MANIA

for he digitised voices alone.The game was developed by Sensible Software who are behind a string ofhits including Wizball, International 3-D tennis and Microprose soccor, sono doubt this title will enjoy similar success.Out in ST, Amiga and PC, this game is well worth checking out.

GREMLIN'S CUTTING EDGE

The beginning of May sees the release of Switchblade 2 by Gremlin on theAmiga and ST.Six levels with 100 screens of action should keep you occupied for a yearor so. Look out for the zany weapons

and munch on the tasty food whichbeats our staff canteen any day

SALES CURVE STORM THE MARKET

The Sales Curve have quite a few cracking releases planed for 1991.Rod-Land is an arcade conversion of a battle game with a difference

asyou are armed with a Rod and a pair of magic shoes and your opponents arecute bunny rabbits and other equally cute creatures. I can just hear youall going "Ahhh" now! Our in SepremberHot on its heels sometime between October and November will be Big Runon ST, Amiga and C64. Here's your chance to be a rally driver in a gamelicensed from the

coin-op company Jaleco.In league with the Texas US based software publisher Tradewest, TheSales Curve are celebrating Xmas1991 with the release of Double DragonIII: The Scared Stones. In this adventure Billy and Jimmy are our to defeatthe evil black warriors and find the three Rosetta stones. Only when theyhave found the stones can they make their way to Egypt to face the worldsstrongest enemy. It all sounds a bit gruesome to me.All the hard work behind these releases might explain why the company isstill working on Asylum, a coin-op heavy metal fantasy action adventure. A top view three player game, Rak, Rip and Rol have been

kidnaped by thereal nutter and thrown deep into a Asylum.Rak, the leader of the pack, hopes he can lead his pals to freedom. Usinghis

magical staff to project missiles, sizzling electric bolts andexploding Roman candles they are a force to be reckoned with. Rip is afemale heroine armed with deadly daggers, while Rol is into a heavy chainwhich he constantly lashes out with. He uses it to sling flying stars andstarmines. This weapons and the odd spell here and there available fromthe Automated Spell Machine mean that our heroes are not going to bespending their old age in the loony bin.Er, I think I'll give my session with

my shrink a miss this week justencase he drags me away ranting.

WAGGLING IN THE USA
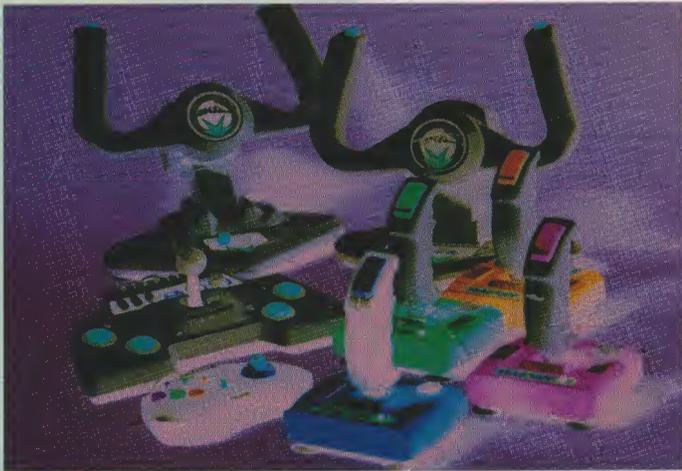
They're bright; they're colourful and there's one to suit every type ofmachine. The Zoomer range are yoked shaped, retail at #34.99 and #57.99 and can be used on most systems. The Hot Stuff duo are vividly colouredand control Atari, Commodore or Nintendo systems and retail at #8.95.Also bright are the strikers which will team up with the Mega Drive, butwill set you back #24.95.All of

News

these are available now, but you'll have to wait the beginning of may for the Ultimate joystick which is oblong, flat and big and de-

signed for the ultimate game on the Atari, Commodore or Sega. #27.99 and it'syours.For more details contact Euromax on 0262 601006.

ACCOLADE UPDATE

Just out are Stag on the ST and Amiga, Search for the King on the PC andConspiracy also on the PC. Also just out is Pro Sports which costs #29.99on the PC and Amiga and #19.99 on the 64. I set you the task of finding outthe nature of the games for yourselves! [That's very nice of you Kerry, howmuch do we pay you ? Ed]

DOMARK GOODIES

A few goodies are on their way it would seem. It's TV Showtime is a 8-Bit cassette compilation retailing at #9.99 and includes favourites likeBullseye and The Krypton Factor. You can blow your pocket money on it in-March.Fans of Baseball will enjoy RBI II, an arcade conversion. Lastly, your Muhas met her match in the form of Thunderjaws, another arcade conversionthat will be ready for your beady eyes in June.

VIRGIN'S LATEST

Just out are Zork II on the Amiga, ST and PC and Excalibar in the sameversions although the PC version is a little more pricey at #34.99. Sarajon, a puzzle game a little like Shanghai by the now de-

ad Activisionhas also recently reared its head.March will see the PC version of Golden Axe on the shelves which wasreleased a few months ago on the Amiga, and also out on 29th March isSupremacy for the C64. Wonderland arrives a little earlier on the 22nd .Infocom Enchanter will be with us on May 14th and Sorcerer on 12th Juneon Amiga, ST and PC.

SUMMER FLYING

Microprose has improved on F19 Stealth Fighter and have labeled the endproduct F117A Stealth Fighter. There will be nine worlds including thehighly topical Iraq, with a new replay option.The game will retail at #39.99, and at the moment is for the PC only.

GIVE US A CLUE

Recently released from Electronic Arts is a new addition to the Hard Novacollection. The Hard Nova Clue Book is meant to be used along with the PCversion of Hard Nova which is a quite enjoyable space adventure game-which retails at #29.99.The clue book will set you back a mere fiver which isn't much to pay if youare addicted to the game. It's packed of hints and tips and clues to gui-

deyou through the PC title. Combat, equipment, and skills are covered, outlining how to deal with certain situations.

SHANGHAI SURPRISE

Nope, nothing to do with Madonna or the game from Activision, but ratherHeart of China, forthcoming title from Sierra-on-Line. Sierra could onlyprovide us with scant details, such as the game being along the same linesas Rise of the Dragon which we re-

viewed last month. Lots of grittyrealism within a Chinese dark future are predicted. I'll say one thing forsure, the PC graphics (check them out on this page somewhere) werestunning. Full review next month the Editor tells me.

ISSUE 01

C=64 *fun*

THE LAST WARRIOR

SUPER-ACTION-GAME

ACTUAL SCREENSHOTS OF GAME ON CASSETTE

Gunship 2000

Gunship 2000
PC
Microprose
#39.99

Hot on the heels of the Gulf war (and in some cases during the war), has come a whole rash of military simulations and shoot'em ups involving the forces and areas involved in said skirmish (it can hardly be called a war considering the opposition put up by the Iraqui's).

Anyway Gunship 2000 is yet another simulation to include action in the Persian Gulf. Despite this Gunship 2000 has a fine pedigree. Some of you will undoubredly remember 'Gunship' (come on, it wasn't that long ago) and Gunship 2000 is the sequel and upgrade to this simulation of the AH64A Apache helicopter. As such it should have all the features of the original, along with some extras. The first change is to the 'copter you fly. In the original there was just the Apache, but in Gunship 2000 there is a choice of three, including the faithful Apache. Not only that, but also you can use more than one helicopter on a mision, indeed on some missions the player is supposed to be able to use
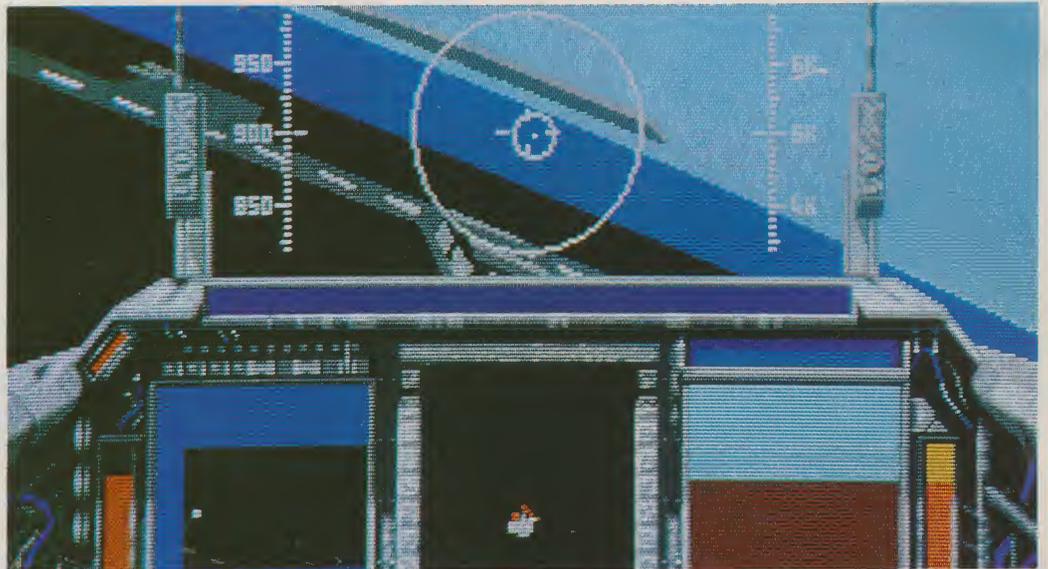
up to five copters. Which raises some interesting questions as to how they will all be controlled. The other main addition is in the scenario section. There are three basic scenario sets, along with the ubiquitous training mission. One group of scenario's is set in the Persian Gulf (I wonder

why), with another group set in Europe. However it is the third group which offers the most interesting possibilities. The game allows you to create your own scenarios, which means that you can pit your wits and flying ability

against scenarios designed by your friends. Other changes include better terrain topography, with depressions as well as the everpresent mountains, which provided much needed cover in the original. There is also a neat little facility which enables you to see how well your side is doing in the battle against the forces of evil. As with the original, so with Gunship 2000, the control system is responsive to commands, and the helicopters should fly well. Controls are by mouse, keyboard or joystick, but the best option is just to use the keyboard. Especially since all the weapons and other game features are selected via the keyboard. Weapons selection include Stinger, TOW, Hellfire, Siderwinder and cannon, along with the omnipresent chaff and flare di-

spensers. The VGA graphics give very good loading and option screens, particularly where the helicopters are included. As is usual with these things the landscape is filled polygons, but there is a high level of detail on the ground, including various buildings, roads, depressions and hills. The cockpit display is detailed and gives all sorts of detailed info, as well as the HUD display which makes flying so much easier on a sim. Interestingly enough there is a Stealth bomber included, although what this is doing on a helicopter sim I can't imagine. But there you are. This game looks like being a worthy successor to Gunship, so watch this mag for the review of the finished game.

F-15 II

**F-15 II
Amiga/ST
Microprose
#29.99**

CALLSIGN: ZULU 3

PILOT: 2LT Cheek
HEAVY SECTION
CHAFF: 30
FLARES: 0

INBOARD STORES:
EMPTY
OUTBOARD STORES:
EMPTY
WING TIPS:
EMPTY
FUEL: 0% LOAD: 0
20MM CANNON:

Heavyweight laser
guided anti-tank
missile for use against
all armored threats.
Range: 6 km.

HYDRA 70 M247
HYDRA 70 M255
HYDRA 70 M261
STINGER
TOW-2
HELLFIRE
SIDEWINDER
SIDEARM

REMOVE WEAPONS
AMMUNITION
FUEL
CHAFF/FLARES
CHANGE HELICOPTER

CONTINUE

The next preview game has an even longer history than Gunship 2000.

Way back in the distant past, when even the Ed. was a young boy there was a flight sim called F-15. I remember playing this and noticing how the desert was always brown and sandy coloured, no matter how many times I flew over it. Strange the things one remembers isn't it? [Get on with it you idiot. Ed] Then after a time Microprose brought out the sequel called, appropriately enough, F-15 Strike Eagle II. At one time it was only available on the PC, but now it is being converted to the Amiga and ST and here at the FUN offices the decision was made to sneak a look before the conversion is finished. The game has the same plot line as the original, somewhere in the world your services are needed to stem the tide of the Commie hordes over the free world, as represented by the US of A. Depending on how good you are, or should that be how good you think you are?, you may choose service in one of six operational theatres (war zones not surgical theatres). These include all the usual places, like Vietnam and Iraq/Iran, along with the original areas of Libya (boy! did I bomb them silly in the original), Middle East, Central Europe and the Northern Cape (there is a new place to shoot things in, can't say that I have ever shot a plane in the North Cape before). Having chosen a theatre you load up your weapons and set off on the specified mission, be it a turkey shoot or a suicide run. Depending on your preference there is a selection of weapons, but only the very worst of wimps will take lots of air-to-air missiles. The best always go for Top Gun action and blow the enemy away with cannon fire. In play F-15 Strike II is very similar to that other game from Microprose, F-19 Stealth Fighter. However in Stealth the emphasis was on stealth [You don't say. Ed], whilst here in Strike Eagle the emphasis is on blowing the enemy away. Yeah that's what I like, lots of gratuitous violence. Anyway the feel of the game is similar to Stealth, with control, landscape, and graphics all being of the same type. As I said the difference lies in the violent approach, but there is also a larger playing area and the speed is even faster than in Stealth. I must say that I am looking forward to getting my hands on a copy of this, especially with its promise of sampled sound, realistic HUD (whatever one of those is), improved big-end (Ooops, sorry, that should be front end) etc etc. What else can I say, but that once more the intrepid team at FUN will test fly F-15 Strike Eagle II as soon as it's fully operational.

ON SCREEN

THE GODFATHER part III (Rating 15) Andrew Banner stuffs cotton wool into his mouth and puts on 15 stone only to find that he's missed out by nearly 20 years. Undaunted he catches up with the saga of the Corleones family in the final episode of Francis Ford Copola's epic drama.

The Mafia is not an organisation to mess with. This became quite apparent in the 1972 film, The Godfather, a film which is still very highly regarded. The Godfather part II arrived in 1974 and won an Academy Award for Best Picture of the Year like it's predecessor. Now, seventeen years later, The Godfather part III continues and concludes the story in a trilogy which has been dragged out for nearly two decades. I use the term "dragged out" because although the first two films were movie marvels, part III is not so hot. The film is around two and a half hours long and although quite slow especially in the beginning, it is reasonably interesting and is not enough to put it in the classification of sedation. I must admit to not looking forward to watching it. Two and a half hours is a daunting enough prospect for anyone sitting in an uncomfortable chair. But the film does actually take your mind from the dull throbbing in your buttocks. The two films before it concentrate on the rise of the Mafia between 1902 and 1959. The third begins in 1979, twenty years on, with Don Michael Corleone (Al Pacino) firmly established as the Godfather and
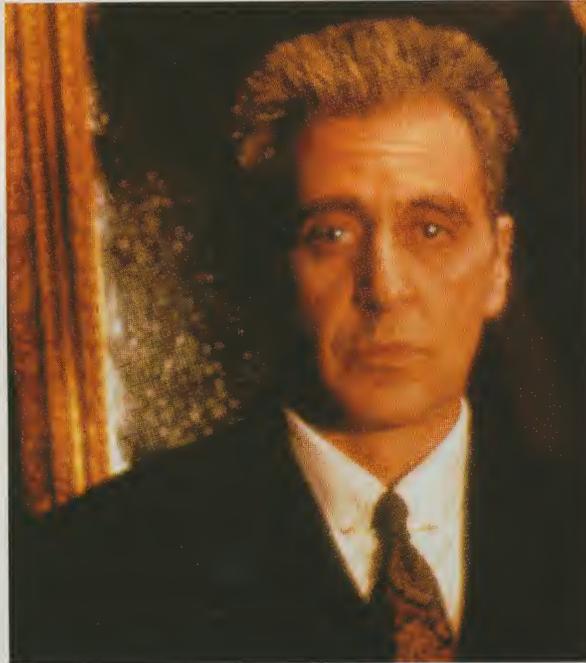
entering his sixties. The film begins with a Church ceremony which honours Corleone with the Order of St. Sebastian. A giant celebration is held after the ceremony in his luxury penthouse suite and it is here that the film

takes on it's destiny. Michael's ex-wife, Kay, played by Diane Keaton is in attendance and persuades him to let their son get on with his life as a professional singer. Joey Zasa is also at the party and privately presents Corleone

with the Italian/American of the year award by way of a sweetener. His gripe is with a Corleone relative, Vincent Mancini, who works for him. Vincent, who is also at the party is called to the room to have the argument brought out into the open. Once Corleone establishes that there is no bad feeling between himself and Zasa he accepts the award and they embrace. When Vincent embraces Zasa though he attacks his ear with his teeth causing much pain. Vincent agrees to work for Corleone. Later in the film Zasa announces that Corleone has made it quite clear that he is his enemy and leaves the room where many of Micheal's Casino business partners were talking. Minutes later the penthouse suite is attacked by automatic fire from an overhead helicopter killing a large number of it's occupants. The war is on, despite Michael's wishes to keep his business strictly above board and legitimate. The latter half of the film is on location in Sicily where Corleone has his new found European real-estate business interests in mind although they are not predominate. The Pope is unwell and finally dies. A new Pope is elected and considering the business interests have a lot to do with the Vatican Bank, the new Pope is of prime importance. If I elaborate further it will spoil your enjoyment of the film. And enjoy it you will, but not in the same way as you would the previous two. It's well worth seeing if you have a spare few hours one evening.

JOYSTICK FRENZY

On the shoot-em-ups the stick is responsive with a real killer of an autofire. On the flight sim it responded well but lacked the bulk associated with controlling the thrusting power of two jet engines. Supplier: QuickSho.

STING-RAY

If looks could kill then this stick would be a sure winner but alas this is just another fashion victim. Looking like something from an episode of Startrek the Sting-ray packs the punch of a soggy banana. The front firebutton is fine

on this stick. A large base and two firebuttons make it suitable for either table or laptop operation. It is however designed to accommodate the right handed player and not the left. A selection switch configures the stick for most major computer systems and twin cables plug into both joystick ports on suitable machines. Why you may ask? Well by the simple flicking of a switch you can decide which port the computer thinks the stick is in. Ideal for the C64 which never really settled on any particular port for the joystick.

You can't massacre half of texas without a good chainsaw so how are you going to beat that elusive highscore when your joystick is as responsive as a slug. Don't know which stick to choose then read on and be enlightened.

MAVERICK 1

When the going gets tough you can't beat the autofire

but the two at the back of the stick can only be reached by the thumb after considerable gymnastics. The controlling knob itself is short and decidedly clunky. The stick has no subtlety with either a shoot-em-up or a flight sim although on the sim the clunky effect was less noticeable as response times dropped. Supplier: Logic 3
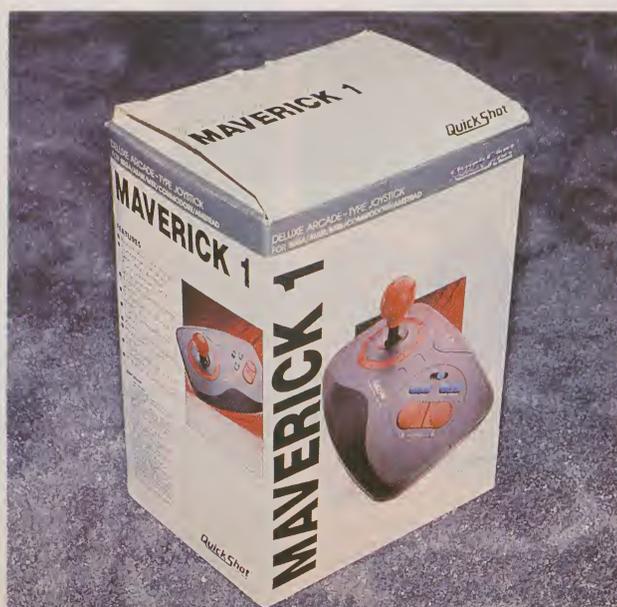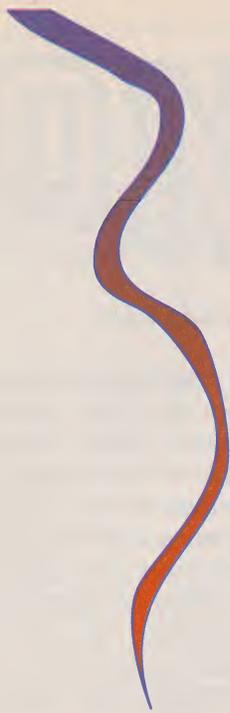
THE ARCADE

With an autofire this would be one mean stick on the shoot-em-ups. Fast, smooth

weight. Supplier: S.T.C.

NAVIGATOR

Similar in design to the Stingray but far more user friendly. It has the autofire but only one trigger style firebutton. Despite the odd design the stick fits snugly into either the left or right hand. Again a short stubby handle with a positive almost clunky click. Fast and responsive when used in conjunction with a shoot-em-up and oddly enough pretty good with the old flight sim. This is due to the snug way in which the stick insinuates itself into your hand. Supplier: Konix

APACHE 1

Remember the days before the advent of the microswitch, well you can take a

when you move the stick or hit the firebuttons you don't really get a positive response other than in the game. The small base and large stick makes this a good all round performer on both the shoot-em-up and the flight sim. Supplier: QuickShot

STAR PROBE

Autofire, microswitches and four firebuttons and the stick still feels inadequate. The hard plastic construction doesn't help as it makes the

stick feel decidedly unnatural. You also have quite a lot of movement before the switches activate making this stick a poor choice for the shoot-em-up that demands

response with a single centred firebutton for left or right hand operation. The angled design looks a little naff but it also has the disadvantage of digging into the

palm of your hand during those tense moments when you close with the mothership. Despite its responsiveness the stick is quite stiff and the larger handle makes it equally suitable for flight sims as well as shoot-em-ups. Still if you must use a joystick on a flight sim you are better going for one with a bit more

stroll down memory lane with this stick. Despite being at the lower end of the QuickShot range the Apache looks and feels good. It fits snugly into either hand with finger and thumb activated firebutton conveniently placed in trigger and top positions. No autofire and the lack of microswitches means

fast responses. On the flight sim this is not too bad as timing is not so critical. Again the small base and large stick is a plus with flight sims but this one feels too cheap to be the control column of a multi-million dollar jet. Supplier: Cheetah

THE CONVERTA

Cheap, cheap. No not a bird impression but an exceedingly nasty piece of hardware. The idea behind the

stick has some merit but the cheap plastic construction is definitely for the birds. The Converta operates in two modes, hand held with the base tucked in and tabletop mounted with the base open and the suckers exposed. The hinges on the base are solid plastic of the type you get on cheap lunch boxes and the actual stick although larger than some feels short and unresponsive. Definitely no autofire and microswitches with this one. I can't really recommend this stick for any type of game. Supplier: Kracklin

FLIGHTGRIP 1

By the look of this weird beastie you would expect some exotic form of control such as mercury tilt switches but alas despite the novel design this is a stick for mere mortals. When grasped firmly in both hands you find one finger on the trigger firebutton and your thumb on the other. Movement is handled by a small movable pad as seen on many of the console joysticks. The joypad is operated by the thumb of your left hand which works surprisingly well, what you can't do if playing a flight sim is retain some form of control while you punch a few keys. This is a both hands on joystick only, it is also only recommended for right handed players. Supplier: QuickShot

EXTERMINATOR

This stick brings back memories of those old Atari sticks, a pain to use for any length of time but better than using the keyboard. Simple square base with firebutton on left, good hand sized shaft with top mounted firebutton. No microswitches, no autofire just the bare minimum to get the job done. A perfectly usable stick so long as you don't expect a very high performance. The sort of stick you keep in your bottom drawer in case of emergencies. Supplier:

Troll's Bottom

I t's not all a bed of roses writing this column you know. There I was hacking away at TnT when up comes the editor, drops a copy of Dragon Wars on my desk and says, "I want the adventure column on this."
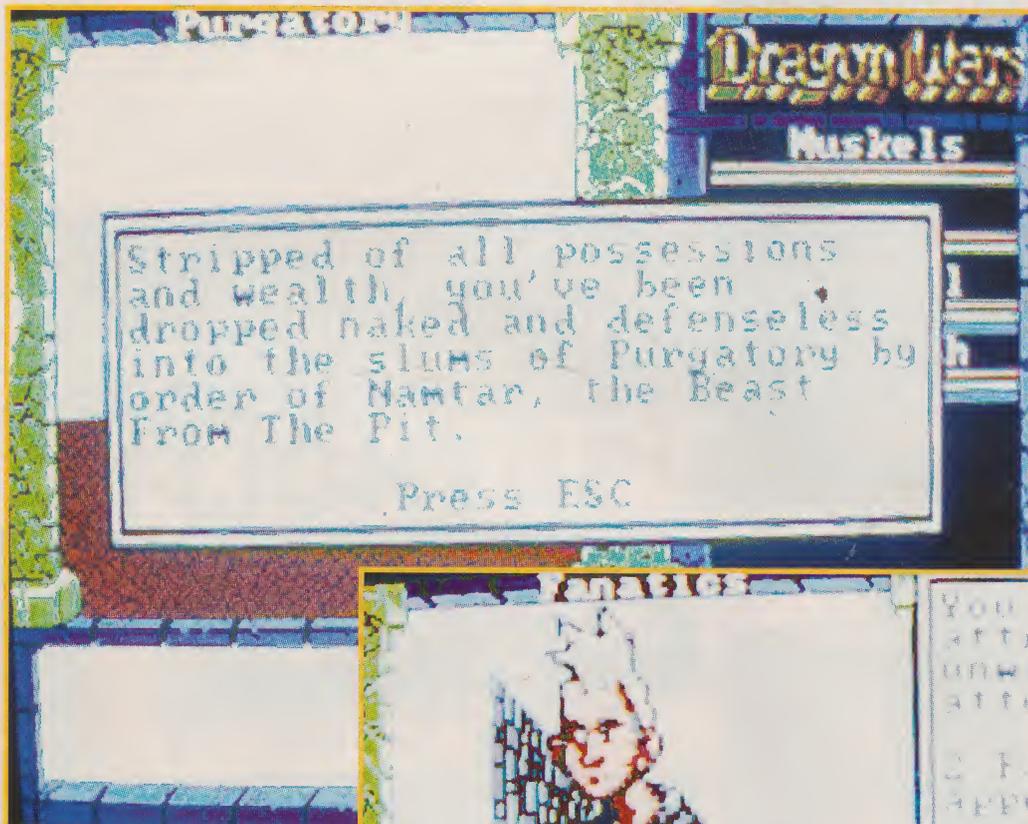
warrior, two should be wizards and one kept empty. The warrior is to kill things and acts as general lackey and hitter of monsters whilst the wizards dodge blows, and cast spells. I found a character with HEALTH and DEXTERITY of 20, and a FIST of 10 could kill most monsters with a single attack blow, but still hit on most attacks and have a good defence. The wizards are to cast magic (what else). For these SPIRIT of 20, and one point each of ARCANE, LOW, and either

And there's me never having played it before. Oh well ! After slaving away for far too long here is the complete guide to Purgatory and it's surroundings, first is character choice. In all you can have seven characters, but only four of these may be generated by you. I found the beginning characters to be too general so experimented a bit and came up with the following pearls of wisdom, one character should be a
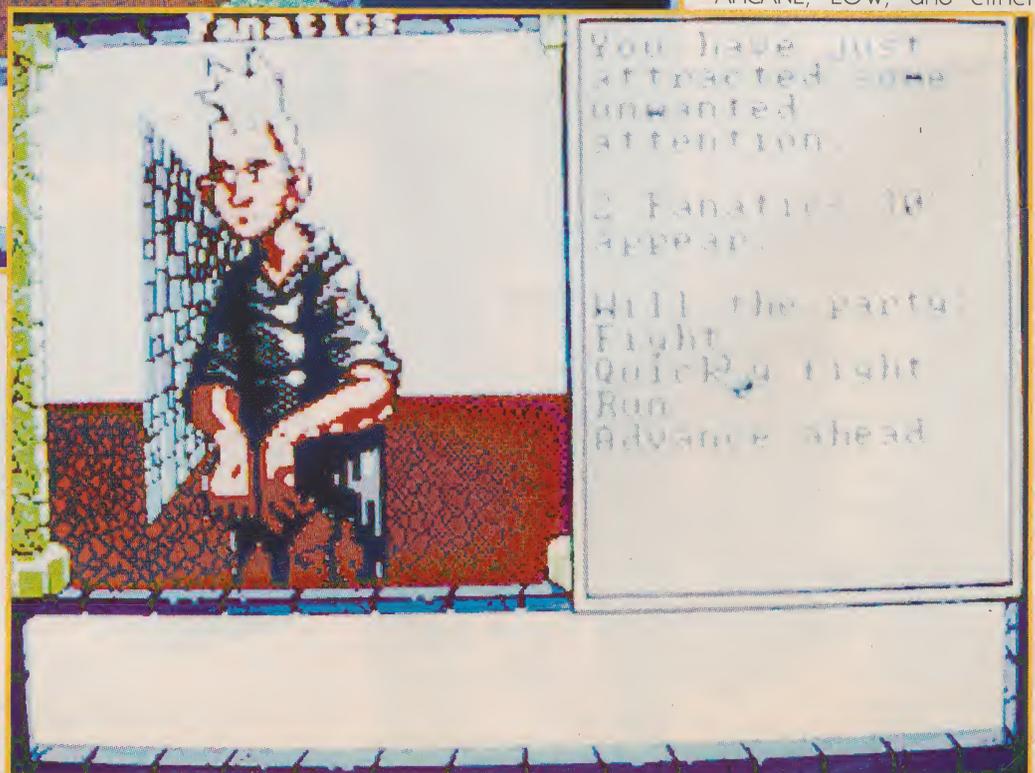
HIGH or DRUID magic seemed a fair combination. This leaves some spare points. These could be used to boost HIGH/DRUID magic (not LOW since there is no point) and to increase SPIRIT still further. The last slot I found was best empty. This gives the other characters a slightly higher experience share, whilst meaning that a specialist character could be created when needed, for example a character with a BANDAGE or LOCKPICK of 25. Alternatively this slot could be used for a character with lots of lore and general use skills. Since I didn't find any

the gladiators there but you will get to keep the equipment gained if you run from the combat. Make sure you take in four characters (more equipment) and if you have spare equipment pick battle axes, these can be sold at you next stop for the most money. Next stop is the black market, which is between the arena and the north west corner of purgatory. Here you can buy weapons, armour and bows. Best purchase is scale armour all round, but you won't have enough money. so a brigandine all round is reasonable, or a single scale armour for a

SUN magic there was little point in a SUN magic wizard. I found that although the characters did gain levels and therefore got a boost in skills the two points gained every level didn't make a great difference. For the warrior I increased DEXTERITY each time. For the wizards the HEALTH. Incidentally it is worth while having a go against most opponents since if beaten you simply run away, but still gain experience and gold. The exception is if your HEALTH is below about 75%, in which case you might die. And so on to Purgatory. This had a total of around ten special areas, with the rest of purgatory simple being a maze for random monsters to move around in. First visit should be to the arena (middle of the north wall). You cannot beat

wizard and a brigandine for the others. You can also buy dragonstones here, these will regenerate magic points but are expensive and only work once. There are better options. The third location which you must visit is the wizard who is found in the middle of the east wall, just above Irkallu's statue. Here any magic using characters can learn all LOW magic. After this there is a range of possible actions. These include regaining spell points by visiting the south east corner of Purgatory: trying to increase levels by wandering around purgatory and knocking off the locals (you get gold this way as well - off soldiers, guards etc): you can try your luck with Humbaba in the north east, the guards in the south east, or the gladiators in the arena; alter-

natively you can leave Purgatory. There are two exits. Probably the best choice is to visit outside Purgatory. You reach here by use of the secret door in the north west corner, then the secret door in the south west corner of the tunnel. Once outside there are six locations to visit. The simplest is the hidden chest for dragonstones and equipment. But beware , you may only visit here once. The Slave Camp contains two sets of treasure, including some HIGH and DRUID magic, and beyond this is a refreshing pool to bathe in. But do try to avoid slaughtering all those poor slaves. The Slave Estate appears to contain little of note save for a lot of goblins, but it must be there for a reason, so if you do find anything you are one up. The Ruins are a mystery to me. I have visited them a few times but the monsters are quite powerful, and I have found nothing useful. These Ruins can also be reached from the underground areas of Irkallu. The last location is the bridge. I do not know what is on the other side since I haven't succeeded in crossing yet. The guards are too powerful to beat and citizen papers do not help. The last possibility is to re-enter Purgatory. The other means of leaving Purgatory is to visit the underground realm of Irkallu. This is reached through the pool with no difficulty, and it is easy to return the same way.

However the difficulty comes when the characters are in combat, since the monsters down here are powerful beasts. There is at least one magic regeneration area here, and this will be needed. There is also access from this area to that of the Tar Ruins, this is a funny place, with what appears to be teleports and spinners. This does wonderful things on the automap screen. The only thing I have managed to find here were stairs to the Ruins, and a pair of statue arms. Well there you have it, approximately two solid days worth of Dragon Wars. I hope that this proves of use, saving you the tedious chore of learning where everything is at the start, and also giving you some idea of how to get out of the place. give my regards to Namtar when you see him, and a present of a 30 point SunStroke spell.

MARK ULYATT

CeBIT '91

latest news

Hanover was once again the centre of attraction for the computer world for a week from 13 to 20 March. Only a few years ago, the CeBit was merely a small cog in the works of the all-powerful Hanover Fair.

Today, it has grown into the most important computer trade fair in the world. The who's who of the computer industry meet here to see and be seen.

The CeBit is the place to let the cat out of the bag.
Whereas only rumours floated around the management floors in the weeks leading up to the trade fair, the motto now is to lay the cards on the table. Improved and new products are subject to scrutiny by the public for a week.

The public? Whereas at the time the Hanover Fair and the CeBit were still combined, visitors were mainly end users, the impression today is that this trade fair is developing more and more into a fair for visitors from the trade. This is also probably the reason why so many companies are so intent on presenting new products at the CeBit. To cover the range of new products would certainly be beyond the scope of this article. The Computer Fun editorial staff has therefore decided to concentrate on new products from ATARI and Commodore, since the main attention of Computer Fun readers is certainly focussed on these two companies.

CDTV - Commodore Dynamic Total Vision

Commodore News

Backed by the second best result in the history of the c o m p a n y (worldwideturnover: 384.1 million dollars in 1990), the Frankfurt computermanufacturer presented possibly the most interesting new developments ofthe whole trade fair: CDTV, the first multimedia CD player. CDTV standsfor "Commodore Dynamic Total Vision" and represents the first interactivemultimedia player, which with a new generation of CDs is setting a newdirection in the area of training, information and entertainment. CDTV isa self-explanatory (i.e. no manual necessary) synthesis of CD player andAmiga.

After connecting to a TV set, the user can scroll reference works, displaylearning programmes and lots more by remote control. Text, sound, picturesand animation are available via CD.
The technical basis for CDTV is provided by the Amiga with a 1 Mbyte mainmemory, the Motorola 68000 processor and Commodore's own graphic and audioprocessors. Extra equipment avai-

AMIGA 3000 T - The multimedia-specialist

lable includes a keyboard, infrared mouse,disk drive and hard disk drive.
The information is stored on the smart card to save the data when theequipment is switched off. CDTV is also equipped with all imaginableconnections to keep ahead of the field in the future

and CDTV naturally also accepts normal CDs.
A further interesting new product from Commodore is the Amiga 3000 Tower.
The Amiga 3000 T(ower) is to provide Commodore with a secure position inthe high-end multimedia market. The new tower

equipment has been speciallydeveloped for multimedia applications such as combining computer graphics,text, digitized music and speech and for fading in video pictures andlinking them to complete presentations or to learning and informationsystems.
The new outfit for the

C386 SX LT Notebook

Line and is equipped with the powerful 80386 SX processor and aclock frequency of 16 MHz.

The Profi Line comprises several stand-alone equipment units, eachcovering a special area. For example, the DT 486-25 C is suitable forprocessing very large amounts of data. The DT 386-33 C is clocked at 33MHz and is extremely fast. The new TW 486-25 C is distinguished by itsfuture-orientated technology, higher standard of quality and moderndesign.

It can also use the Unix and OS/2 operating systems, which is standard forall Profi Line equipment with immediate effect. The Profi Line shouldcertainly provide the right equipment for every user.

Amiga 3000 T offers eight spare slots (five in32-bit format; three in 16-bit format). Future processor uprating is alsosimple thanks to the 200-pin CPU slot. The 68030 processor from Motorolais clocked at 25 MHz and the 32-bit wide bus system also runs at thisclock rate. Besides the 3.5-inch disk drive fitted ex works, the Amiga3000 T is also equipped with all the standard interfaces for keyboard,mice, paddles, light trigger, modems, printer, hard and cartridge disks,stereo system, RGB analogue monitor and VGA monitor.

Other new items on the Commodore stand were the C386 SX-LT Notebook and **the new Profi Line. The notebook has been specially developed for the newProfi**

Commodore Profi-Line - the high end computer

PD Column

Ho hum, it's cheapo PD time again, and guess what, we've been let down by a couple of PD suppliers again. Thus, this month it's Amiga stuff only again. Next month we promise that we'll cover all the other formats too, even if we have to go down to the bloody suppliers and beat the disks out of them with a large stick. When delving into the world of PD you are sampling some of the fevered out goings of the programmer. With no software house imposing restrictions on what can and can not be done the programmer puts his (or her) madness on a disk and spreads the disease.

FENN-TASTIC (VOLS 1,2,3)

The first 17 Bit offering is one of obsession with Fenn-tastic volumes one, two and three.

These three volumes if you have not already guessed it contain digitised pics from that slightly less than sane series Twin Peaks. The quality is ok but all three disks are mostly made up of pictures of the same two women. Alright if you like that sort of thing. 17 Bit disks 830, 831 and 844.

ANIMOTION

Nothing gives a better insight into the workings of a programmer's mind than the demo, and this little collection on 17 Bit's disk 835 is no exception. The first offering is Animotion from Phenonena. Lots of unreadable scrolly messages with the obligatory 3D shapes swirling round the screen. Nice section with, as they put it, cheese balls. These spherical activists join together to form a variety of weird and household shapes changing colour as they go.

Rebels Total Triple Trouble is not for the queasy. Parallax scrolling as you've never seen it before. 32 levels of parallax with bending bars,

pulsing lines and a variety of other stomach churning patterns. Dee Groove from Sanity has a couple of nice touches, like the working and rotating Newton's Cradle, but the music leaves a lot to be desired. More mutating 3D shapes. Finally there is The Final Absolution from Amaze. A nice copper demo is followed by the now obligatory 3D shapes and an interesting fractal demo all in green to look more like its organic origins.

VANILLA ICE

If you like Vanilla Ice then you'll love disks 828 and 829. By the sounds of it Kus-

hal of Pegasus has managed to sample the entire song (don't ask me which one because they all sound the same to me). There is the odd gap during disk access but nothing too drastic. The demo requires one meg and the graphics are nothing more than a static screen with a few small (and I mean small) men jiving on the screen. It does say 'not enough memory for flash graphics' when loading but as there are no graphics on the disk and the phrase is written into the start-up sequence, this seems like a little bit of a con to me. But the sampling is pretty good anyway.

AMAZING TUNES

ll More music comes with Amazing Tunes II on disks 842, 843, and 844. This time

PD Column

Kushal of PEGASUS
Presents...

VANILLA ICE

Hellos to : H.J.Ferrit, James, G.O, Nic, Ben, Daniel, Tesh, Andy, Tom, Paradox(nice angel/devil anim), Shaun, VIP, Paul(all five I know), and the girl that got disappointed when I said I wouldn't put her name in.

K.J.'91
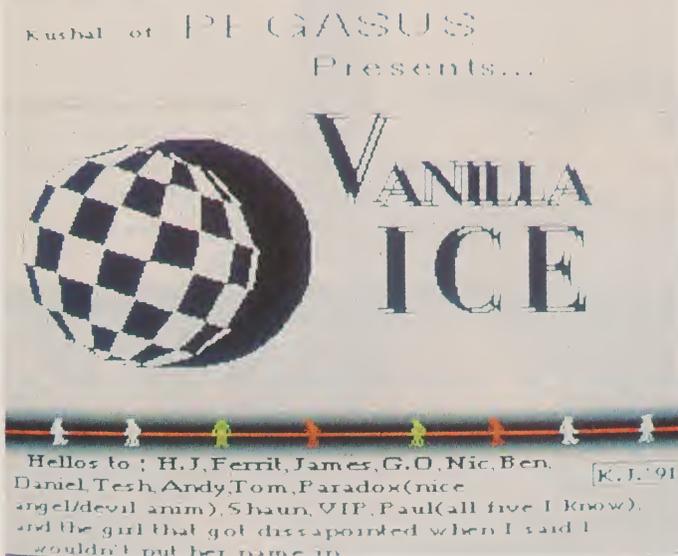
you get the music and the graphics. Jagged lines dance to the beat, the speakers vibrate and a colour cycling silhouette of a dancing girl struts its stuff in the centre of the screen. Three disks may sound a little excessive but there are twenty tunes catering for all tastes.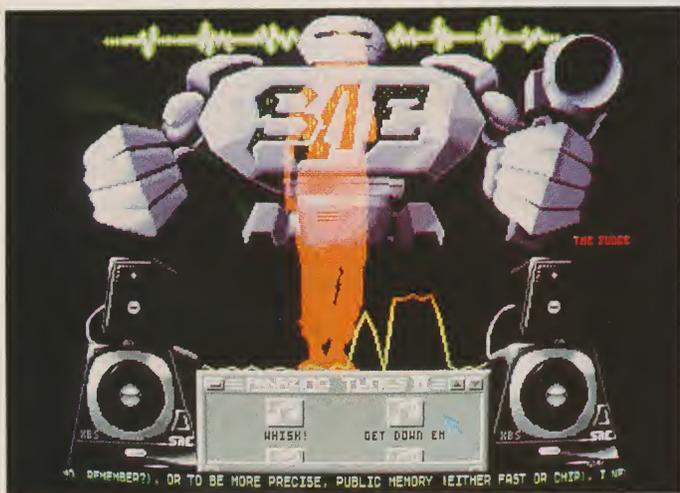 My musical taste being what it is I preferred Weapon, a nice up tempo track with samples from the Robocop movie, Beat Me

which almost makes it as a rock track but has too many silly noises to really qualify and Batmeat which features samples both from the new film and the old series.

WHIZZCAT SNOW WAR

More demos with disk 834. A strange mixture designed mostly to do your head in. You start with the Wizzcat Snow War. More of a game than a demo really as two human controlled combatants indulge in a snow fight accompanied by Christmas jingles. First player to hit the other ten times wins. There are a number of obstacles, a frozen pond upon which you slide and home base where you can rearm. Third Dimension from Cryptoburner takes 3D shapes one step further. All the usual fancy rotating shapes are there, accompanied by starfields but this time they are in real 3D. This

does of course mean you'll need to make yourself a pair of 3D glasses to get the most from this demo. The Flash one meg demo has lots of those afore mentioned 'cheesy balls' performing a variety of clever but not really entertaining tricks. Next comes two demos from the Pure Metal Coders. If your mental facilities are still intact prepare to be blasted by Mesmirised. The effects in this demo are simply superb and very, very strange. Judicious use of the Copper chip with lots of swirling patters will have you comatose in no time. The second Pure Metal Coders demo is Frontal Lobotomy. This title should perhaps have been used on the first as this demo consists on nothing more than some nice pictures and scrolling messages. And if anyone knows what the psychopathic Smurf is doing with that gun please let me know.

MODELS

2 Bordering slightly (well right over the edge really) on the sexist comes disk 839, Models 2 presented by Zero Hour. As the title suggest this is a collection of models, not just any type of model but the sort you find in the glossy magazines. No nudity so it's safe on that score but you

don't get your picture in a glossy unless you are something special. The quality of the digitising is some of the best I've seen to date. More of the same can be found on disk 840 with Models 3.

CHAOS ROCK

Chaos Rock on disk 849 is not one of the best demo's to hit the streets and is total overkill on fractals. In fact apart from the plodding tune there is nothing but fractals, all be it weird ones with rapidly changing copper colours. One for
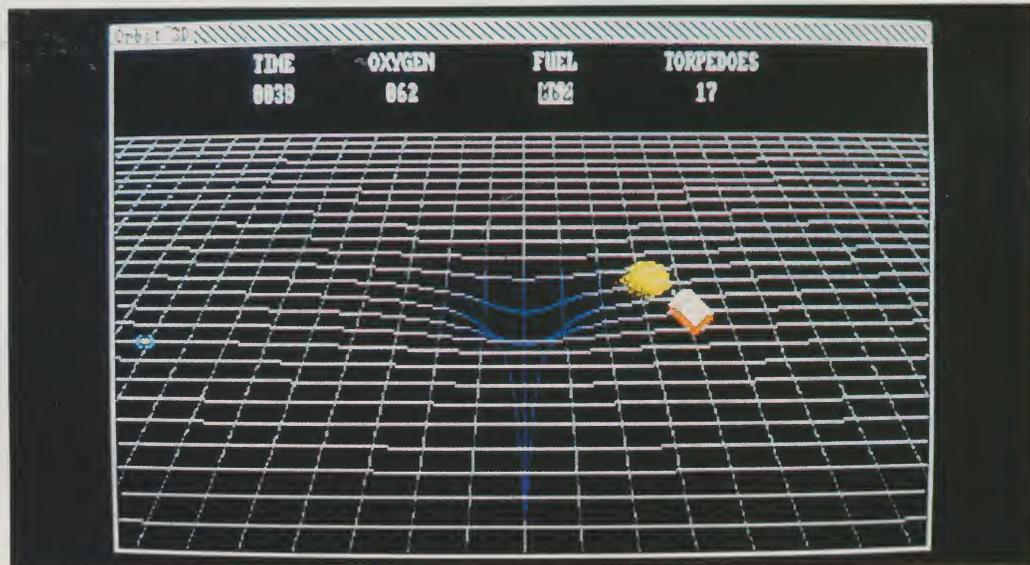
PD Column

the enthusiasts only.

GAMES GALORE 3

For the player rather than the watcher there is disk 827, Games Galore 3. An interesting mix of strategy and arcade which starts with that old classic Asteroids. The first thing you notice is the flickering screen, yes it's interlaced. The next thing you notice is the one colour graphics, everything except the background is white. That aside it is playable (playability is enhanced by the fact you can bounce off the edges of the screen as do the asteroids
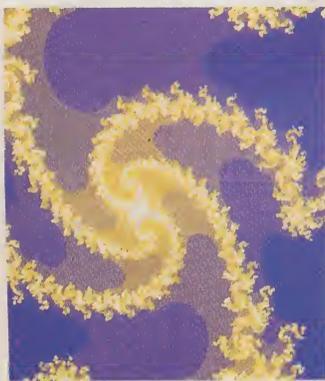
and your bullets, and yes you can shoot yourself this way), but just not that exciting. Orbit 3D could well have been inspired by Asteroids but Or-

bit is a far cry from the original game. For a start it can be played in true 3D with the appropriately coloured glasses or just the bog standard pseudo 3D. The idea of the game is to protect your mo-

thership which is circling around a black hole (as depicted by a depression in the grid like landscape) from rouge asteroids. You do this by zipping around the screen in your small scout craft, avoiding the black hole, launching volleys of missiles at the asteroids. Gravity does effect manoeuvring and shots so some skill is required. Your supplies of missiles and fuel

are finite but more can be gained by docking with the mothership, if you have managed not to blast it along with the asteroids. Mastermind is a version of the classic board game, dull unless you're a real fanatic. Gravity Wars is an odd game which unfortunately falls foul of an interlaced playing area. The idea is for you and a friend to take pot shots at each other by specifying the direction and strength of each shot. Sounds simple but when you take into account the gravitational effects of the planets (as many as fifteen plus a black hole) strange things start to happen. Good two

player fun. MiniBlast is a shoot-em-up with a difference. For a start it is in a small multi-tasking window and it comes with its own level designer. The idea of the game is to fly your helicopter along the scramble type terrain blasting missiles and their silos. When designing levels just draw the height of the land the computer fills it in and then place a few silos, sim-

plicity itself. Gravattack is a shareware program which asks you to donate a few credits to the author, and in this case it may well be worth it as he will pass on various bonuses which can be gained when playing the game. Each of the many levels is totally different, some scroll horizontally other in all eight directions and the scenery ranges form fractal type mountains to something that would look more at home in an art gallery. On each level there is a different gravitational force and a set number of keys to collect. Good simple fun. Finally there is Ping Pong. A two player only ga-

me as bat meets ball upon the green table. Simple but proficient graphics with equally simple but reasonably fast gameplay.

17 Bit can be contacted at the following address, PO Box 97, Wakefield, WF1 1XX, England. Or telephoned on 0924 366982.

TOP

10

4

8

7

1

1

Sim Earth (Ocean)

Fans of Sim City have a chance to design their own planet in whatever age they choose following their own design in terms of geography, lifeforms, philosophy and the like. It just oozes with charts and graphs and maps, so you have to be a Geography and Science fan to appreciate this game fully. This is the ultimate strategy game and well deserves the No. 1 slot.

2

ATP Flight Assignment (Sub-logic)

Maybe all the publicity which went hand in hand with the Gulf Crisis explains the popularity of this flight simulator by the American company Sub-logic. Not all of us can perform acts of courage in the desert, so why not practice your stunts in the safety of your living room behind the controls of the latest American air ships?

3

SWIV (Storm)

When you've blattered your enemies from the air in ATP till your heart is content, get rid of your remaining aggression by playing SWIV, a vertically scrolling shoot 'em up. Let rip from your jeep or helicopter as you chase the enemy through forests, towns and deserts.

4

Lemmings (Psygnosis) [1]

Last month's number one is still pulling in the punters which is hardly surprising in a nation of animal lovers. Try and halt the cute little animals death wishes by making them dig through rocks and build bridges of water and all manner of objects to reach the gateway to the next level. Creative background scenery and bright colouration will probably keep this offering near the top of the charts for some time to come.

5

Supremacy (Virgin)

A good game for all you spacers out there. Build up your legions of spaceships as you make your way through the heavens visiting many varied and strange planets. The graphics in this game will hold you spacebound for many a happy hour or so as you make up for not being accepted at Space School or as a member of the crew in Star Trek.
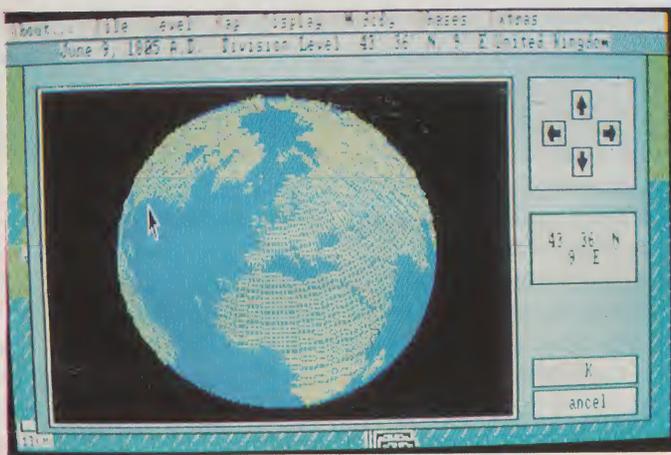
TEN

6
UMS II (Rainbird)

Relive the battles of the Napoleonic Wars and the D-Day landings of 1945 with up to

month, check out the stunning graphics but be prepared to burn the midnight oil when you play this game. each screen is so complex that even a 8MHz PC takes over a minute to compose each screen, but it's well worth the wait.

49 friends! The chance to write history as you see in is in your hands, but you'll need your wits about you. Not only must you be in tune with the politics of warfare but you must know how to make the best use of your military hardware. Charge!

7
Links (Access) [7]

Holding its own at the same position as this time last

8
F-19 Stealth Fighter (Microprose) [3]

Down from last month's number three but still flying high never the less. Fans of the American Stealth bomber should check this game out in this value for money flight simulator which is still flying high over most of the competition.

9
Prince of Persia (Domark)

Scale walls and crawl through iron gates in this Arabian style action game. Rescue the Princess from the Tower but don't take too long about it or you'll die. Watch out for some cinema style graphics at the beginning of your adventure and don't let the bricks get you down.

10
Panza Kick Boxing (Futura)

The days of Bruce Lee may be long gone but martial arts live on in this offering from Futura. Practice your high kicks and be prepared to do the odd karate chop or two, but remember to eat your Chinese take-away after participating if you want to live to play another day.
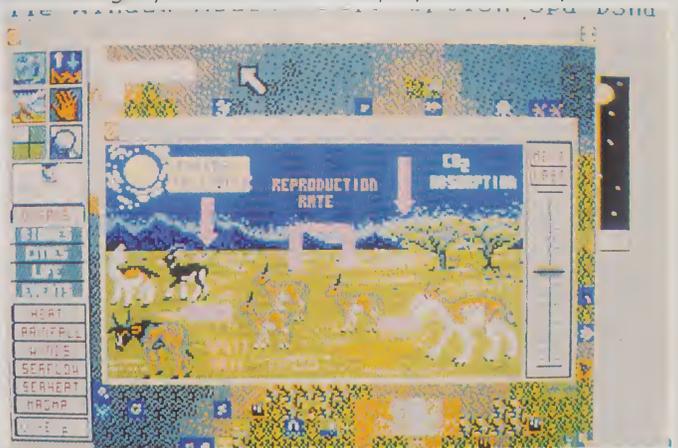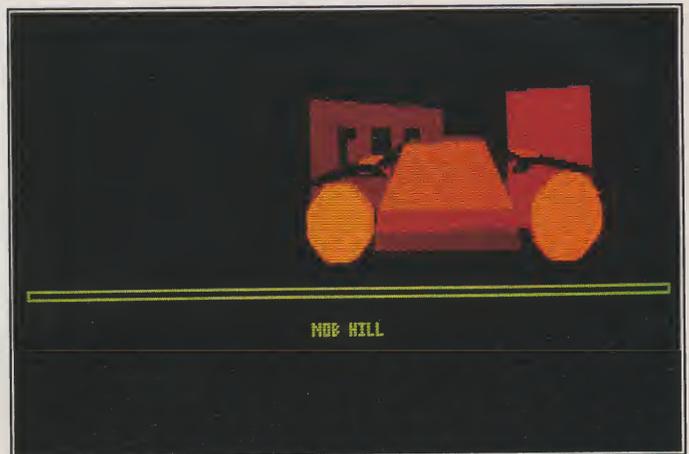

The Virgin Megastore Top Ten Chart is kindly provided by the Virgin Megastore, 14-16 Oxford Street, London.

Killing Cloud

**Killing Cloud
Atari ST
Image Works
24.99**

San Francisco may not have been the best city in the World, its streets not the cleanest but at least you could breath the air.

Mind you that was before the cloud arrived. At first the boffins thought it a symptom of our abusive lifestyles but then the crimes started. With all the good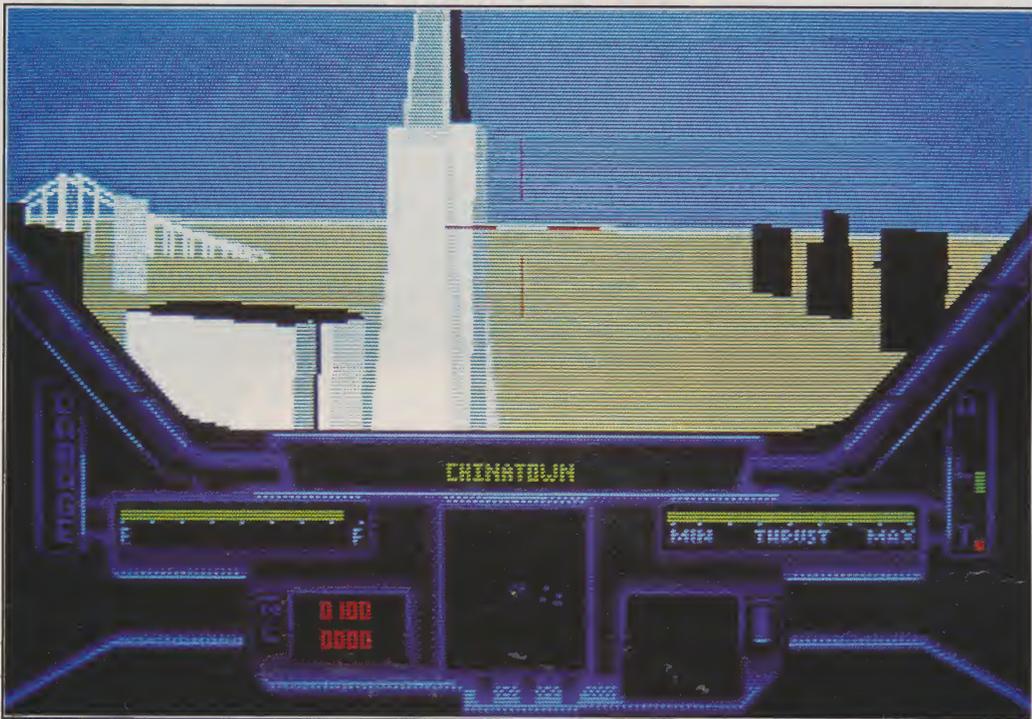 citizens living in highrise building the streets were left to the scum, and the scum thrived. Like all good scum the gangs began to drift together until the Black Angles was born. A more vicious gang to walk the streets there was not and the life expectancy of the average cop fell dramatical-

ly. We were out for the count until the boffins came up with these new jet bikes, so look out scum because the buck stops here. This is a very dark future, not only because below the cloud the sun don't shine but as the citizens leave behind their grubby land existence and reach for the skies they tend to forget about the humble cop and supplies are to say the least limited. As you sit there in the briefing room, polishing your Uzi things could not look more depressing, but when Sarge says it's time to strike back you're on your feet and heading for the armement section before final words of the briefing penetrate the veil of consciousness. Things start simple and remain so for the duration of the first four missions, after that it really hits the fan. Your first chance to strike back at the Black Angel gang is when you hear word of a covert operation. The dark ones have three sur-

veillance droids running round Chinatown casing the area for a job. One of the droids carries information that can help you catch and put away a few Black Angels. After the briefing you can head straight for the armoury and then your mission or you can pause awhile, and browse through the data banks. You can pull a file on your current mission showing your adversary (in this case an unarmed but highly mobile surveillance droid) with a few personal facts as to how dangerous an opponent you face. You can also access the landmark data bank which shows the 3D representations of various famous landmarks you are likely to come across in your travels. One final task remains before dashing off to arm your vehicle, the backup. This does not mean you have a few fellow officers to help you out in time of crisis but you can place vital equipment in key places

of the city to resupply your craft. The two items depositable are the PUPs and nets. The nets are used to trap your victim and the PUPs to haul them away. In the armament section you select your combination body armour/environment suit (nobody breaths in the cloud, at least not for long), extra fuel, and various sizes of ammunition for your machine gun and your 30mm cannon. Hitting launch button twice skips the animation (it's worth watching once even if the man walks across the screen as though he has a.... Well he walks rather stiffly shall we say). You start on the roof of police station one, start the engines, switch to flight mode and away you go. You have two basic modes of travel: hover and flight. Flight is faster mode of travel but it is also the most unstable and hitting ground in this mode is probably the last thing you'll ever do. Even in hover mode you will find it

NOB HILL

Killing Cloud

tain lock from your end. Once the target is netted you land and exit your craft. Without a suit this procedure is possible but exposure of more than a few seconds proves fatal. Standing next to your netted victim you call a PUP and head back to your bike. The PUP comes and collect the villain and carts him/it/or her off to the cells. At this point it needs mentioning that the PUP has no defence systems and if some baddy were to blast it you'd lose a prisoner. You also have to escort the PUP because being none to bright you never really know which police station the PUP will take the prisoner and there is no quicker

very hard to fly in a straight line this is very much a seat of your pants style combat craft. Using your radar you can home in on the nets you have dropped and your quarry. You won't get much information out of a blasted droid and the only way to capture something or someone intact is to use a net. You can carry three net missiles which have to be picked up by fly-

ing over the deposited net canisters. Of course to do this you must drop below cloud level. This is a dramatic transformation as blue skies go black until your infra red systems kick in. Visibility is limited (on mission one you can turn on the tourist view so that you can see the building more than 10 feet away), and flying full speed through many building encountered

at this level is plain suicide. Using radar you dodge between the buildings to your target. You know when you have found it because HUD sights appear. When close enough the missile sight will turn green and you have a lock. Don't fire if it looks as though the droid is about to nip behind a building for even though the net missiles are guided you must main-

way (except a head on with a building) of losing your job than losing a suspect. First mission accomplished real fun begins. Next you have human targets and these shoot back, some even have ariel escorts (armed of course). Humans unlike robots need interrogating. To do this you enter a sub-game where you ask questions and offer reductions on standard

50 year sentence to get the bomb somewhere near a

information you require. Bargain too much and when the vital information is required you won't have anything left to bargain with and the prisoner either walks or you

police station in San Francisco. This is when you find out exactly what your limits are. We're still playing on this one. Taking it in turns the office crew have practised get-

lose you job. Sounds fun so far but when you hit level five you have two minutes in which to find and disarm a

ting off the police tower and over the first district before ten seconds are up. Naturally a timer tells you that time is

running out every ten seconds, and when you get to the final ten seconds before detonation, it counts down in seconds. Usually you'd like to drop the bomb with eight seconds left. Any less and it tends to blow up underneath you, destroying a large area of San Francisco as well as your bottom. The variety of the buildings below cloud level is staggering, equalled only by the addictiveness and variety of the missions. If you don't buy a copy of this

game then you go out the airlock without a suit.

AMIGA

Strangely enough the handling is a little sloppier when you are flying around, but the control on the ground is much better. Apart from that, the graphics and sound are marginally sharper than the ST version, but gameplay is just as exciting, just as addictive, and just as thrilling.

93%

GRAPHICS	93 %
SOUND	70 %
GAME-PLAY	90 %
VALUE FOR MONEY	92 %

HIT
CHECK IT OUT
FORGET IT
GARBAGE

Sim Earth

Sim Earth
PC
Ocean
29.99

Now I'm as Green as they come. I buy Arc household products, recycle old clothes and travel everywhere on foot. Imagine my excitement then when Sim Earth was plonked on my plastic, forest friendly desk by the Ed. The designer of Sim City gave me the power to create my own 20th Century City complete with high crime rates, overcrowding, fiscal worries and planning headaches. Sim Earth gives you even more scope and power as you can take over or design whole planets rather than mere cities, each at a different sta-

and there's hope for this planet yet. The first thing to grasp is that to avoid global disaster you must balance Chemical, Geological, Biological and Human factors. It's no good creating a perfect
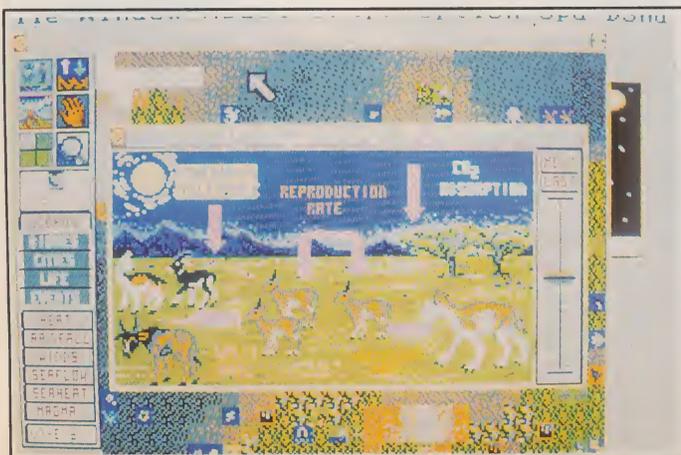
ge of development and evolution. Create life and atmos-

pheres in the Dark Ages with plagues sweeping the land, or try and sort out the mess we know as the Modern Age with threats like pollution and thermal nuclear war. The choice is daunting. Let's just say that there are as many options to cover as there are roads to choose from on Spaghetti junction. Try too many of the options at once and you'll just get horribly confused and merely muddle through. Select your information and moves concisely

atmosphere if the food supply of the planet is inadequate and wars so frequent that civilisation is virtually at a standstill. The beauty of Sim Earth though is that you can't really loose as it is you who is deciding the design of your environment, and sometimes it is fun to cause the odd freak earthquake or tidal wave in order to see he effect it has on the atmosphere for instance. A word of warning though. Don't call up too many graphs at once to see

Sim Earth

how your planet is coping with the elements you throw at it or there will be too many ways to act before your eyes

limited energy, and its a good idea to commence play in this mode until such times as you come to grips with the control system. This
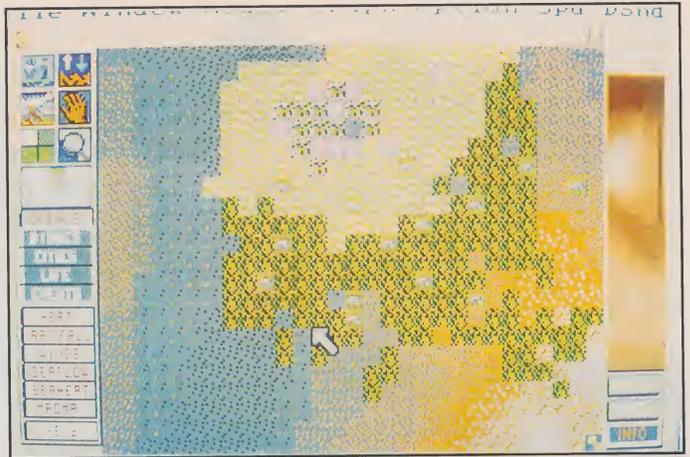
various planets, the edit window is where you trigger events like earthquakes, and the model control panels affect the entire planet in some way or other. To make

what he has created and what he is out to create as there is just too much going on at once in Sim Earth. Try not to become too daunted with all these gimmicks, as the good point is that you can view several screens at once, so you could for instance look at the life form graph and atmosphere graph at the same time so that you can decide which life form can survive best in a particular atmosphere. Just don't panic! There may be a confusingly big choice of control panels, but at least when control takes place it is smooth. By clicking on icons in the Edit Window for instance and then clicking on the place on the map that you want rain to fall on or life to be placed on. There's just so much you can do that in all honestly I feel you get more fun from this game if you try out earthquakes, tidal waves, winds, sea heat and the like to see what effect they have on the planet as a
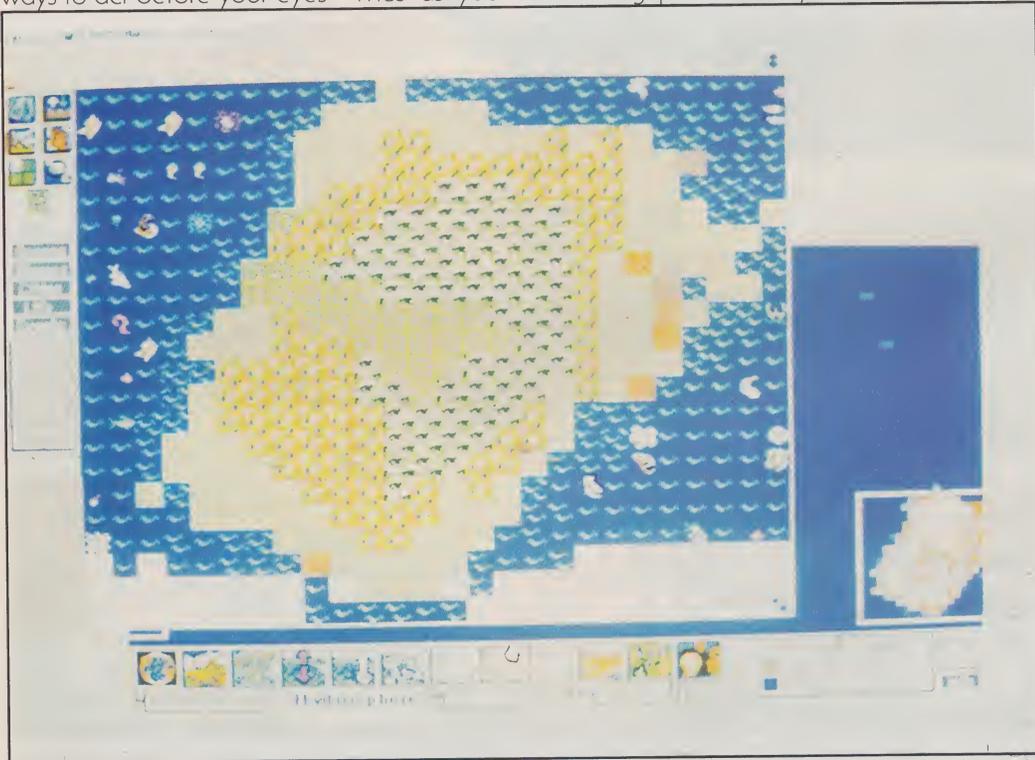
which will make you crack. Depending on the difficulty level of the game, you have different amounts of energy which cause changes to occur on the planet. In experimental mode you have unlimited energy, and its a is by far too complex, as there are three places to Input information for instance which changes the planet in some way. The file menu gives you the choice of loading

matters even more confusing, apart from the model
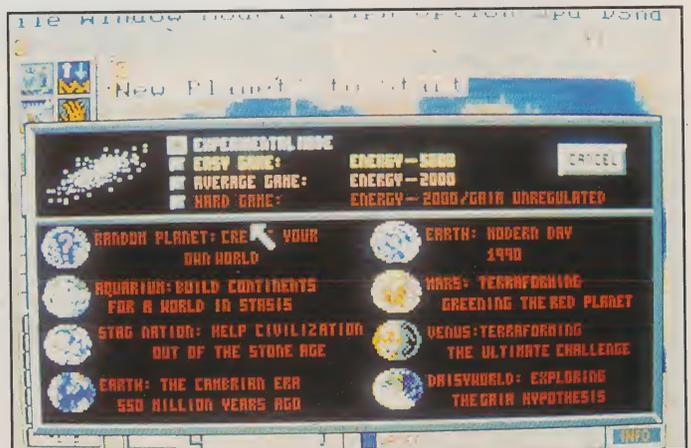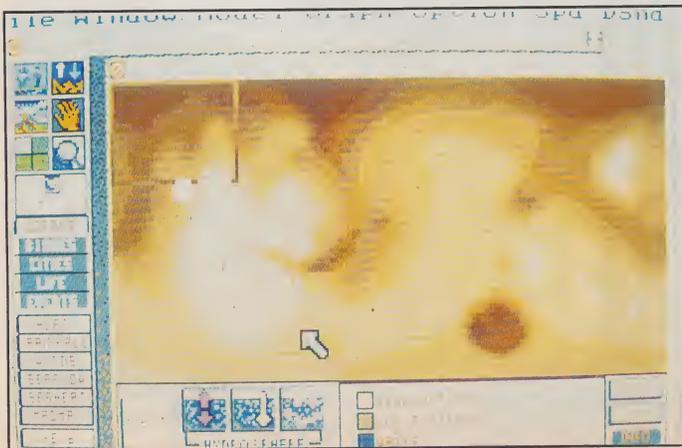
control panels every other window gives output. Now I know the problems God must have remembering

whole. There is music which in all honesty seems a little out of place in a game of his nature and complexity, but

the messages which appear on screen from time to time telling you earth is overheating or that your planet has been plagued with a famine are useful as they help you to decide the best course of action to take. Similarly, when you create a new planet you are briefed on what kinds of actions will best serve the planet you have decided to go to work on. A Information Age Earth for instance requires advanced Medicine, Philosophy and Agriculture. Now I know that the whole point of a simulation like Sim Earth is that unlike the real McCoy you can strive for a perfect atmosphere and civilisation, but I feel this is an aspect of the game which is maybe a little bit divorced from reality. That criticism aside, the graphs and maps are nice and bright with sixteen different colours on display in the VGA quality graphics which my PC can handle, but the life forms are drawn a little bit too small in some cases making them a it hard to differentiate at times. Another factor which varies a lot is the complexity of the different levels. This is particularly

noticeable when you get to the Hard level as there is no spontaneous generation of life at all. Although the game is called Sim Earth, you can try and manipulate Earth-like life forms on other planets li-

ke Mars. Like in Populous you can set altitude raising or lowering sections of land, but in Sim Earth this isn't as noticeable to the naked eye and can best be realised by looking at the appropriate land levels recorded on graph. There are good and bad points about this. A more regimented and scientific presentation does suit the nature of he game and makes it particularly useful as an interest provoking learning aid,
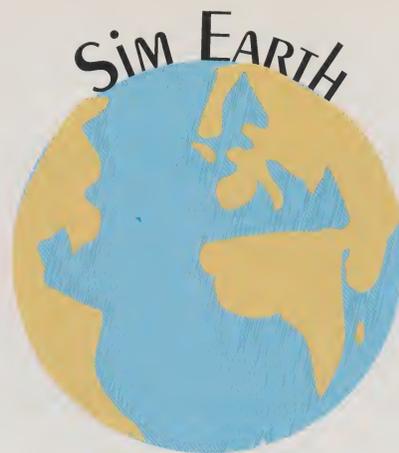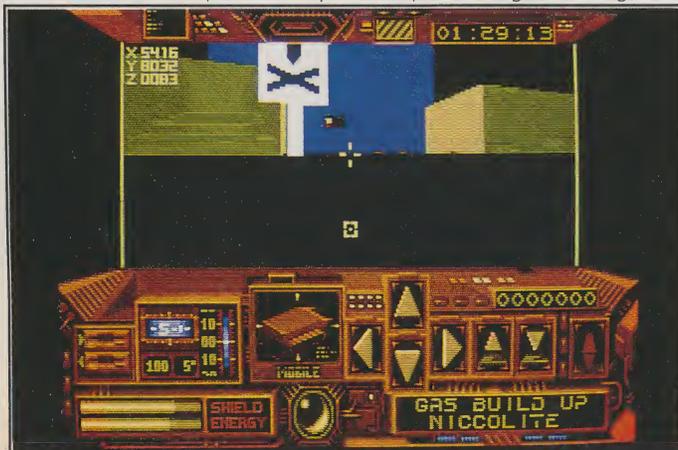
but on the negative side creating life is a creative pursuit and such a large amount of graphs in one simulation can be a little off putting. Having said that, the atmosphere control panel with diagrams of cloud formation and the Greenhouse Effect which can be manipulated with the mouse and by clicking on a thermometer scale are easy to understand even if the rest of the control panels and game in general has got a bit out of hand. The same can be said of the Biosphere Model where you can alter factors like mutation and reproduction rates, and the Civilisation Control Panel where you can adjust aspects like the Philosophy of your planet is he key to creating a stable environment. Sim Earth is interesting because it lets you think about what factors effect the state of planets, and for this reason alone the over subscribed information and control panels are worth persevering with.

Kerry Culbert

ST & AMIGA

These versions are expected later in the year, although a Mac version is available now. There will not be a C64 version.

GRAPHICS	80%
SOUND	50%
GAME-PLAY	80%
VALUE FOR MONEY	89%

HIT

CHECK IT OUT

FORGET IT

GARBAGE
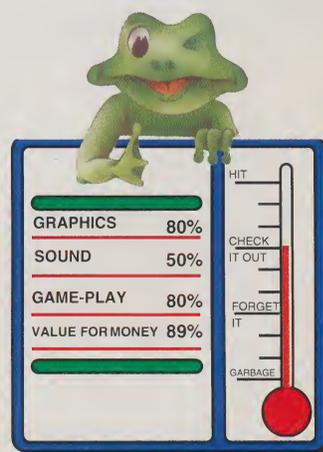
BRAT

Baaaaah! It's just not fair Mum. I enjoy being a Brat, but life is tough for us Baby dudes.

Try to get some tucker from is addictive and well worth the growing pains you have to suffer to get anywhere in the game. Like Lemmings by Psygnosis you use mouse controls only, clicking a dummy on six directional arrow keys which you place on rock paths and waterways to show Brat features where to find mischief 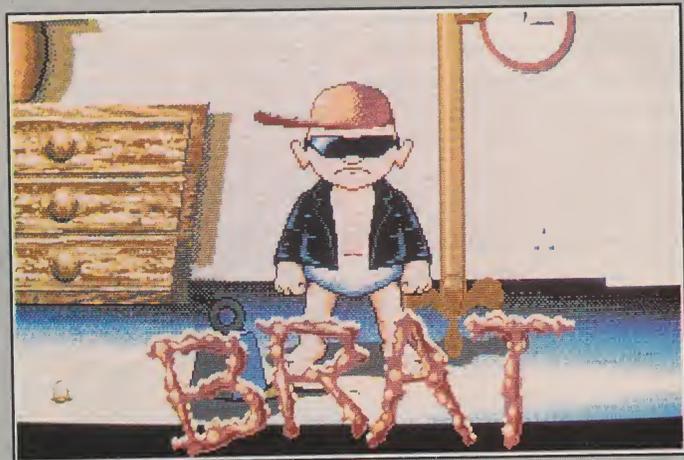next. You have to be quick though as you dart between control panel and path placing the arrows or you blow it and fall over the edge. Although this mad

the bottles in this game and you'll go hungry even if you cry and cry and make yourself sick. Gulp them down and all that happens is that you are permitted to continue the game from where you were just before you lost a life rather than go right back to the beginning again. This would make me gurgle if it wasn't such a difficult game (due to the pace and the control method) that this should have been a matter of due course anyway. Still, for all these grumblings Brat

race against time is part of the attraction of Brat, the twelve levels get progressively more windy and obstacle strewn, from level two onwards really when you have to manipulate the arrows across a sharply winding path and blow up some obstructive rocks only to encounter a man on a bouncing ball ready to waste you if you don't get to his balloon first with a drawing pin and let the air blow out of the old windbag's balloon. The paths vary from waterways with sharks

to roads with beeping cars, but get in their way and you end up a hamburger. Just when you think you have a level sussed having followed the right arrows, plugged up the holes and after building the odd bridge everything goes horribly wrong as a Jack in a Box or the like pops up from nowhere and makes mincemeat of you. There are three Demos you can oggle at to give you an idea of the kinds of obstacles to expect and where to expect them, and I'd strongly advise you to check these out first. There are a few points to remember which apply to all levels

though. Firstly, don't use arrows willy nilly or you'll run out of money. Just remember to place them near the edge of cliffs and that if there are no bends baby keeps on walking unaided. Then it's a case of acting quickly and using the right objects to tackle the various obstacles you will encounter. Even this isn't straight forward though. If you haven't picked up enough dynamite for instance you can blow up limited piles of rocks and will have to try other methods like building bridges and going around obstacles. This won't always work though as ge-
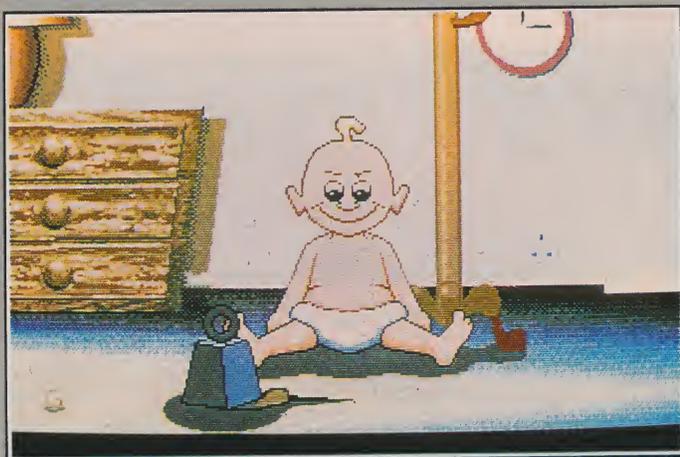
34

nerally you can only build three bridges in a row, and often distances are greater than this. I love the opening

screen though. A Mummy's voice says: "Stay there baby", to which a sweet voice replies "Yes Mummy". The nappy clad darling complete with Dummy then puts on an evil grin, says "No way men, let's party dudes" and spits his dummy at a mouse, drops a weight on him, burps, thumps a coatstand and from there on in the action

starts. he puts on his coat, pulls a pistol and the words "Brat" spurt out across the screen. Apart from this being very cute, the voice repro-

duction is superb and little visually details like baby rubbing his stomach to bring on a burp and details of sound like the mouse squeaking when the weight is dropped on it add a bit of realism to the game. This attention to detail continues throughout the actual levels. Brat cries when he looses a life, a stork drops goodies at the end of level one in keeping with the nursery theme of the game and when you loose all three lives Brat falls onto rock, causes a hole to emerge, clambers out and says: "You blew it dude". Cars beep their horns, and kick any of the objects you stumble across and

they make a noise. Knowing what objects do is the key to success. Anything that moves on the map is bad, be it a boat, shark or ball of fire. Things like sharks can make Brat turn round, some objects like a circular light on level twelve make the Bambino fall right off the map. Knowing which objects will help won't get you through this game though as you'll also need to use icons like reverse scroll to double back as point an arrow in the wrong direction and you can only rub it out, which you probably won't do quickly enough, or use it once before you have cause for winging. You can stop the game scrolling for ten seconds by using the symbols just above the directional panel, but you'll need to know where you're going next as ten seconds isn't long in this game. If you want to buy time to decide what move to make next, press P and pause instead and you'll have longer to work out your strategy. Like the Lemmings, all Brat wants to do is explore Bratland which consists of Toytown, Park Land and Moon Base. Each of these is broken into four levels, easy to tell from each other as you find toys in Toyland and robots and the like on Moon Base. Moon Base is virtually unplayable as it is so hard with objects out to kill you left right and centre, and so many of them that you'd need to play for days to find out what they all do. There are too many holes to bridge, and yet as the design of the pats get more complex

as you progress through the levels I suppose this is only to be expected. What saves Brat is that it has its cute moments like when baby drops his nappy at the end of the first level (a Young One in the making?) and the fact that there are zillions of objects to interact with. Add this to the addictiveness of the game largely due to the race to beat time and Brat is a game you'll never want to stop nursing.

Kerry Culbert

Reviews

GRAPHICS	80 %
SOUND	90 %
GAME-PLAY	70 %
VALUE FOR MONEY	90 %

HIT
CHECK IT OUT
FORGET IT
GARBAGE

BRAT

Sorcerers get

S. g. a. t. girls
PC
Microprose
24.95

So you want to be a sorcerer, eh? Want to wave that wand (?) of

king new ground in deviant software. In reality this is a very good adventure game, with graphics, sound (what on a PC?), and text, not to mention tension, death and naughty bits. When the Ed. gave me this to review I just thought 'Ho hum, another PC adventure with poor graphics and slow speed, BOORING.' but after a mere ten minutes or so I was hooked.

yours in front of beautiful women and watch 'em swoon, don't you?

Well in that case Sorcerer U is the place for you. Now, from the man that brought you Leather Goddess, Hitchhikers, and Zork comes the latest in bawdy humour, dirty jokes and perverted sex, so bad that there is a special version for the sex-crazed, so disgusting that even I blanched at some of the options, and you wouldn't believe what you can do with a rat. Anyway back to the review. Sorcerers is the latest adventure game from Steve, and it can only be said that he has managed to continue brea-

To start with the loading screen is a very nicely done EGA picture. Forget poor quality VGA, this EGA screen was easily the match for an Amiga display and really showed what could be done with EGA graphics. Then it came up with a chapter title page with two nice little quotes, including one from Ambrose Bierce defining bachelors as men still being sampled by women. Oh, ho I thought, this man has a sense of humour. Play on I thought. Then I noticed the music, 'hang on,' I thought, 'Who's playing the music?'. Then I realised it was coming from the PC. Mind this is with a bog

standard PC beeper, sampled music, and the tune was quite good as well. Whatever will they think of next. Play on thinks I. So I did. On to the playing screen I went. very nice I think, one quarter graphics, one quarter text input and a half screen of mouse input, including all the verbs, and all available nouns. Very nice, mouse or text input, I think, then I noticed something else, you can also look at items using the mouse to point to picture, or

too. Average command time was about five seconds, and that makes it fast. Anyway enough of thinking, after playing for a short time I was confronted by a monster. Only this monster laughed, and when I say laughed, I mean that the PC beeper actually produced what sounded like sampled laughter, very impressive I think (Oops, there I go again). So much for how good the game looked and sounded, what about playability? Well the game is split
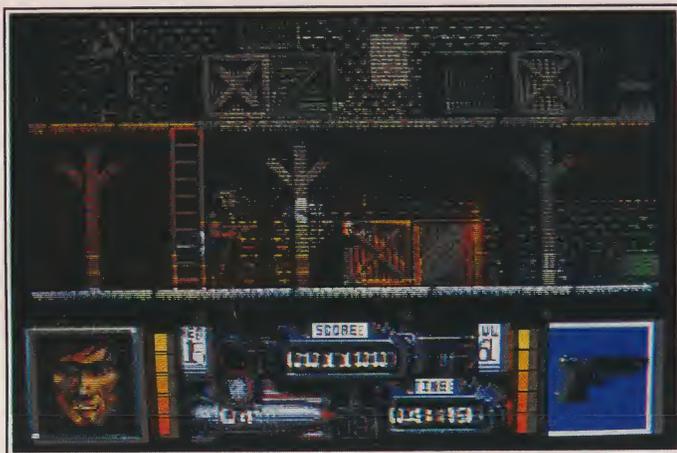
do an obvious action by double clicking on the item. Impressive I think, and fast

into chapters, after each chapter you get a new title screen, complete with a cou-

all the girls

ple of neat quotes, and then the next section of the game. Each meaningful action, one that furthers the characters cause, is accompanied by a score, and there is plenty of opportunity to save the game to avoid those fatal mistakes. The plot of the game revolves around Ernie Eaglebeak and his attempts to escape from a life as a dragon-tenders apprentice, become a powerful sorcerer, get lots of girls and win the love of his life Lola Tigerbelly, and survive, all at the same time. The first chapter involves Ernie's attempts to escape from his wicked stepfather, evade his father's crony, and avoid letting Lola see him in the altogether. None of this is particularly hard and
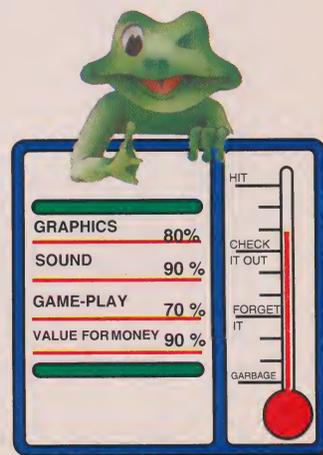

gives you the chance to become familiar with the system. Chapter two finds Ernie at the University, where he must enrol and do all sorts of interesting things. These include becoming a fraternity member, finding out what is going on and trying to find some naughty graphics to

look at. Mind you the last is a goal for the player rather than Ernie, although he won't balk at the prospect of a little naked flesh. Eventually the University is sacked, no, not fired but ransacked, plundered, you know, a load of really nasty people come along and drink all the ale,

eat the women and rape the cows, that sort of thing. Only Ernie is left to try and find out what is going on and eventually to wipe out all these people. All I can say is that they run to a pretty mean lot of gate crashers around here. Of course it isn't going to be easy. Only dedication to your

ideals is going to get you through, that and interaction with any women you might happen to meet along the way. Of course there is always Lola to think about, will you be true, or will you go for the experience option. You'll need lots of magic too, the more the better, preferably pretty spells, like 'Mega-death Blast' and 'Melt-your-oponent- into-jam' type spells. Trouble is you've got to find them, and they are bound to be guarded. Life is hard! Still you can always visit those exotic places, like the 'Restaurant at the end of the Ocean', the 'Island of horny women', the 'Island where time runs backward', the 'Island of horny women, etc. Lots of places, lots of monsters, and lots of women. But always remember that the very world depends on Ernie to save it from doom, Lola herself will die unless Ernie can succeed, indeed the whole of existance might well come to a juddering halt. Anyway Ernie won't get to anymore parties unless he save life, the universe and

everything. Sorcerers is an excellent PC adventure game. The sound is superb (well it is for a PC speaker), the graphics are very nice, the game system is well put together and fast, and the whole adventure is liberally spiced with jokes and dirty humour. Despite this those of modest sensibilities will still enjoy the game 'cos there is a NICE option which takes out all the rude bits.

MARK ULYATT

GRAPHICS	80%
SOUND	90 %
GAME-PLAY	70 %
VALUE FOR MONEY	90 %

HIT
CHECK IT OUT
FORGET IT
GARBAGE

Midwinter II: Flames of Freedom

**F. of Freedom
Amiga
Microprose
24.99**

This is the 1st day of my mission on Africa.

So Far...

In Midwinter Mike Singleton produced his greatest achievement, a game of breadth, 3-D filled polygons, and a futuristic tale to challenge and thrill. If you like that sort of thing of course.

Well if you did then prepare yourself for the sequel which offers not just action on your home island, but across over 40 others under the rule of an evil empire. Not that you are fighting on Midwinter any more, oh no. What with climatic changes, the sea that spawned Midwinter has now caused it to sink be-neath the waves once more. Good job everyone on the is-land has emigrated to Ver-de, now renamed as Angora with the merging of the two communities. Angora is still in the Atlantic Ocean but nearer to the African coast than Midwinter was. Also nearer are around 40 other islands and atolls, all bet-ween Angora and the Afri-can Coast, and, the Saharan Empire. The Empire, as in the nature of these things is im-plementing a radical real estate acquisition program-me. Either become a vassal to the Empire or get a good kicking. As you start the ga-me, all the islands to the east of you are under Saharan control, to one degree or another. A couple have Sa-haran strongholds, which re-quire great effort to remove. Others are only lightly defen-ded, and can be liberated with little trouble. First up though you want to choose your character. This is quite involved, though of dubious gameplay value. Yes it has some effect, but not corre-sponding to the amount of effort that goes into charac-ter selection. The section where you can alter your physical appearance from a range of Paul Daniels style hairpieces and ladies wigs, and then change everything from eyes to nose would add flavour to the game if there was any depth of character interaction involved. There is character interaction, but not to any great degree, and the people that you meet on your travels look more like polygon blocks rather than sprite based objects. Howe-ver it lets you look like what you want to look like, and the psychology alterations do affect the responses you can get from people. They are very important if you get cap-tured, as there are a limited number of choices offered when this happens. The other facet of character ge-neration is your physical abili-ties. These cover reflexes, sturdiness, endurance, recu-peration and stamina. These govern resistance to injury, rate of recovery, depletion of energy reserves, energy recu-peration and muscle power replenishment. Naturally if you increase you rating in one category it decreases in a related one. After sorting out your character you are presented with a hallway of options. These cover Person-nel, Training, Control, Raids, and the War Room. Training

is there to help you master the skills required to become a successful COBRA agent, in you mission to thwart Saharan aggression and the spread of their empire, while Raids allows you to get the hang of things by playing out one mission on it's own. Control is there for when you feel ready to take on Operation Wildfire, which is the basis of the game. Can you stop the imminent Saharan invasion and secure peace in the Atlantic ? One thing you must do before commencing the campaign of Operation Wildfire is to back up your Campaign Disk before you start. Midwinter II writes to this disk to record your progress so playing on your original is not recommended. With three original disks this means there are a lot of disks lying around when you play this game. Training is virtually a pre-requisite so it's best to check out the various options there. There's strategic planning, escape training, transport training. Over in the Raids room there are different skill levels to implement these tactics in. However, back on strategic planning, this is where you study a map of the general area showing all 41 islands and the African Coast. By working out which islands to subvert to your cause you can cut the Saharan's attack lines and force them to go the longest way round to Angora as possible. This has the effect of depleting their forces as the underground resistance takes a toll on every island. You should be-

ware though that while cutting off the chain of islands right next to the African course might seem attractive, if you are physically there when the Saharan's launch their invasion, you might not be able to get back to Angora in time for the battle, or indeed you might get captured by the invading forces. The interesting thing is that if you set up a situation and say yup, I'm going to take out these islands, the computer will work out which islands you cut off and fall under your control, and exactly

which direction the Saharan attack will go in. Know this and you can prepare. The other training options are useful in that the transport ones let you play around with each of the 22 different modes of transport in Flames of Freedom. These are weird and wonderful and vary from choppers to jeeps, bi-planes, trains, zeppelins and submarines. Actually hunting down other submarines was a surprising part of the game. When you get going the idea is to perform a set number of missions which, so the idea goes, will weaken the

Saharan hold so that the local underground can overthrow them. These missions include meeting with underground people who can help, hinder, betray or befriend you. In fact they can do an awful lot when you consider that your actual interaction is crude. Then you can assassinate people, blow things up, set up comms links, re-in force the underground and a whole range of missions that get progressively harder. When you start using the esoteric means of transport the game really gallops along, gaining depth, variety, playability

and flavour. Initially Flames is a little daunting and it takes some getting into but when you do the sheer scope and scale of the game is staggering. The graphics are all solid 3-D polygons once you get out there. Incredibly even the sea is made of large polygons which wash up on the shore. To be honest while the rest of the graphics work extremely well, seeing polygon sea heaving onto the beach looks very peculiar. You get used to it though. With all the strategy and planning involved you can lose sight of the fact that this

Midwinter II: Flames of Freedom

is a hugely enjoyable 3-D action game. After a successful

mission though you'll be feeling well chuffed and want to really get out there and mix it up. Depending on your mission and the way the campaign goes you get access to various weapons systems all of which add va-

riety, and make the games much more fun. As you meet people on each island they, if friendly, give hints and leads so building up a network of contacts. A map of the island will then start sprouting icons with faces to represent them. Some of these contacts won't help you, it

depends on how strong the Saharan grip is on the local populace and what particular statistics you selected at the beginning. If you think through the kind of character you want to play (ie macho hero, seductive Mata Hari etc) that element of role playing is brought to life. With over 40 islands, offering varying degrees of difficulty, grand strategic planning, emergency tactics, superb 3-D graphical representation, character galore, capture and torture and some amazing modes of transport, this is a fabulous successor to Midwinter. And for my money it's a far better game too. Each exploration on an island in an adventure in it's own right, and the addictive is provided by wanting to see what's over the next hill, what mission is required next and what vehicle you have to do it in. Whereas in some ways Midwinter would be a

trifle boring, Flames of Freedom blasts away all the cobwebs and delivers a genuine classic experience as strategy merges seemlessly with hot arcade action.

Duncan Evans

ST

Much the same as the Amiga version naturally. Great graphics, not so hot sound effects mind you, but horribly addictive and interesting gameplay. Stonking good stuff and recommended even if you didn't like the original. Major league quality. 90%

GRAPHICS	90%
SOUND	80 %
GAME-PLAY	90 %
VALUE FOR MONEY	93 %

HIT
CHECK IT OUT
FORGET IT
GARBAGE
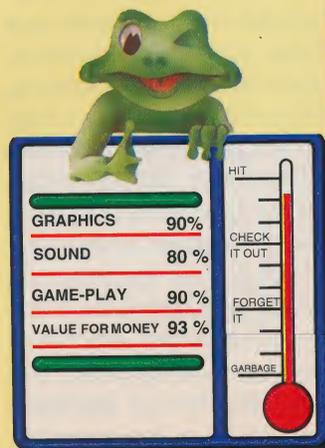
SUPER CARS

The squeal of the tires, the smell of burning rubber and

the plod, plod, plod as you trundle around the track. Yes, it's ram, swipe, blast and out trundle your opponents time

again as you prepare for the first nine tracks of Super Cars. You start the game with a Ta-

raco Neoroder Turbo and $5000. You can use this money to beef up your cars performance before the race by buying a few extras in the garage. You can buy one shot missiles for the front and rear of your car, turbo speed, power steering, a high-speed kit, retro (this is for faster breaking although why is beyond me as the cars never really get beyond a crawl), spin assist (helps control those uncontrollable spins), and side armour (for those nasty little side swipes that send

the opposition into the wall and out of the race). All these extras are quite costly and can only be used in the following race. This means any unused items are automatically scrapped and if you failed to pick up a substantial amount of winnings your performance will suffer in the next race. You can also repair you car in the garage. The repairs are of a set fee and not related to the amount of damage sustained so wait as long as possible before having any repairs done, although if you leave it too long your car will fail and you're out of the race. On the track (which is a nice shade of gray with darker gray highlights) you face your opponents and endless amounts of tedium. Holding down the firebutton accelerates the car. Use your joystick to turn left and right and if you have them up and down to fire front and rear missiles. You need a reasonably good joystick for this as one mistake sees your costly missiles zooming down the track and beyond. On most tracks there are a lot of corners to negotiate (the number increases as the game progresses), if you can handle these the race is yours. The opposition is hardly stiff only through mistakes are you likely to loose in the early races. Passing the computer cars can be a problem as a collision or even a touch effects you far more than the computer controlled cars.

Then there's the green patches which can be anything from mud to oil. These cause you to skid if hit at an angle or if hit straight on, to slow down. You can do the equivalent of a handbrake turn on the corners by releasing the firebutton but your speed drops so fast you virtually have to start from 0 mph every time you use this tactic to turn a corner. If you do win a few races and manage to hang on to your cash then you can enter the sales room and buy a bigger, faster car. Although go in without the required amount of cash and you face a none to friendly reception. The graphics are mere basics on the track and the speed far too slow for this to be called a race, but it is entertaining if you like this style of game, just not very inspiring.
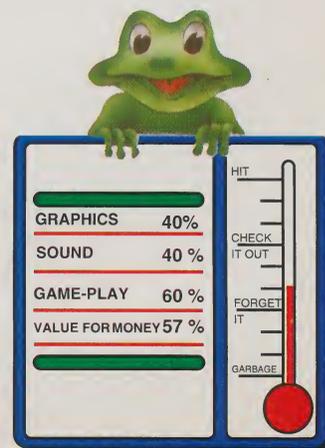
Adrian Pumphrey

|		
GRAPHICS	40%	
SOUND	40 %	
GAME-PLAY	60 %	
VALUE FOR MONEY	57 %	

HIT
CHECK IT OUT
FORGET IT
GARBAGE

CYBERCON 3

after letting go of my neck, ah yes, you're probably right Duncan. That's why programmer of this solid 3-D tour-de-force, Ricardo has gone to great lengths to avoid that all pervading monotony that seems typical of all 3-D solid polygon games. Cybercon III is your original super computer built to make the world a safer place. By destroying all it's enemies. Housed inside a mountain, served by mechanical droid and human maintenance alike, the system evolved from it's original design, modified and improved itself. Improved until one day it hit upon the ideal plan for safeguarding the union. Total nuclear destruction of all major Earth cities. It was frying tonight for Earthlings everywhere. Like the start of the film Terminator, man exists as a hunted animal,

dark machines striding across the land lashing the scorched Earth in a final attempt to eradicate those pesky biologicals. Naturally the remaining humans banded together under the banner of the World Council for the Defence of the Union (or WCDU) and sought a means to destroy the evil machine. That means has been found, and you are it. Armed with a suit of Aliens style power armour, you have to penetrate the surrounding complex, locate and destroy Cybercon's central brain stem. After the discovery that the main entrance has been blocked by a landslide a further, secret entrance came to light, one which Cybercon itself does not know about. Through you go, with a force field sealing the entrance for 24 hours after you. Thankfully the game is fairly easy and not too dangerous to start with, especially since you'll be getting to grips with the complex energy management system that your power armour requires. The actual complex is not controlled by Cybercon itself, though Cybercon's minions will be patrolling and seeking you out. There is also another nasty surprise which I'll tell you about further on. The display is an out of the face mask type affair, with the solid 3-D world stretching away in front of you. On the inside of the suit are the indicators for all the various bits and pieces that you can strap on to your suit. The most important are the energy cells which you
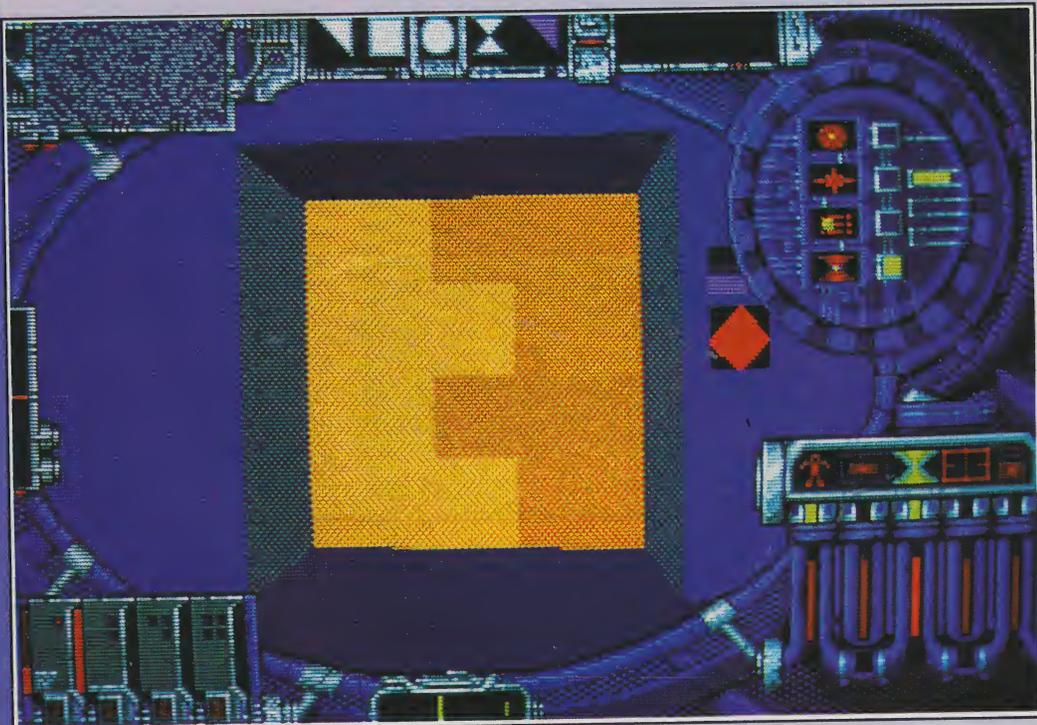
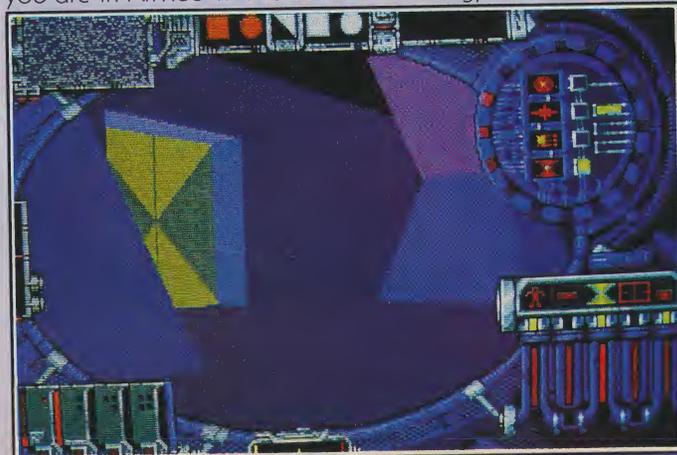**I**f you're a fan of science fiction movies from the past 20 years you're going to enjoy spotting all the scenes which programmer Ricardo Pinto has drawn upon to inject atmosphere and excitement into the latest Assembly Line game.
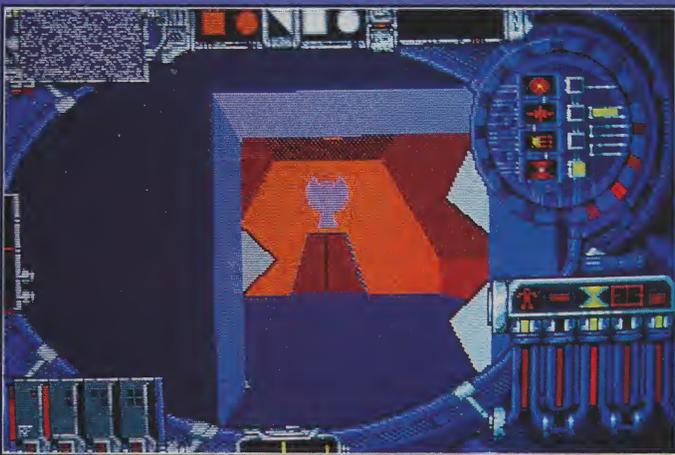
The Assembly Line were also responsible for Interphase, which I asserted when I met the chaps at a press briefing, was as boring as watching cars rust. Ah yes they agreed

can pick up and store. Up to four can be installed and on line at once. The more you have on line the most power you have to do things with. Thus you move faster and your suit is more responsive, you can jump higher and put more punch into your laser shots. As far as installable

locks and various automated interfaces you can use the keys to access them, unlock them or plain work them. For example there is a retracted bridge over a chasm near the beginning, but unless you have the right sonic keys you can't operate it and get across. Actually in this case

other secondary concerns) and a primary management system allied to a systems status and repair display. If this sound complicated, you're right, it is. Initially the skill in the game comes from managing your energy resources. Having your shields turned off saves quite a lot, but

which can be set to repair things with priority. Naturally you should insure that the unit itself has a high priority so it repairs itself first and then everything else. Looking around and getting used to the power suit is strange. It certainly is slow and cumbersome until you
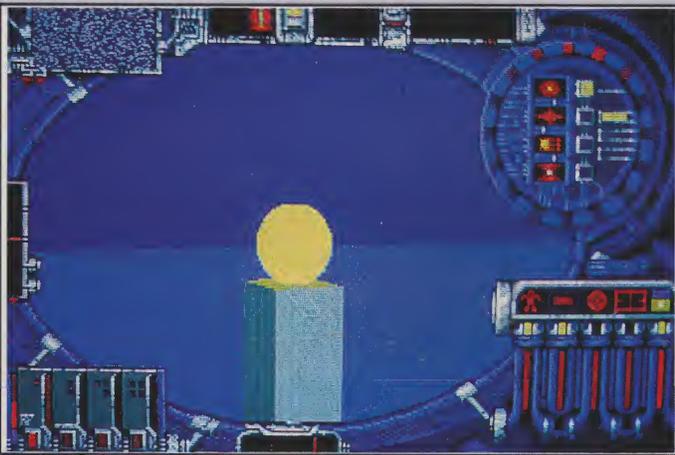
items to collect there are only a few. The bazooka weapon plus shells, the parrot remote televisions (we pleaded that the parrots should lie on their backs when killed rather than blow up. Then all we needed was a shop and John Cleese) and a few other bits and pieces. What you will collect are sonic keys so that after interrogating door

you need to go in the other direction before you get the right set of keys. Aside from the state of your energy supply (which looks like it was borrowed from Elite), there is a tilt indicator so you can tell where you are looking, a general direction indicator so you don't become disorientated a secondary system display (covers weapons and

that won't help if you get into a firefight and start panicking over which key should do what. Really in this game you need to explore cautiously, then work out what you are going to do before you do it. Back to the systems, the interesting item is the auto repair (much like Carrier Command here)

get a fair amount of power on line, but not prohibitively so. While you can't normally see yourself, if you send out a parrot remote TV and have it look back you can look at yourself on the monitor. Use of these parrots allied to force field generators are one way in which you will be able to meet incoming threats

CYBERCON 3
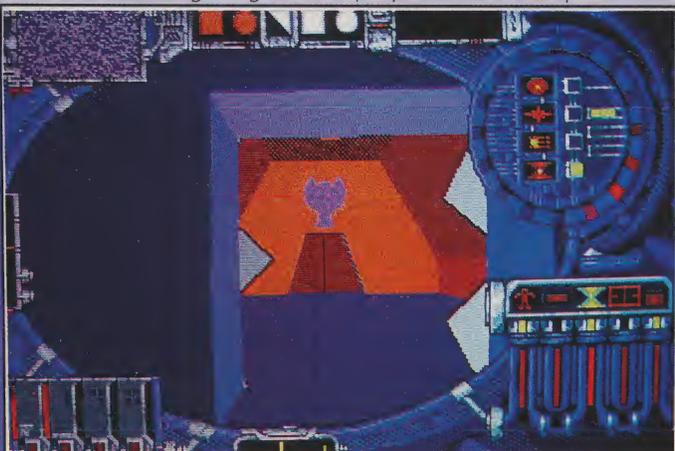
from such things as revolving wheels robots and the Annihilator. There are various forms of robot, some which have visual detection, some motion, some which detect firing. The trick is learning which does what. It's hard to keep absolutely still and not fire when three large robots with motion detectors glide by. The Annihilator on the other hand is the party piece

this which need to be slotted together like a Chinese puzzle, and then used to unlock the brain stem. Of course they aren't just lying around. You have to find them. Secret pits, safes in walls, hidden passageways are all used to keep these away from you for as long as possible. There is no real time limit in this game, except that the longer it goes on, the more robots Cy-

graphics, fiendish room design and puzzles, fast adrenaline pumping action at times, and above all a gripping final stage where every step may be your last as you race with the Annihilator for the final key and mankinds salvation.

Duncan Evans

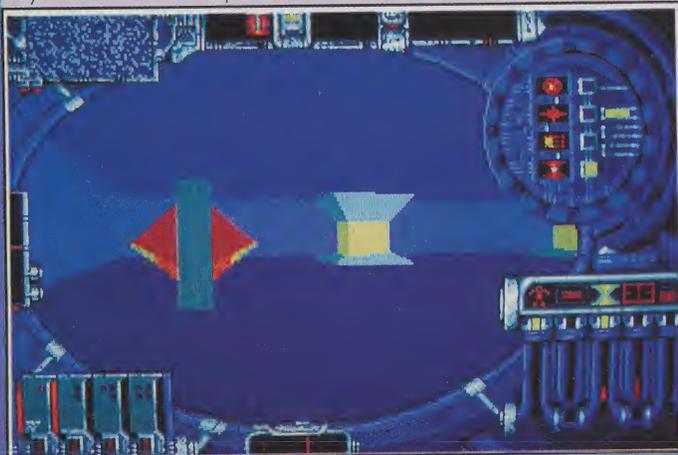from Ricardo. This is a machine that Cybercon is building from spare systems it finds around the complex. Initially it can't get to you because it's part of the 400 plus room system is sealed off. But when it does, expect to see it, Terminator and Aliens fashion (coming up in the lift - this is frightening to say the least) coming to get you. It also can collect pieces of the master key. There are four pieces of

bercon will make and the more powerful the Annihilator will become. With a truly excellent technical system, there was every danger that Ricardo could have sat on his laurels and produce a technically marvelous game, but, like Interphase, one which was deadly dull. Thankfully he hasn't. With meticulous care, the inside of the complex has been crafted so that it resembles the world of Tron

if anything. You go into a room, and think, huh, what a featureless place. And then you look up, and up, and see the walkways with robots circling, and the platforms far overhead, and lifts rising gracefully into the heights, and then you think wow ! There are rooms of every shape and variety. The puzzles and hazards have been carefully thought out so that brainpower rather than the travel to point A and collect key B type adventuring is not required. The keys are the er, um, er key (sorry) to this game. Interrogate devices, collect surplus equipment, explore strange new . worlds, and boldly go where no one has gone before. Well, not since Cybercon nuked everyone anyway. Cybercon is an acquired taste, but still a classic vintage. The superb technical side is allied to crisp 3-D

AMIGA & PC

We were shown the ST version but were assured that the Amiga version was exactly the same but with slightly clearer sound effects. The PC version is recommended for fast PC machines only.

GRAPHICS	80%		HIT
SOUND	60 %		CHECK IT OUT
GAME-PLAY	80 %		FORGET IT
VALUE FOR MONEY	86 %		
			GARBAGE

Warlock
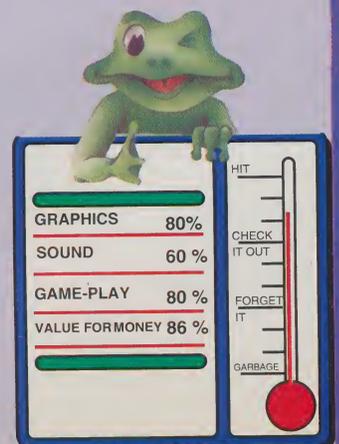
Warlock
C64
Millenium
9.99

When a wandering warlock takes pity upon a blighted soul an avenger is born. The battle against the demon Acamantor continues as the Warlock and his faithful Golem battle their way through eight monster strewn dungeons to tackle the four demon princes which guard the entrance to Acamantor's lair. You wouldn't be much of a Warlock without a few magical tricks up your sleeve. You have three primary spells: water, fire and lightening. Each launches a bolt of the appropriate element. You can also cast an paralyse spell (though when you find it it is called an invisibility spell for some strange reason) which temporarily freezes the monsters, a key spell to open closed door, the mighty chaos spell for killing demons and just about everything else on screen, and finally the golem spell. When the golem spell is cast an earth spirit is called to aid you in your task. This being can be given one of three simple commands. Wait, follow and send. The wait command is used to block entrances to give you a little breathing space from attacking monsters, the send command is used to set the golem on a straight path with you travelling safely behind and when is follow mode the golem trundles behind you, he also gets in the way most of the time preventing you from going through narrow gaps in the scenery and a series of send and wait commands need to be issued to clear the way for further progress. A second player can take control of the the golem eliminating this problem nicely. The golem can't shoot but it destroy all it comes in contact with until its own energy is depleted. All spells are limited and must be replenished by plundering the many chests encountered. Each chest offers a different variety of spells, you can choose only one so choose wisely. The levels each have a theme, the first two being based upon the water and fire elements. This

does mean on the first level the fire spell is the most potent and so on. There are many places in the scenery that you can travel on but at a cost. Water, fire, energy sapping tiles all damage your warlock and only through the use of the chaos spell or by residing upon the magic carpet tiles can this energy be replaced. Negotiating the landscape and blasting the monsters is not the only problems you will face. Quite often there is no visible way to progress from one chest to another and then the exit. Sometimes it is necessary to make a quick dash across energy sapping tiles or seek out secret entrances in seemingly solid walls. As a sequel to druid the game is a success. It is more playable, the graphics far more atmospheric and the action non-stop.

Adrian Pumphrey

Reviews

GRAPHICS	80%	
SOUND	70 %	
GAME-PLAY	80 %	
VALUE FOR MONEY	80 %	

HIT
CHECK IT OUT
FORGET IT
GARBAGE

EYE
of the beholder

Eye o. t. beholder
Amiga
U.S. Gold
24.95

Through the darkness they crept, the cleric holding aloft the symbol of her faith, magic user running spells through his head correcting last minute imperfections and two burly warriors steel gleaming.

Around the corner the monster struck, bright lights and the ring of steel, scratch one kobold. Well we all have to start somewhere. Not another dubious Advanced Dungeons and Dragons game you cry, well fear not this of-

fering is the first of the Legend series and bears more resemblance to the fabled Dungeon Master than previous AD&D role playing games. There are many notable differences however as

the game does conform to the AD&D rules. Not everyone can cast spells or wield every weapon, the caste structure is quite rigid. This means the creation of your inItial team will greatly effect your chances of success. Creation is the right word to use as you not only select one of the many races for your character but also sex and profession but you also roll for statistics. You can of course cheat because the game allows you to modify sco-

res so that you can model your characters on your favourite heroes. One nice touch is the ability to select an image to represent your character. There are a number of male and female characters to choose from, not all as well drawn as they could be but on the whole not bad. The profession of your characters is limited by race. Humans are the more flexible and thus have the most options available but when you cross elven blood with human some interesting profession mixes can occur. You can have a cleric/fighter/thief combination or one of many others. This may sound wonderful but experience points gained (all experience points are shared equally amongst the party members regardless of participation) are split between each profession the characters follows. This means the character's increase in level is far slower than that of a

single profession character but as the game progresses the multi-profession character will become far more flexible and powerful. The mage can only perform magic with a spell book. Loose this and you can kiss your spells goodbye. As the spell caster gains experience they will be able to cast more of each level of spells. This only helps if you have plenty of spells in your book. To gain new spells the mage must translate scrolls found in the dungeon. The priest on the other hand needs a holy symbol to perform magic but spells are not recorded but given by divine intervention. Both clerics and mages needs to memorise spells through rest in order to cast them. Once cast a spell is wiped from the memory of the caster and only rest can bring it or other spells back. Fighters, rangers, paladins (paladins can cast clerical spells at higher levels), and those who practice the

thiefly arts needs nothing more than a set of bare knuckles or something sharp and pointy. With your four characters created you are ready to brave the first levels of the sewers. Why you might ask the sewers? Well in the fair city of Waterdeep there lurks evil. Not in the bright clean streets but beneath any modern housing complex. You do get a map in the package detailing the first three levels and (and I think this is a minus not a plus) a section of the manual is dedicated to the monsters you will find. This means when you come across something large and nasty (and there are quite a few

The answer was one of the two buttons you find on the level. One does something strange to the room you are in, the other does something strange to the dungeon making the maps supplied invalid. After level three the scenery changes quite dramatically with spider webs draped across corridors and of course the depositor of such webs lurking around every corner. Unfortunately you don't get the cure poison spell until your cleric reaches level seven and you hit the fourth dungeon level around level five, severe problems. This is by far the best AD&D game to date and a worthy challenger to Dungeon Master.

Adrian Pumphrey

neath the city in the sewer complex. The lords of the city are not about to wade knee deep in human refuse so they hired you as an inexperienced troop with the lure of puny monsters with golden hordes. The sewer does't really look much like a sewer. 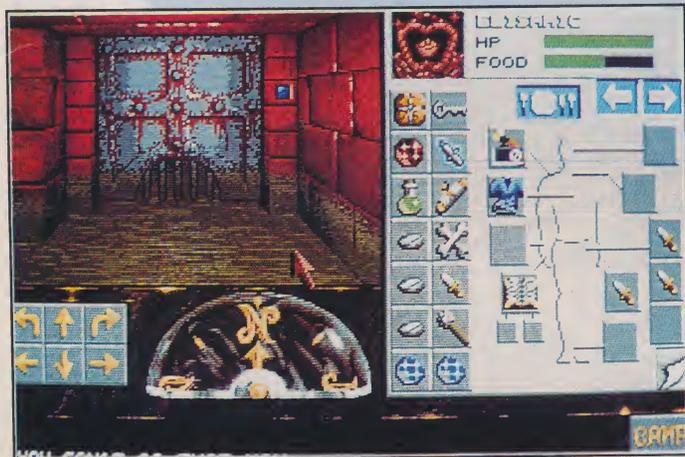With steel doors, no fluid gushing round your feet and a distinct lack of unpleasant odours. In fact they bear remarkable resemblance to the dungeons you'ld find in unusual monsters), you'll know exactly what it is capable of and have a fair idea of whether you should be running of fighting. The game starts easy with one or two kobolds and a few giant leeches on level one to an endless supply of zombies on level two. It's not until you hit level three that you encounter a variety of monsters. The monsters are perhaps the most graphical part of the game. Each monster has a solid look to it and each of its four sides has a distinct graphic representation. On the zombies you get a real feel of decay as they stumble towards you flesh hanging and bones exposed. The monster animation is not the most generous but it is far from subtle. When a monster attack you know it. The handling of equipment can make or break a game of this nature. A similar system to Dungeon Master is used. A generic character portrait is used with slots for the various pieces of equipment including necklaces, rings and so on. Food is found in the form of packages of iron rations. They come in a variety of sizes and although you can't eat monster body parts several of the monsters do drop items and food when killed. You have the monsters but what about the puzzles. I spent a good few hours wandering around level two in search of a key.
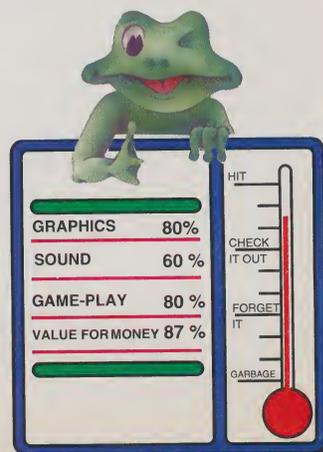

GRAPHICS	80%
SOUND	60 %
GAME-PLAY	80%
VALUE FOR MONEY	87 %

Flight of the Intruder

**F. o. t. Intruder
PC
Mirrorsoft
24.99**
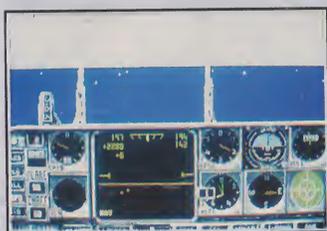
Before we get started on this review I should point out that we were hoping to feature the ST and Amiga versions of this game, since the PC one came out a couple of months ago.

However, both versions missed our deadline so here instead we cover the original PC version, plus screenshots of the forthcoming ST and Amiga versions. A fuller review will folow. After Falcon, after Tank!, Spectrum Holobyte has turned its attention to the Vietnam war, and a simulation of the unloveable A-6 Intruder, with the F-4 Phantom thrown in for kicks. The reason the game isn't called A-6 Intruder, is that this is a simulation tied in with a book by Stephen Coonts, who flew real life Intruders over 'Nam. Flight of the Intruder is a simulation of the air war over Vietnam. Watch out for the special presentation boxes that contain a copy of the novel, because not only does the book give you an insight into what the game is all about, it just happens to be an extremely good book. So rush out and buy it before you play the game, or even if you don't like flight sims. The Linebacker campaign is starting in 'Nam, and prospective hotshots have a wide choice of missions to undertake, with secondary targets being selectable as well. Some of these missions, especially hitting things like suspected truck parks, are quite unusual for their sheer pointlessness. Read the book first and you'll identify with the characters who have to risk life and limb going after seemingly worthless targets. Although the main plotline of the book is of one mans desire to hit a really big target (and that is in the game), there are plenty of other targets worthy of your consideration. It just means there is a huge amount of variety. After selecting a mission (oh, and what plane you'll be flying of course), it's a good idea to go over the map of the area where the strike will take place, and note your waypoints. Then tool up and get ready to be launched at high speed from your carrier base. Ah yes, you didn't know that did you. Taking off is easy, its the landing that's tricky. Especially in bad weather.   Anyway, once up in the air you can head for the target, using your DIANNE radar, tracking and bombing computer system. Intruders are precision bombers, if you want to tussle with the MiG-21's in this game you had better fly a Phantom. You do not want to be caught by a MiG, since you carry no air-to-air missiles.   All the standard gimmicks like different views around the plane are supported, and you can even toggle between controlling your own bomber and the plane of your wingman. Graphically this is fast and easy to fly and fairly attractive. Sound effects are neat, as the noises have been sampled and add gritty realism to what is not meant to be a glamourised flight sim anyway.   Personally I love Flight of the Intruder, as it offers a change of pace from the run of the mill fighter sim, with you being more concerned with low flying, all weather bombing raids, for the most part, and switching to the Phantom for some gratuitous excitement and air to air combat when necessary. Landing on the carrier is still a pig, but for me, this is a game to keep you playing, long after Falcon and its mission disks has run out of fuel

Duncan Evans

AMIGA & ST

Both versions are coming along well with fast animation and decent graphics, well up to the VGA PC standard. Looking like the successor to Falcon, watch out for a full ST and Amiga review next month.

GRAPHICS	90%
SOUND	80 %
GAME-PLAY	90%
VALUE FOR MONEY	90 %

HIT
CHECK IT OUT
FORGET IT
GARBAGE

EYE OF THE BEHOLDER

SKI OR DIE

If it seems a little too Spring like to play Ski or Die, raid the fridge for some ice cubes and you're on.

If you're the kind of person who falls flat on your face

particular event I can think of will have you rubbing cream on your bruised bottom more than once. The Downhill Blitz is the most difficult of the courses, and one of the two traditional events you're invited to attend. The aim is simple enough; glide down the hill as fast as you can without being Ski sick. What makes this event tricky is that if you face a certain path you tend too oversteer in that direction all too easily and topple over the edge. Even more annoyingly, crashes cost you time,

when attempting to stand upright on skates, then opt for the practice mode initially. Then you'll be raring to go for competition in five fun snow events. However, one

and when you press fire to resume play you could well find yourself on another slope which is a longer route to the finishing post. It is fun though when you manage
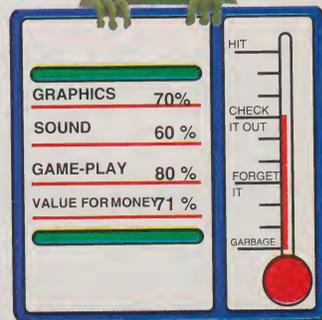

to swish down the slope at full speed without wrapping yourself around a tree! Better still, when you jump hold down the fire button and you'll be able to do all manner of jumps to avoid crashing into rough terrain and accumulate extra points for a more varied and skilled descent. The Snowboard Half-Pipe is a kind of Skateboarding on ice. Although the graphics on this course are a lot more basic, the stunts are more fun. For instance if you press fire as the skater reaches the lip of the slope you can do a handstand, and there have been effective little details added to the game like snow flaking in the air as you course through it. If you enjoyed playing Too-Bin then you'll rush to take part in the Innertube Thrash, placing your bottom in an old truck innertube and racing with a partner to the bottom of a vertical slope. As this is much too easy a task in itself, pick up a dinner fork en route to let your rival's tyre down and race into the lead. The Snowball Blast was the most mindless event of them all as it was basically a mega snowball fight, but I'll have to vote the Acro Aerials the most playable event, complete with a ramp suitable for flying to the heavens from. Waggle the joystick from side to side and you'll pick up speed and height, and the more double backflips you throw in the better. Five judges sit in judgement and hold up the points they have awarded you after each of your three jumps, and the crowd cheers if you complete an interesting jump. Rod-

ney's Winter Wonderland makes for a spankingly good option screen where you ski down the slope which is named after the event you want to take part in. The best route you can take is Compete All, which as the name implies allows you to compete in all the events one after the other with up to five other suckers. You'll have to sign up for the competition in Rodney's Ski Shop first though. Variety is the order of the day with this game, but unfortunately the quality of contest varies greatly from event to event making it a contest worth taking part in but not worth dying for

Kerry Culbert

PC

This version came out quite some time ago, and the EGA graphics are bright and clear. The control is good for a PC game and the sound effects not too tinny. 75%

GRAPHICS	70%
SOUND	60 %
GAME-PLAY	80%
VALUE FOR MONEY	71 %

HIT
CHECK IT OUT
FORGET IT
GARBAGE

Reviews

Demoniac II

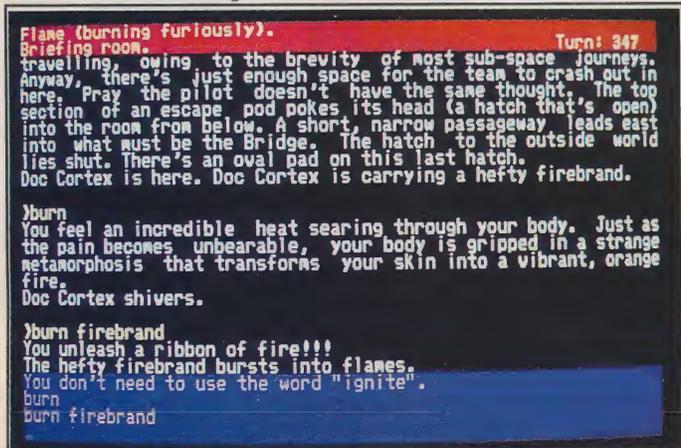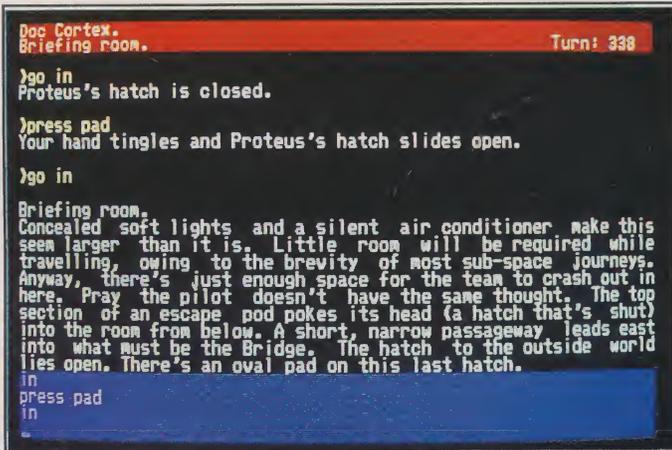**Demoniac II
Amiga
Palace Software
24.99**

This game should go with a gamester health warning which goes along the lines of "Beware: looking at the opening screens of this game could lead to serious nightmares".

In lurid technicolor is the villain of the scenario, Demoniak. Let's just say he makes the devil look like a pussycat. The whole point of the game is to prevent him from doing evil in the Universe. Our first sight of him shows the fiend finishing off a TV dinner. He has no manners though, licking out the inside of a skull like that making sure he slurped down the last dregs of brain. I bet when he's on earth he's the kind of guy who licks his plate clean after a meal. Not a pretty sight. A monster like this calls for drastic action. Johnny Sirius, the first hybrid born of a human/alien relationship, is the only man who can stop Demoniac from taking over the universe once he crosses over the gateway into our world. To win the day you must seal his path through to our world by making a strange kind of bomb to erase the gateway from memory, let alone reality. Is Johnny the only and best man for the job though?

This is the interesting thing about this text adventure. If Johnny happens to get wasted he can take on the identity of one of the other characters and so you can continue play until basically all the characters have snuffed it. Simply type in "become" and the characters name and you're off. Also Sondra, as well as being an attractive bird, is also psychic, so it is useful to become her for a

while if only to read what is on other peoples minds. In order to defeat Demoniak you have to travel to the planets of Fundamenta and Freezyassov in order to round up the necessary components to build a bomb which will be just out of this world and which is the only thing which might just save the Universe. However the text at the beginning of the game isn't exactly clearly written, so even taking off the ground is easier said than done. The problem is that the text does not really tell you which direction you have to go in when passing through the spaceship door, so you have to remember to type In or OUT. Fail to do this and you could be left wandering around forever as it isn't made clear what direction things like the spaceship are in in the first place. As the text can be misleading at time the key to success has to be knowing when to take on the role of one of the four heroes to best

Demoniac II

effect. For instance, in freezing Freezyassov it's all to easy to perish in the snow, but by getting Flame to ignite herself and set some nearby twigs alight the crew can keep warm enough to stay alive. Johnny Sirius is a regular hero, Madlok can cast spells, and so on. There are a wide variety of characters who inject a bit of fun into all that dull text which appears as a novel with character's attributes not even being placed in boxes to make the text stand out. The prisoners on the planet of ice are minor characters with nevertheless vivid personalities. Take Bleeder, the alien vampire for instance, who yearns for the taste of real blood despite the fact that extracting real blood was what lead to him doing bread in the first place. Then there's slivy tentacles, guilty of abusing the Queen's English. The Kray twins go everywhere together with their two brainy heads on one body, while

```
Madlok.
Outside main entrance.                      Turn: 369
shut. A thickset prison guard stands impassively in the shadows
of the alcove, blocking the entrance to the prison. On the main
entrance door is a solid hand pad.
Sondra, Flame and Doc Cortex are here. Flame is burning
furiously. Flame is carrying a burning thick stick. Doc Cortex
is carrying a burning hefty firebrand.

The thickset guard says, "I'm sorry, I can't let you in until
all the guns of your party have been handed over to me."

)cast sleeping spell on thickset guard
You say the magic words!
The thickset guard has just fallen asleep.

Sondra shivers.

)press hand pad
As you touch the scanning-pad, your hand is scorched by searing
heat!!!
look
cast sleeping spell on thickset guard
press hand pad
```

Jack the Stripper is a kind of Jack the Ripper who uses tin can lids on his beautiful female victims rather than a knife. As you may have twigged though, some of the names of the characters are not exactly original, and there are jokes based around Finchley and Hyde Park Corner which would be meaningless to anyone unless they knew London and what certain streets in the city were famous for. The laser guns and communicators picked up in the lab can be used la-

ter on in the plot. The guns can kill up to three different characters at once, but as you don't see this happen it takes a bit of the sport of killing out of it. Although this is meant to be an interactive story mirrored by the fact that even the spaceship is conscious, there is a clearly defined goal for you to reach although you can control the fate of your characters There are three flaws with this game though. Firstly, the text is not well designed in terms of instructions in the content and they are also presented unimaginatively with mere words and not boxes to make certain kinds of text stand out. Secondly, there are very few graphic illustrations, and what there is is striking in places but lacks detail and complexity. It is unusual nowadays for a text game to have so few illustrations. Lastly, the command system is complicated as there are too many ways of getting information out of characters and so it is

all to easy to confuse command methods. There are good points though. There is plenty of text for text fans, the way the different characters work is intriguing, and the option to swap around is novel, and there are over fifty characters. To be honest though this is one for the adventure fanatic only.

Kerry Culbert

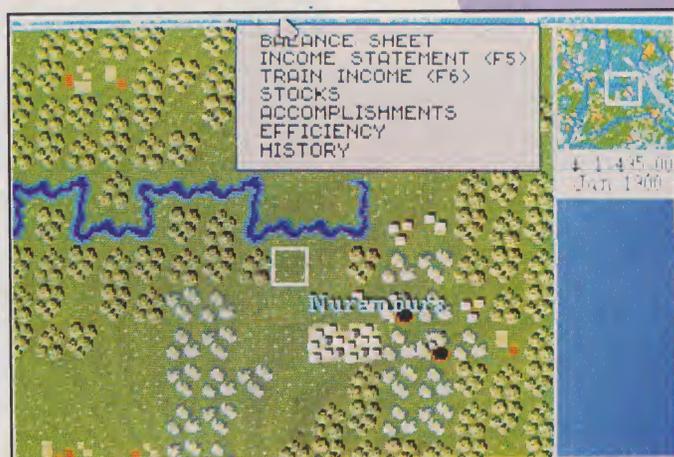|	
GRAPHICS	50%
SOUND	30 %
GAME-PLAY	60 %
VALUE FOR MONEY	63 %

HIT
CHECK IT OUT
FORGET IT
GARBAGE
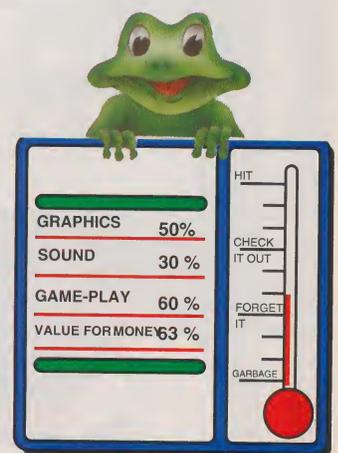
Railroad

I've always had a yen to be a rich capitalist pig, and now I can indulge myself with Railroad Tycoon, a game of cut-throat competition between rival railway companies.

Railroad tycoon started life as an idea derived from the boardgame '1830', and anyone who played the boardgame will recognise the computer game. Simply put you are given control of a railroad (because the game is American) and told to build a railway and drive the competing railways out of business. Of course it isn't quite that easy, and defeat is a common occurrence. The play is reasonably straightforward. After choosing an area in which to start the land is surveyed, track is built (along with stations), and then a locomotive is built and used to carry the passengers and freight that wish to travel on the railway. At this stage it is important to remember that what starts as a village will grow into a city, IF the railway is successful. When building the actual track there are two factors to take into account. The greater the number and steepness of the gradients on the track the slower the train will run, and similarly the greater the number of curves the slower the

train will run. Slow trains mean less income in any given time and this of course will reduce overall profit. Of course it is no good simply sticking a section of track in any old place. There are a number of different types of cargo, including passengers, food, cloth etc. Each is produced at a specific location

(village, farm, factory) and needs to be taken to another location (usually into another village or factory). The destination of each cargo is laid out on a colour card which lists each cargo in turn, along with the source. There are three cargo sets, one each for America, England and Europe, and these correspond to the four areas in which the game may be played. There are two American areas, eastern and western. In each there are a number of competitors, based on the actual companies operating at the time. Interestingly the tactics of these companies are based on the genuine managers of each, thus one may try to freeze you out of a particular area whilst another may try to buy you out. But if they succeed, no matter how, you lose. Good eh! So the general idea is to build track between areas which can expand by swapping goods they need using your railway. All the time avoiding being squeezed out by the competition. But the game is a little more involved. For a

start each section of track costs loads'a'money, so you can't build willy-nilly, but must plan ahead for expansion. This is especially true since track sections cannot cross, thus the network must be well planned to allow for expansion. Then there are the stations to allow for. These cost loads'a'money as well and it may be a good idea to start with cheaper stations, allowing more to be built along the track and possibly increasing the cargo. Apart from stations it is possible to construct signal towers, which give better control of trains, particularly if you do not wish to run the risk of trains falling off bridges that have collapsed. The last factor to consider is the trains themselves. Initially there is

only a single locomotive which may be used, this looks vaguely like the Rocket, and indeed has much the same characteristics. But as the railway expands (well, if you are lucky) there is a greater choice, with varying costs and capabilities. Once the railway is

up and running there are a number of options which may be considered, these include various improvements to stations, building much needed factories, and trying to freeze out the competition. The improvements and factories cost money, 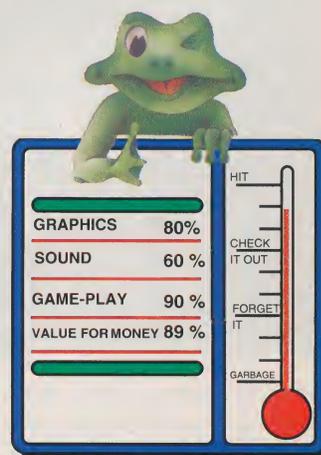but increase revenue, whilst freezing out a competitor in some way can be very risky. Trains can also be rescheduled and the carriage composition altered to suit the loco's destination. So much for the game, what about the play and graphics. Well the graphics are very nicely laid out. There are various levels of map, the track is clear, and

the trains are shown moving along the track with puffs of smoke coming from their stacks. All-in- all the game looks very nice. The play is a little more involved. There are a number of skill levels to allow for the beginner and expert, and a number of game speeds, so you can take either lots of time to think about things, pick your nose and make tea; or speed the trains along whilst waiting for the dough to roll in. The manual is quite hefty, including as it does background info on railways, their history, construction and rolling stock.

PC

The PC version is much the same as the Amiga version. The VGA graphics are almost identical to the Amiga graphics, and there is virtually no sound. The game is controlled in an identical manner, in fact I couldn't spot any difference between the 8 Meg PC with VGA and the Amiga. What else can I say?

Luckily it also gives info on how to play the game, and the cards included give all the necessary info in an easy to read format. The only quibble is that the game requires the keyboard to play, along with the key guide which is printed in a booklet along with loading instructions. It would have been nicer to see another card detailing the keyboard commands. On the other hand it is easy to pick up the necessary commands and you'll soon be building track with the best of them. I am addicted to this game, the graphics are nice, the challenge is good and there are lots of onscreen events. It isn't easy to win, but then neither is life (Life! don't talk to me about life.) so there.

MARK ULYATT

|		HIT
GRAPHICS	80%	
SOUND	60%	CHECK IT OUT
GAME-PLAY	90%	FORGET IT
VALUE FOR MONEY	89 %	
		GARBAGE

Tycoon

Battlestorm
Amiga
Titus
24.95

BATTLE STORM

Waking up to find the house trashed after a wild weekend is nothing new but when you look out of the window and find the whole planet trashed you know something is a foot.

Starting up your all purpose shopping cart cum mega death alien blaster you hit the streets with a vengence. Well you would have done if there were any streets left to hit, you'll just have to settle for bashing a few alien heads. The full screen, smooth as silk

upgrade. Your initial firepower was nothing to be sneezed at but after a few motherships a quick circular motion and you've killed everything within range. Throughout this repetitive battle you also have to deal with the gun emplacements. Some can be shot at any time others only when they are firing. Sometimes instead of a mothership you get two or three horizontally moving space cruisers. Destroying
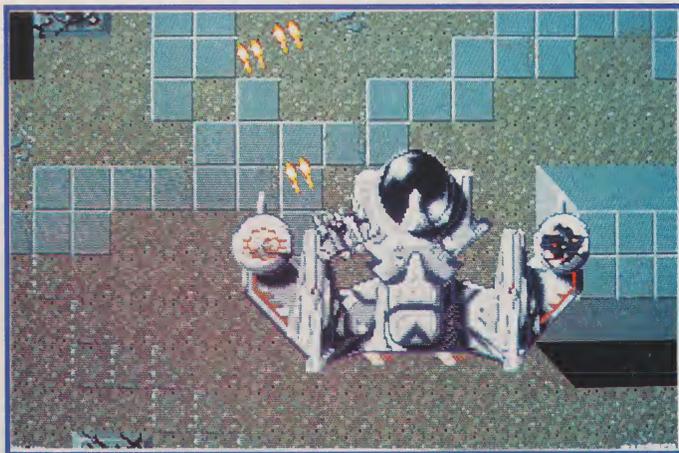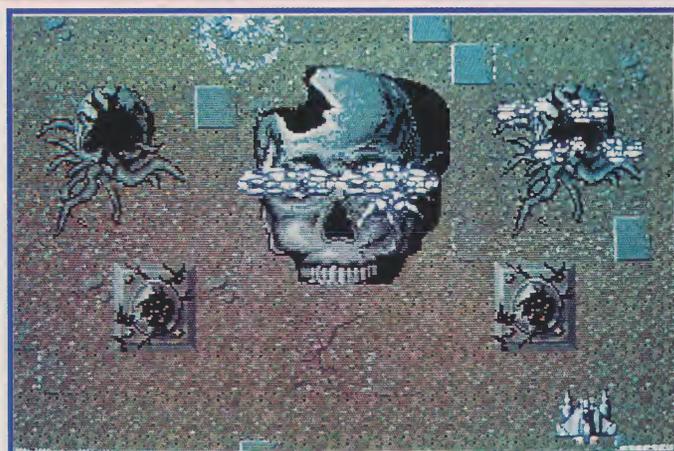
scrolling and a very alien landscape don't prepare you for the total lack of variety in your attackers. On comes the attack wave and you blast it. Collect the pod to replenish your shields and start again. Do this a few times and you get a mothership. An arrow points the way to your victim as you hit the thrusters. The mothership travels sedately up the screen dropping mines. Avoid these and blast the mother ship and you get a couple of shield replenishing icons and a weapons

these only liberates shield bonuses. After several motherships you finally meet a Battlestorm. This large mother has two disks at either side which must be destroyed to disable the ship. And then something amazing happens, the game actually shows some variety. Now your blaster is pointed firmly upwards as you take on a short but welcome stretch of vertically scrolling blasting. Shoot the gun turrets to ensure safe passage and you will encounter a large alien at the

end of the level. All the large aliens at the end of the various levels a similar. You have a central figure flanked by two smaller figures. Blast either the two side figures or all three and you are on to the next level. The third end level alien is quite interesting. As the two side figures bombard you the central figure launches a sticky concoction which when adhered to your craft causes your movements to become sluggish. Although you have to go through the same process of blasting alien waves and then a mothership until you meet a Battlestorm the scenery has changed. You may even find the odd mobile creature skulking on the landscape which can be shot for a little extra shield power. On later levels you can pick up limited missile power. Although the missiles home in on their target the rate of fire is a little slow and not much use in stopping a full frontal assault. It's a shame the ga-

me is so repetitive because what is there is good, a nice try that really lacks the variety to make it as a good shoot-em-up.

Adrian Pumphrey

GRAPHICS	80%
SOUND	70 %
GAME-PLAY	50 %
VALUE FOR MONEY	74 %

HIT

CHECK
IT OUT

FORGET
IT

GARBAGE

FEUDAL LORDS

Across the broad stretch of time greed has motivated man. No time more so than in the time of the feudal Lords.
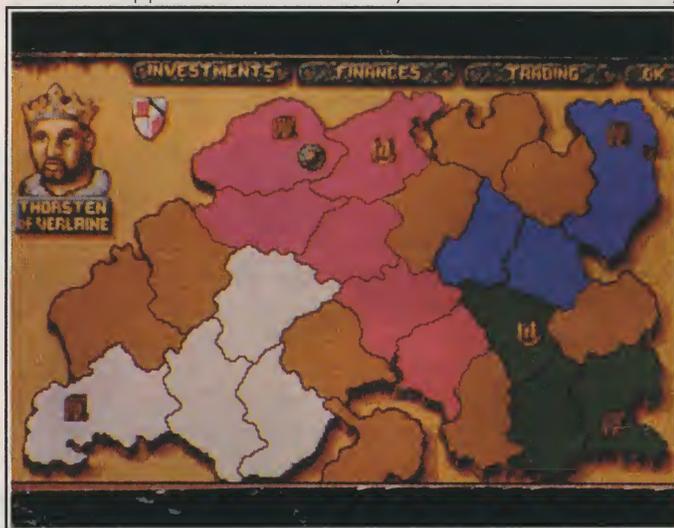
Join the fray, make you bid for death or glory and play politics with a knife behind your back and an army skulking in the background. Similarities between this and many other programs are numerous, Risk and Defender of the Crown spring immediately to mind. The comparison is however brief as both games encompass a greater depth of strategy and most notably graphics (well maybe not Risk). It is however a playable game and if a few friends gather a little empire carving can turn into a well spent afternoon. There are four potential rulers all vying for power. The computer can control any number of them, including all if you feel particularly lazy. Each character has three points to be spent upon vitality (one way to win is to outlive the opposition), leadership, and charisma. Having spent your points and given control of the remaining character to the computer the politicking can begin. At first most of the map is dominated by neutral regions, once you armies have stomped on the local populations

they become loyal to you or any other ruler who occupies the region. At the start of the year you can invest money in these regions by building markets, churches and set up crafts to support the tradesmen. These all increase the stability of the region and your popularity and after the initial investment provide a source of taxable revenue. If

running short on supplies or if your planning has gone well and you have a surplus you can enter into a little bit of trading. Again this is a seasonal thing so it can be done

only once a year but it can if mismanaged drastically affect you overall performance, such as selling all the food to raise and army which promptly starves. Iron is not only a valuable commodity

to trade but it is also vital to the raising and equipping of armies. An army thus raised can be sent out from the home base to reinforce already

controlled regions or conquer new ones. You have to pay soldiers so don't keep them sitting around make them work for their money. The final aspect of the game

is politics. This is a dirty business with assassins to take out your enemies, plots to destabilise regions under enemy control and treaties which can be made to keep the peace between neighboring empires for a number of years. Graphically the game is average which means that the whole package relies on the gameplay. It's a little slow watching three computer controlled character nibble away at your would be empire before you get a chance to strike back but the nature of the game excuses that, what it does not excuse is the good but rather simplistic gameplay. A nice offering for those who wish to dabble in the realm of strategy games but not for the serious wargamer.
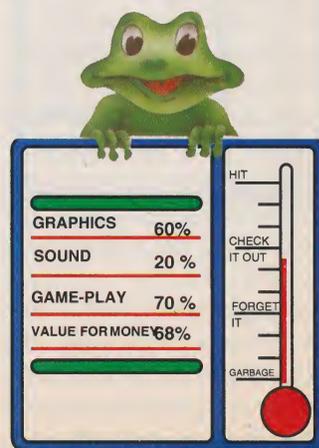
Adrian Pumphrey

GRAPHICS	60%
SOUND	20 %
GAME-PLAY	70 %
VALUE FOR MONEY	68%

HIT
CHECK IT OUT
FORGET IT
GARBAGE

PREDATOR 2

I saw the movie Predator several years ago and have been afraid to walk alone in forests ever since.

Predator 2
ST
Mirrorsoft
24.99

The sound of the wind innocently blowing branches now remind me of the semi invisible Predator from another planet out to waste me with his laser beams. I'm a big fan of Arnold Schwarznigger anyhow, so it's little wonder I've sat through the film three times and only put down my copy of Predator, "The Game", when I had to do mundane things like feed the cat. This sideways scrolling shoot 'em up featured a mirror image of Arnie running along the screen in his usual macho manner. There are rippling biceps to be seen in Predator II as well, but you'll have to check out the movie version with the same title which will be with us la-

ter this year if you want to see Arnie. He's nowhere to be seen in the game version I'm afraid. That's because it's really a different style of game than the first version. It's an Operation Wolf type game with a virtually transparent cop, Harrigan, positioned in the centre of the screen with the action scrolling in front of him from left to right. Using mouse controls, as the cursor moves a circular target sight you home in on Drug

stance by getting he cursor to move in the direction of the target and firing. There is a purpose behind all this you'll be relieved to know. Set in Los Angeles in the Summer of 1997, rival Jamician and Columbian drug gangs are fighting the police for control of the streets. You play the part of Detective-Lieutenant Mike Harrigan out the crack the drugs problem, but there's something even more deadly to worry about. It's si-

not of this world. It hunts men for sport rather than for power, money or the pursuit of justice. F.B.I. reports reveal that the sole survivor of a spate of attacks by the alien in Central America ten years previously say that the horror on legs could almost totally camouflage itself and that bullets had about as much effect on it as rubber bands. As they are attracted by heat and conflict Harrigan has problems as he has to duck the
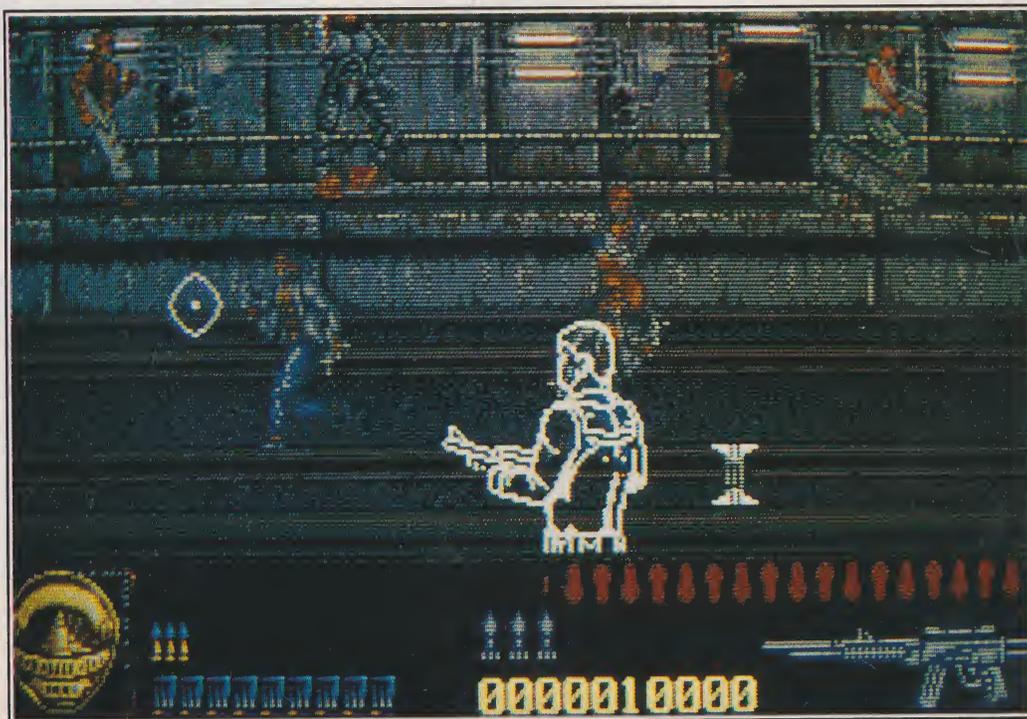
gang members in the di- lent, invisible invincible and Drag bullets and the alien's

razor sharp disks and telescopic spears. So Harrigan has to shoot his way through four levels of fire hammering by druggies and the rest of the time avoid hitting the Predator. Level one is set in the crime ridden streets of downtown Los Angeles which is littered with druggies for you to blast off the screen. You are well armed at the beginning of this and all subsequent levels with a .45 Magnum automatic hand gun and 5 ammo clips. As there is so much to fire at you'll be relieved to know that you can collect new ammo by clicking on the items that appear in the main games window. There are rocket grenades, rifles and assault shotguns. You
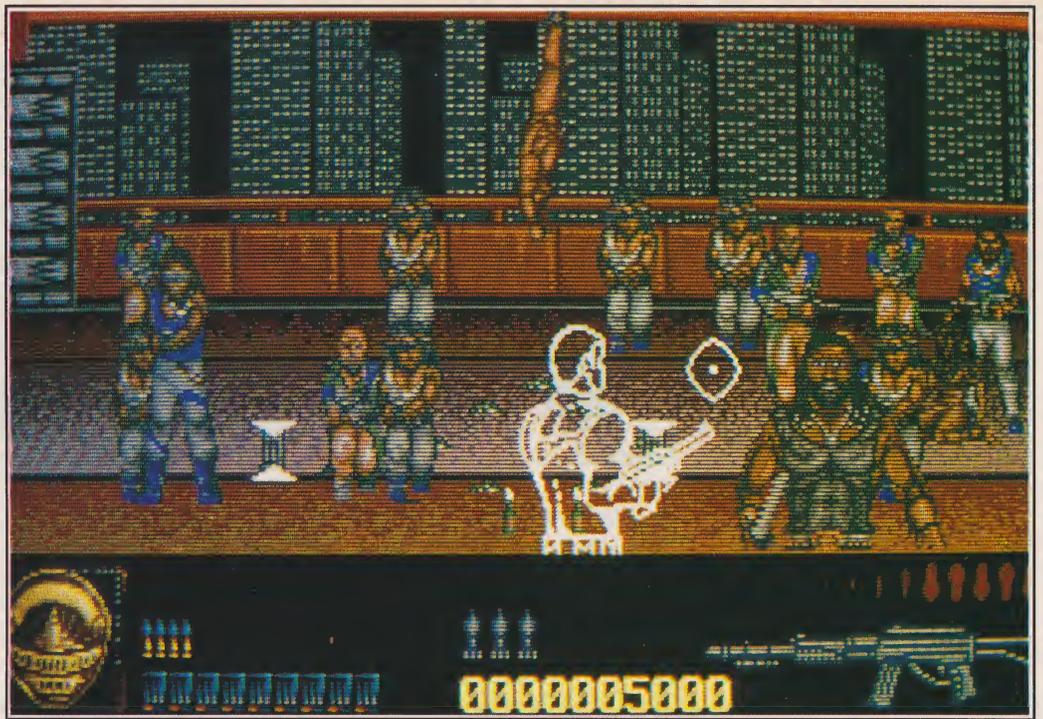
can only use one at a time, but it's a good idea to reserve the rockets for the real tight spots like when a van rolls up full of guys ready to waste you, with gunmen shooting at you from doorways in the background and yet more baddies crouching behind boxes and looking at you babe. If you're really lucky then a couple of heavies will attack you at close range too. Remember to avoid hitting the triangle which appears on screen as this is the firing target of the alien and he's out of your league. It would be a good idea to avoid hitting the women out doing their shopping and the police officers as well. I'm not a great fan of Operation Wolf type games as I'm not a violent lass by nature, but plenty of people love this type of blood and gore inclu-

ding the Guys in the office and this is quite an action packed and smooth scrolling example of this type of game. The graphics are colourful for an St, and the characters develop as you progress through the levels as do details like the type of brickwork on background buildings. The Predator is merely a faint blur and a triangle on level one, but you get to see

more and more of his gruesome form as you progress through the game. By level three he has revealed himself in the subway, and when you reach the apply names slaughterhouse on level four you have to save the F.B.I. from the alien's clutches. Try to hit out rather than get hit or you'll run out of energy and die basically. Unfortunately this is easier said than done because they are so many people firing at you, but luckily there are energy icons to boost your strength scattered around the screen. Funnily enough they look a little bit like a teacup, and I always feel revitalised after a good cuppa. A worse disgrace still is to lose your police badge by shooting too many innocent bystanders like the Texans on level 2. This is difficult at times as they tend to stand in the way of legitima-

te targets. If you are the kind of person who enjoys shooting targets at a funfair with a little bit of horror thrown in you will like Predator II, but if you want to see Arnie's muscles in action then go and see the film instead. Joking aside, this is a playable if a little undramatic Operation Wolf style hit.

Kerry Culbert

GRAPHICS	70 %
SOUND	70 %
GAME-PLAY	80 %
VALUE FOR MONEY	80 %

HIT
CHECK IT OUT
FORGET IT
GARBAGE

UMS II

UMS II
1040 ST
Microprose
24.99

Nations At War The original UMS was a tactical level military simulation, this sequel is much more complex and is set at a strategic and logistic level, including the entire world if required.

It is one of the most complex and detailed military simulations I have ever seen, and it certainly appears to include every conceivable factor which might effect war. Not only are all these factors included, but they can be changed to suit individual preferences. Control of the whole game is by a drop down menu bar at the top of the screen. This is accessed by the mouse, but many of the commands are also available through the keyboard. Some of the commands available from the menu bar lead to a window with a multiplicity of options available through each such window. Working across the menu bar from left to right the follo-

wing options are available - File, Level, Map, Display, Phases and Extras. The File option is the program choice option and allows scenarios to be saved or loaded. There
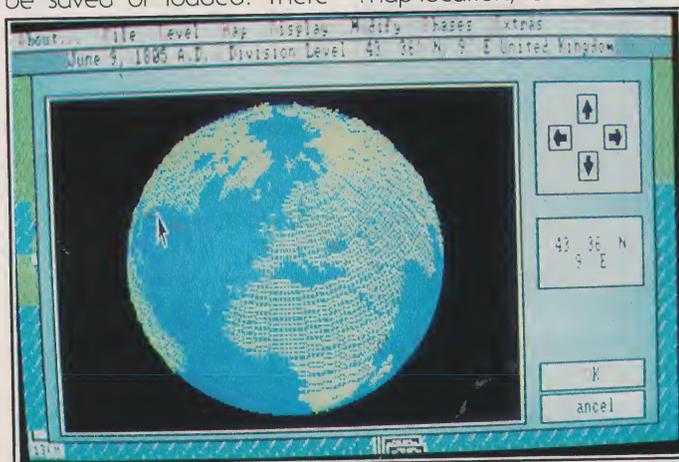

are three scenarios provided with the simulation, these are the campaigns of Alexander, the Napoleonic wars, and Operation Overlord from WWII. This menu also allows for various reports to be printed using an Epson or Atari printer format. The next three menus modify the display and map. These are the Level menu which controls the scale of the map display, the Map menu which controls which area is shown by the map, and Display, which controls what information is displayed on the map. Just listing the options takes too much space (we have to work to format here at the madhouse). Suffice it to say

that options range from global to fifty mile scale on the maps and the display can include anything from the temperature at each and every map location, to the location of major roads and rivers. Of course the units themselves are also shown. The next menu is Modify, and as the name suggests allows for modification of the scenario. The process by which combat results are obtained is explai-

ned in the manual and is a combination of various factors, including morale, leadership, terrain etc. This menu allows the relative effect of each of these factors to be changed. The master control, which is also available from this menu, allows anything in the game to be changed. This includes the attrition rate of units, costs of purchase of various units and the weather system in use. The next menu is the one that matters, Phases is the menu through which orders are entered for all the various units and nations. Selection of the Orders option allows a human player to give orders for the military units, set budget and production in a country, and to set political policies. The budget option allows a tax rate to be set for each country, the money thus gained may be spent on improving a region or city,
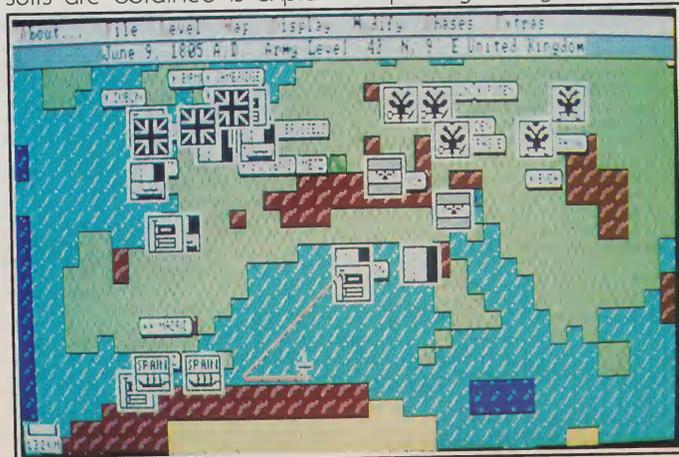
recruiting troops, or building ports and forts at existing cities. The diplomacy option shows a countries relationship with another country and allows the player to propose a different relationship. The move unit option allows units to be moved, but it is usually easier to use the mouse for unit movement. Mouse control is by clicking on the unit to bring up a window showing the unit characteristics and an order box. The range of commands available varies from unit to unit, after all you can't order a V2 rocket to supply food to an infantry unit, but seems to cover every contingency, and includes movement, defence and miscellaneous options. As an alternative to dealing
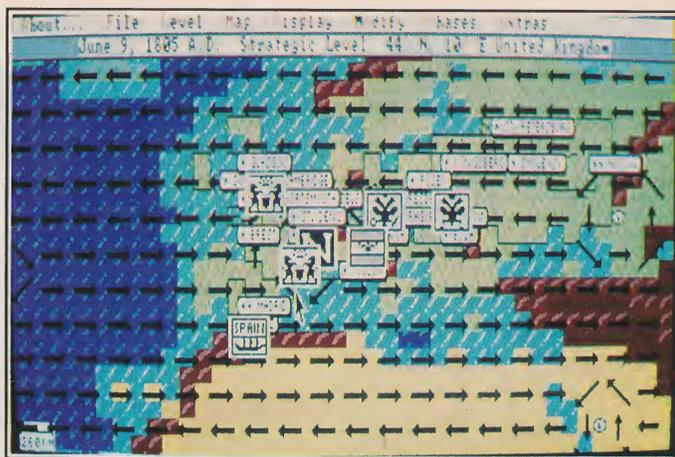

possible to play various country combinations. There are numerous countries in each scenario, each of which may be run by a player or by the computer. Thus possibilities include multiplayer games, with or without computer control, with almost infinite variation of allies and enemies. The victory conditions may also be changed, thus requiring different strategies to win. So much for the control system, but what about the visible end of the game. Well unfortunately the display and speed simply are not as good as the control system. The map display is very unclear, even when very little information is displayed, and if a lot of information is on screen at the same time the display is far too cluttered to use. The answer is to call up information as and when

needed, using the various map options, and also to change the map scale for the various operations. Unfortunately this then leads into a second difficulty. The speed of display updating is very slow. I mean, I could sit in front of the monitor and watch each map square being changed. If you are patient then this is not a problem, otherwise you'll be drumming your fingers on the table. It's not just the display speed which is a problem either, the various AI routines take an age to run, mind you there can be in excess of one hundred countries for the computer to play. If complex games are your kick then get UMS II, but be prepared for unclear maps and slow speeds. This is certainly the most complex simulation of war I have ever

seen, and at times the multi-plexity of options is baffling. As a general war game it would be without compare, but for the graphics and speed, which bring it down to merely good.

Mark Ulyatt
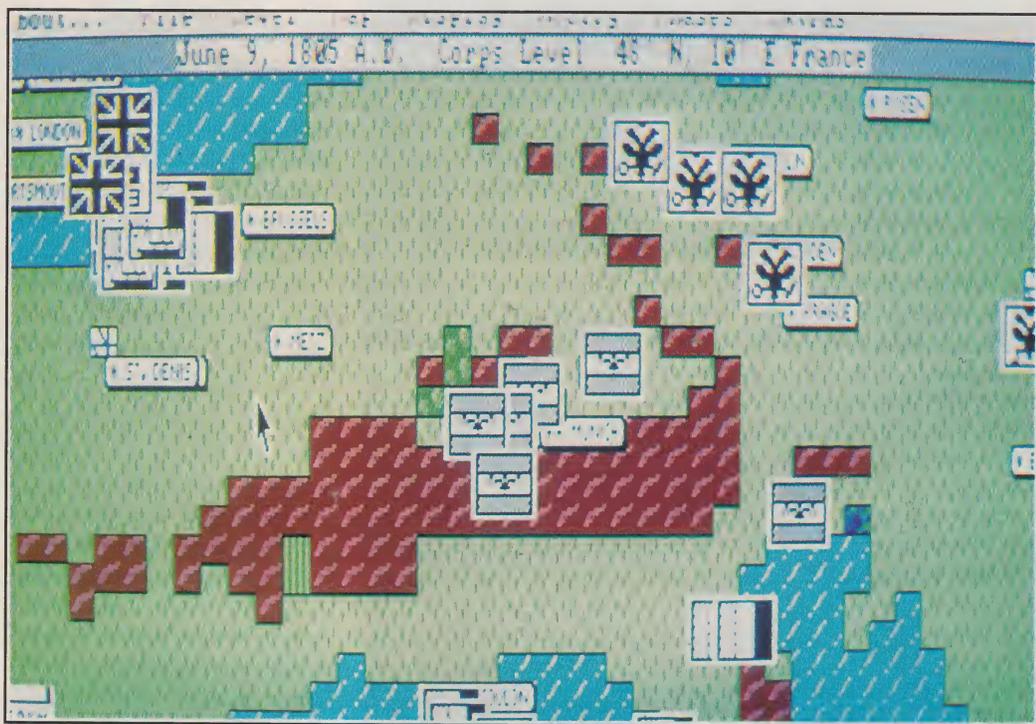
with each unit on an individual basis (always the bug-bear in UMS) it is possible to group units together under a single leader and simple give a command to a leader. This command structure is multi-layer, and if you order Napoleon to march south he'll take his generals, who'll take their colonels who'll take their brigades (or whatever), and so on ad infinitum. There is no option to create your own scenarios, but the three included may be modified in a number of ways, and it is

PC Playing UMS II on the PC was even more frustrating than on the ST. The EGA (best option) was clear and easily read, but the map update, and the command response time was quite simply abysmal. Bearing in mind that the main problem was hard drive access a faster machine than our 8MHz PC is not going to change things. 61%

		HIT
GRAPHICS	50%	CHECK IT OUT
SOUND	0 %	
GAME-PLAY	70 %	FORGET IT
VALUE FOR MONEY	65%	
		GARBAGE

CLUEDO MASTER

Detective

Reviews

This was one party that turned out to be a real killer, problem was which of the guests actually did the dirty deed.

As a potential suspect you and the other nine party guests are all anxious to clear your names and maybe indulge in an age old fantasy of playing the role of detective. There will be few of you who did not grow up with a copy Cluedo stuff in a remote recess of a cupboard only to be brought out when the sun refused to shine or the elderly relatives came a calling. But how many of you have a copy of Cluedo - Master Detective? Probably not many unless you spent your last holiday in America. Yes those good old Americans who can't leave a good thing alone have revamped the game with more murder weapons, more rooms and a few more suspects. They have even changed the gameplay ever so slightly. Amongst the new suspects you have Mme. Rose, Sgt. Gray, M. Brunette and Miss Peach. You also have a wrench, some poison and a horseshoe (obviously not lucky for everyone) and a few more outdoor

locations such as the Gazebo, Fountain and Courtyard. There are still the secret passages which lead between some of the locations but

now you also get clue squares. Land on one of these and you get the opportunity to snoop at a fellow players cards or at least one of them anyway. The presenting of cards to other players and the reviewing of your own clue sheets is a bit of a problem if playing with other human controlled players as you have to ask them to look away when viewing for your eyes only material. One unu-

sual feature of the game is when you make a suggestion. Instead of the player on your right showing a card to disprove your theory or the

player next to them if they can't, all players who can disprove your theory show a relevant card. This means you can see a weapon, room and person card with just one suggestion. Couple this with the ability to snoop at other players cards and you have a very fast game. When the computer players are at their lowest setting (one of three possible settings) then you can win the

game in under five minutes. Atmosphere is provided by little comments the computer players provide when making their suggestions and also gives a clue as to how well the computer players are doing. When one of them says "well, well, well" it's time to review your strategy. The representation of the board is a little too crowded with the twelve possible murder sites and the starting cloakroom the computer has a little trouble packing it all in on one static screen. A little unclear but not too bad. The only real bad point is the sound the computer makes when you access a menu. The sound effect is rather off key and would be more at home in a fog horn.
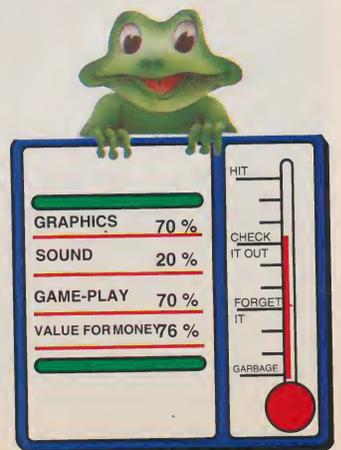
Adrian Pumphrey

MERCHANT COLONIES

Merchant Colony
Amiga
Impressions
24.95

A s a struggling merchant the only way to make a few credits is to get out there and colonise.

Of course sending the troops across the border and plundering the habitations of your fellow traders can also reap its rewards if you have the military might to back up your actions. With pirates wandering the seas, an over anxious bank manager and untamed lands to explore the climate favours those who play hard and plan ahead. Nothing sinks a merchant faster (except possible a pirate ship) than investing large sums of money in unprofitable ventures. Before you can reap your rewards you must sow your colonies. Buy a ship (there are three types of ship each with a different cargo space, cost and defence value), and load your workers. There are seven types of colonists each with a specific function. The settler is your basic bread and butter worker. These handy little chappies turn good land into farms which produce crops which can be traded. Soldiers guard your citizens from hostile natives and

other traders, explorers search out and dig up various mineral deposits, workers turn your raw materials into

more profitable goods, teachers convert and settle native villages, storemen build warehouses for you surplus goods and finally engineers build bridges across unfordable waters. Each settler has to be paid a set salary for their time and effort and only a mixture of trades will enable a colony to be successful. Once the ship is ready to depart you must select a destination. By selecting the globe on your desk (most major func

tions are selected by clicking on the objects on your desk), brings up a map of the world. Here you can zoom in

on possible sites for colonisation and your ship. You can only land a ship at a port, there are many of these on the map, most uncolonised but as the game progresses landing and thus building sites become harder to find. You have two forms of navigation. To get you in the general vicinity of your port you can select global travel and by using three waypoints set a course for your ship. Next comes the fine tuning as

with one waypoint on a closeup of the map you guide your ship to port. After docking you use a similar method to deposit the settlers. Each time you click on a settler you have the option to build. Only do this if the characters trade icon is activated otherwise the land is unsuitable for that particular settlers trade. This can take some time and involves considerable exploration. With you colonies set up and producing goods you can go through the accounts searching out good prices for your trade goods. Impressions don't have the best reputation for producing playable games but this comes the closest to their self professed aim. It is not only playable but a pretty good strategy game to boot. It also has the added bonus of coming in a variety of languages.

Adrian Pumphrey

GRAPHICS	70 %
SOUND	40 %
GAME-PLAY	70 %
VALUE FOR MONEY	76 %

HIT
CHECK IT OUT
FORGET IT
GARBAGE

BACK TO THE

Back to the Future
Amiga
Mirrorsoft
24.99

The DeLorean factory in N.Ireland may well have stopped producing prototypes of the futuristic traveling machines years ago, but his pride and joy has a few more miles to cover yet in back to the Future III.

the matter initially as a bolt of lightening transported him there. Marty finds the hot wheels in a disused mineshaft in 1985 and goes to Docs rescue. Things must be out of control if he is happy being something as mundane as a Blacksmith! The game closely follows events in the film of the same title, the opening action taking part in the Wild West where the Doc gets on horseback and leaps over cracks in rocks, ducks from flying boulders and shoots backwards and forwards at fearsome Indians. This section scrolls smoothly

vine with soldiers on the left and Indians on the right. The first sequence is easy enough to get through without losing

duck from or jump over individual objects. Timing is also important, especially when jumping over crevasses and when jumping and then ducking in quick succession. The second sequence is relatively easier but seems to last forever. Ride over a rifle and you gain extra firing power, but ride over a skull or bump into a clump of rocks or cacti and you loose a life. There are also bunches of a yellow substance which look like hay which make your horse punch drunk if he wanders over it. The graphics are a little unrealistic on the opening screens as they don't much resemble Marty and Doc, but become quite clear and bright at the beginning of the first level. As you ride down the ravine though they deteriorate a bit and become less detailed. There are some accurate details though like shadows around the horse and cliff faces. The

The buckboard's out of control!
It's heading for the Ravine!

It would appear the Doc is happy in 1855 of all ages, not that he had much say in

sideways and then from a top down viewpoint as Doc rides down the centre of a ra-

a single life provided you come to grips with the controls and whether to shoot at,
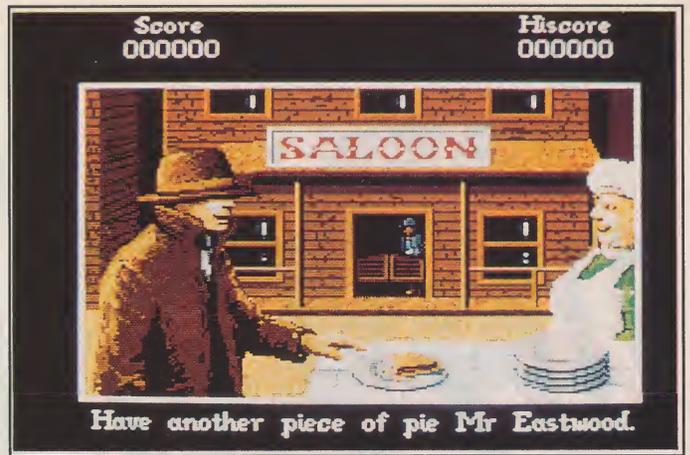
third section of the opening level becomes more tricky. I feel you should have been awarded extra lives if you make it this far as the trouble is that it is difficult to have more than two lives left at this point despite the fact that the jumps become more frequent as do the objects you have to avoid. Your quest to save Clara before she falls over the edge of the cliff next take you into the town for a shoot out with yet more baddies robbing the bank in Hill Valley. Generally the first level is very playable as there are a variety of fast moving scenes, but I'm afraid I must disagree with the writers of the instruction manual when they say you should shoot at the Indians and not the Cavalry. You have to shoot at them at certain points unless you want to bump into them and lose a life. Level two provides a bit of light entertainment after all that action. Marty and Doc are at an open air party in Hill Valley and take part in an old fashioned style shooting

range game. Marty is the centre of attraction this time as he shoots at bobbing and flying ducks, cut out gunmen and assassins hanging out of windows. The aim is to shoot as much as you can as quickly as you can which is fun but not exactly taxing. maybe this section would have been a little more interesting if the cut-outs of Buford and his gang could shoot back at you. The Ducks are the easiest targets to hit, but other moving objects yield more points so it's up to you what you aim for really. The background obstacles will also roll up your score if hit them. While at the Clock Tower opening, Bulford and his gang turn up in the flesh, and with the country music chugging away in the background it doesn't really seem out of keeping that Marty should start throwing empty pie dishes at the gangsters like deathly knife edged Fris-

bys. The gang pop out of windows and doors armed with guns, and as the dishes zoom through the air pretty

Score
000000

Hiscore
000000

SALOON

Have another piece of pie Mr Eastwood.

quickly it's all to easy to throw too many at once and find yourself having to rush back to the table for extra weapons. Luckily you have an infinite supply of pie dishes, but you'll need them as there are six baddies plus their Boss to clear off the screen and you have to hit each one of them three times before they expire. Success is all down to throwing the dish in the direction of which the baddie is standing by angling the joystick in the appropriate direction. The last level centres around transport. The DeLorean has seen better days, and in order to get back to 1985 the two time travellers have to use the train to get up to 88mph. Marty starts at the back of the train and must make his way to the front collecting logs along the way to power the train so that the car can be pulled at a fast enough speed. This is easier said than done because Bulford's gang and the train engineers are also on the top of the train hurling all manner of objects at you to prevent you from reaching the front carriage. The pie

trays come to the rescue once more, but they won't detract from static objects like water towers trying to drag you over the edge of the train carriages. Although this game is a little too easy to play in places, the action is at least varied and the varied views add interest.

Kerry Culbert

001000

FUTURE III

GRAPHICS	60 %
SOUND	70 %
GAME-PLAY	80 %
VALUE FOR MONEY	80 %

HIT

CHECK IT OUT

FORGET IT

GARBAGE

INSECTS IN SPACE

Insects in Space
Amiga
Hewson
24.95

Once upon a time, deep in the heart of Germany, there lived a big breasted ange- lic woman called Helen Bak", like
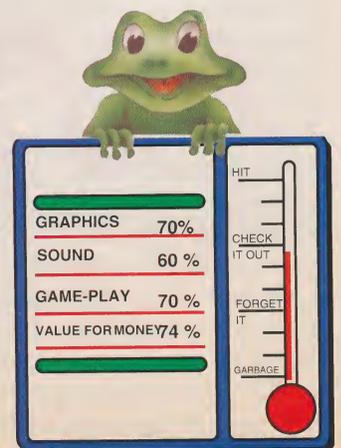
Wow man, I kid you not, that's how the intro to this ga- me actually starts. Talk about scraping the bottom of the barrel to sell games! The whole idea of this one is that you fly around a landscape, shooting nasty alien insects, and saving babies from a' fa- te worse than death, well death actually, also known as being splurged all over the landscape. Now if you are li- ke me and consider that the only possible use for a baby is

as a doorstop or a midday snack this won't worry you, otherwise it's up to you to stop this slaughter of inno- cents. Those of you who ha- ve played Defender (in one or other of its many guises) will recognise Insects imme- diately. The gameplay is identical, with only minor dif- ferences, the big difference is in the spaceship, 'cos it's not a spaceship it is a Helen. Joy- stick control is simple, with straightforward movement and fire. However you do ha- ve to watch out for the skid effect, change direction at

the wrong moment, and in- stead of avoiding that insect you'll skid into it backwards, which considering the guise the heroine comes in isnot a good idea. Talking of move- ment, it has to be pointed out that the heroine of the game, good ol' Helen, is an angel, and as such wears a pair of wings and nothing el- se. The sprite movement is interesting (!), especially sin- ce Helen has more upfront than even Elvira. The enemy insects come in all shapes and sizes, including Blasthop- pers, Deathshead moths and Maggotman, there is even a Bad Trip in there. I can only say that someone had fun writing this game. Unfortuna- tely all these insectas have only one effect, the irremedi- al loss of one of Helen's lives! Once you have killed all the insects with your laser eyes (I thought that was Superman, oh well!), you get to move to level two, and then level three etc, where you are fa- ced with the same scenary,

enemies and babies. So what else is there? Well, you do not need to keep the ba- bies alive, if you get your jol- lies from such things you can shoot them, or just let the insects drop them. But if you do save them your score gets a boost and eventually you can buy extra powers, such as laser firing cherubs (now there's and interesting idea), extra babies, and shields. Overall the graphics are pleasant, the scenary is nice and the gameplay is very fast, blink and you are dead, originality for the game is ze- ro, but I just love the change from spaceship-and- alien

angels an babies.

MARK ULYATT

GRAPHICS	70%
SOUND	60 %
GAME-PLAY	70 %
VALUE FOR MONEY	74 %

HIT
CHECK IT OUT
FORGET IT
GARBAGE

ELITE PLUS

Elite Plus
PC
Microprose
24.95

0.0 Light Years   **6276km**

Economy: Rich Agricultural
Government: Dictatorship
GNP: 13552 MCR
Tech. Level: 6

Population: 2.8 Billion
[Human Colonials]
The planet Lave is most well known for its hoopy casinos.

Through the annals of gaming history few games stand out like Elite. A classic game that enthralled game players all over the World.

Now PC owners have the chance to experience this classic game rewritten to take advantage of todays gameplaying PC. No more cruddy graphics nothing less than 16 colour EGA, VGA or a staggering 256 colours in MCGA mode. This means staggering graphics or a least as staggering as you can get with a couple of polygons on a black background with a starfield. The graphics are not the only improvement, the missions have been revamped and the game now supports both Roland and Addlib sound systems. There have also been a few minor changes in the game design. Mouse owners can now click on icons to select the various function rather than banging away at the function keys. For those unfamiliar with the original game Elite is a game a trading and combat (main-
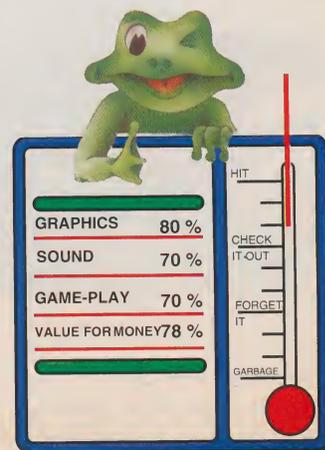
ly combat if the truth be known). You start with a combat rating of harmless and through dedicated blasting and judicious trading (to pay for those expensive but necessary bits of hardware) you blast your way through eight galaxies seeking the coveted title of elite. Trade is a simple affair of buying goods in one system and selling them in another (hopefully) for profit. There are a number or world types ranging from heavy industry to poor agriculture. Trading computers and food between these two types of planets is the most profitable but alas eventually prices stabilise and you profit margin decreases. With this new found wealth you can refuel your ship, replenish your supply of missiles, upgrade your lasers, increase cargo space and so on. The number of extras is quite limited but all play a vital role in your crusade to becoming an elite pi-

lot. Getting from one planet to another with your goods is often a problem. The various types of planetary government give some indication of the number of hostiles you will encounter on your journey. Unfortunately the more exotic prices and items can only be found on planets with unstable governments. Being an honest trader is not your only option in this game but it is the one most likely to lead to success. If feeling aggressive you can take the role of bounty hunter and kill for your credits or with the appropriate laser (unfortunately the mining laser is one of the worst for combat) and a scoop mine a few asteroids. During your travels you will encounter the Thargoids and their craft. This insectoid race is deadly and likes nothing better then to blast a few humans. You also come across the odd mission or two.

When offered take them as they liven up what is otherwise a very repetitive game. Despite its age this is still a good game but alas compared to the newer generation of space games a little dull. The only thing the game has going for it is that regardless of its age it's still the most playable space sim around.

Adrian Pumphrey

Reviews

GRAPHICS	80 %
SOUND	70 %
GAME-PLAY	70 %
VALUE FOR MONEY	78 %

HIT
CHECK IT-OUT
FORGET IT
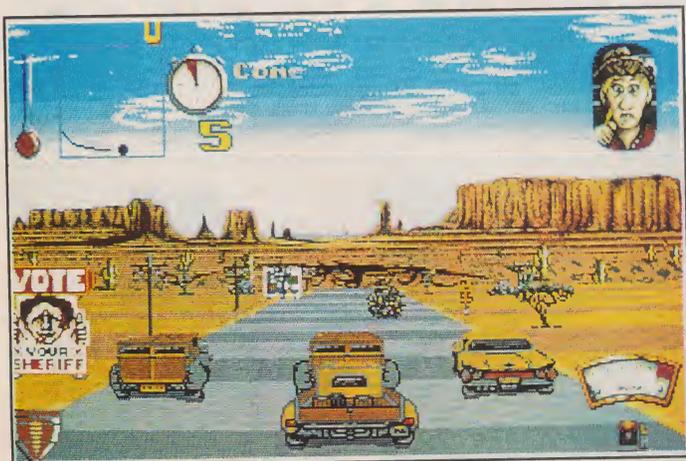GARBAGE

MOONSHINE RACERS
Amiga
Millennium
24.99

The recent success of Twin Peaks which unraveled the eccentricities of a small American town in the outback demonstrates that small town America is a popular theme, and this game has some characters almost as eccentric as the characters in Twin Peaks. There's Fat Sam and his dog Ronnel who "...eats moonshiners for Breakfast", the Sheriff's daughter Petula who is a 'gaud darn informer, Tucker the moonshine Boss and the Moonshine Bootleggers Ike and Billy Joe. Your mission is to haul a load

of Moonshine over the county line with Fat Sam in chase and other charcters chipping in with their schemes and advice as you burn rub-

ber. If you think this is a straight racing adventure though then you're in for a pleasant surprise. For starters the sound effects are great and an integral part of the game. The opening screen shows the Sheriff enjoying a cigar at the side of the road and whistling contentedly. The scene is restful with undulating hills and birds flying towards the horizon. Then then Fat Sam lets us know what is going on as a truck storms by , piping up with: "Those damned Moonshiners are at it again". Banjo picking country style music then commences as we see hero and villains sped off leaving a cloud of dust behind them.

When the chase commences for real as well as the foot tapping music continuing there are plenty more little sonix touches to bring realism to it all like the sound of the truck bouncing off the ground as the truck leaps up

in the air and the well produced breaking noises. When you leave the spare parts store the music trails off well instead of stopping

mid-beat, but what makes this game stand out is not just sharp sound effects but interesting design for a game of this type. Unlike most racing games it is not so much the speed which is appealing but the many aids at your disposal to make you go full throttle ahead.

A disappointing feature of Moonshine Racers is that unless you accelerate and de-

celerate quite often the action is just too slow to reach the county line in time. Luckily there are other elements of the game which have been designed well which make up for this. Press the space bar when Fat Sam the Sheriff is getting too close for comfort and you use some of your Moonshine to give your speed a boost and thereby avoid being pulled to one side by farso before you catch sight of the County line. You should only really do this in an extreme emergency though as when you reach the next county you need Moonshine to trade for cash to power you along to the next and subsequent counties. Enter

the Spare Parts Store and shift from joystick to mouse control and you can soupe up your engine by purchasing a Woodman U6 engine or replace your tyres. Encase you lose sight of where the next County is you can pick up an Auto Route Map, and to fill in those dull moments between chases purchase Dice just like the ones Granny Barker used to use. Moonshine

does not pay that well though, and unless you manage to beat the speed of the other Moonshiners on the road and run them off the road instead of the other way around then you won't have enough dimes to buy anything worthwhile in the store. The design of the actual screen will also help you on your way.

An engine temperature gauge at the top left hand corner indicates if the old truck is overheating and ready to blow a fuse or not while a map just below it illustrates how far you have to speed to the finish. It's important to know how much shine you have to juggle with, and how much you ha-
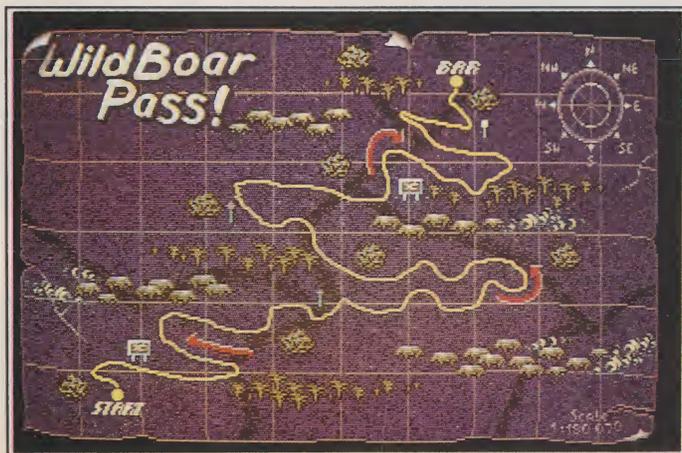
ME RACERS
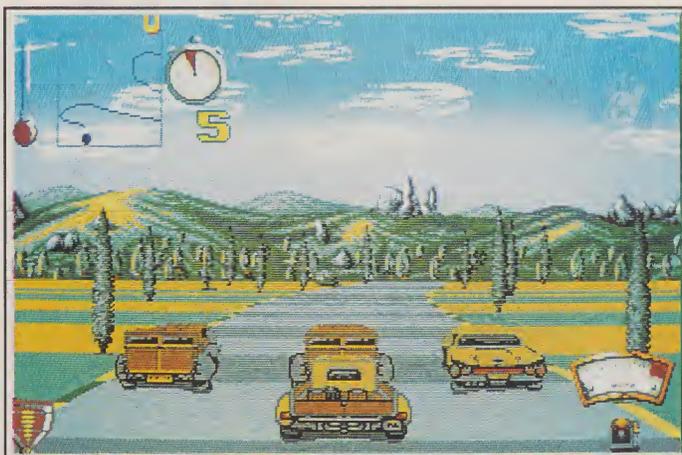
ve left on board is shown at the bottom left hand corner of the screen.

There are plenty of obstacles on the road to be avoided like piles of stones or snow on the Snow Peak trail, but some of the obstacles were just made to barge through like the barriers which fly through the air as you barge past them. The only trouble is you can do this once too often and inflict so much damage on your old jalopy that it be-

For the best chance of survival you're best to combine both strategies. Don't dodge the barrels of Moonshine though as they'll boost your supply. Although the Moonshine theme adds interest to what could have been a straight racing game, the graphics during the actual races and chases are disappointing.

Although routes like Wild Boar Pass and Snow Creak Valley vary in terms of back-

very high as although colourful everything seems a little unclear, undetailed and on the dotty side. This is a shame as the style of graphics fit in well with the theme of the game and the opening sequence is eye catching. It's quite a difficult game because of the limited time you have to reach each County line and due to the speed that your pursuers travel at, but provided that you use the aids at your disposal and don't rely on pure driving skill you'll live to sell Moonshine another day.

Kerry Culbert

GRAPHICS	70 %
SOUND	90 %
GAME-PLAY	70 %
VALUE FOR MONEY	75 %

HIT
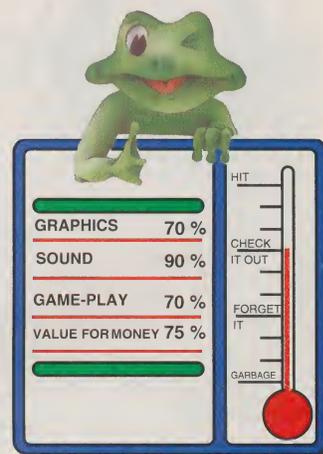CHECK IT OUT
FORGET IT
GARBAGE

Reviews

comes too hot to handle. Roll off the road though and you'll slow down and never finish the course on time.

ground scenery, obstacles and objects dotted about the screen, the quality from a graphical point of view is not

ZARATHUSTRA

ZARATHRUSTA
Amiga
Hewson
24.95

The original game 'THRUST', on which this game is based, turned out to be a classic game when brought out on the old 8-bit BBC micro.

The main reason for this success being the relatively simple gameplay, which turned out to be maddeningly compulsive. This gameplay, together with a number of improvements, has been copied in Zarathrusta. The aim

me. Wherever the crystal, you will soon discover that the planet's occupants are not going to part with it easily. To try and prevent you from stealing their precious crystal, all sorts of weird and wonderful obstacles have been installed on the surface and the cavern walls. These include automatic limpet guns, electromagnetic cores, limpet droids, automatic doors, switches and the dreaded Ramrods! After playing Zarathrusta for a while you get the feeling that these people would really rather you didn't steal their crystal, and this only makes you want to go back and steal some more! Despite the fact that there are numerous gun turrets, and various nasty devices which you must avoid,

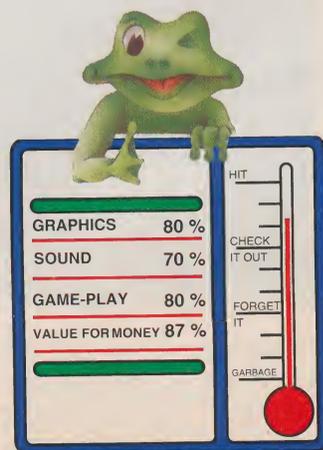difficult, but in fact it starts at a very easy level and the in-

crease in difficulty is just enough to keep you going. The most difficult part is the mastering of your spaceship, the controls are of the rotate ship and thrust variety (no doubt where the name of the original game from). Once mastered you will find you progress through the early missions like a Desert Sword through Kuwait, and there is a password system which enables earlier missions to be skipped but it's always a good idea to practice on the easier planets before going straight onto one of the more difficult missions. On later levels the gravity on certain missions will change, in fact it may reverse, hence instead of your ship being attracted to the bottom of your screen it will be attracted to the top. After trying endlessly to become master of your ship's destiny, this is like starting from scratch and can be very difficult to master. One tip which I find useful when this happens is to turn the TV upside down, hence the spaceship is again falling to the bottom of your screen! And

you get some lovely colour effects when you do. Overall

a highly enjoyable and addictive game, which has not just re-created Thrust on the Amiga but improved upon it in every way, and with many, many more levels to complete there's always something to keep you going back for more.

MARK ULYATT

is simple, pilot your spacecraft around a number of different planets with the aim of collecting a crystal which has been hidden on each. The crystal may be located on the surface or inside a network of caverns which penetrate the planet. Each planet has a different geography and so the route to the crystal is different each ti-

there is also the planet itself. One touch of the planet with your spaceship and you'll have to restart the mission! Navigating the various obstacles is made even more challenging by the fact that each planet you encounter has a varying degree of gravity, which pulls your ship constantly downwards. This all makes the game sound very

GRAPHICS	80 %
SOUND	70 %
GAME-PLAY	80 %
VALUE FOR MONEY	87 %

HIT

CHECK IT OUT

FORGET IT

GARBAGE

Death Knights of Krynn

Death Knights of K.
PC
SSI
24.95

All Hail the mighty empire of TSR, All Hail. Or to put it another way the interminable range of TSR products gains yet another item in the guise of this sequel to Champions Of Krynn.

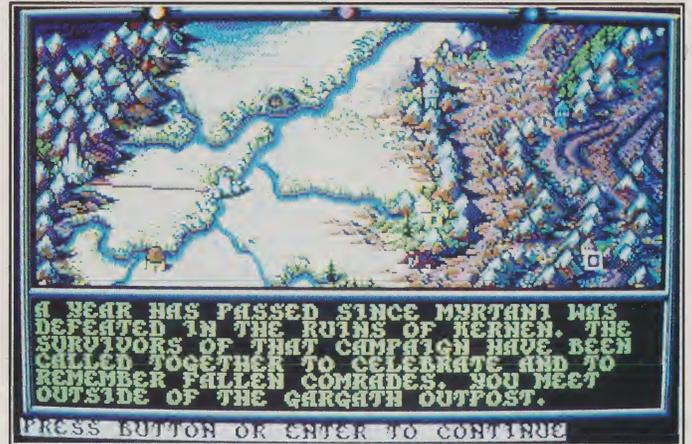The first TSR/SSI collaboration way back when was not one hundred percent successful, to put it kindly, but although they changed the system somewhat for Champs, and Death, they still haven't got it right. This adventure continues from Champs with the party heading for a party (if you'll pardon the pun) just over one year since they did the bad guys in. Unfortunately for them (the party that is) they no sooner arrive at the celebrations than up pop a load of skeleton warriors,

headed up by a former good guy. At the moment he is very dead and very bad (hey! that's another pun, I must be on form this week). Anyway the good guys beat the bad guys, hopefully, and then must deal with the new threat by finding a magic sword, or killing the archbaddie (bit of a problem that) or something. You get the idea. There is a choice of starting characters, either a party from Champs (complete with all items, no less), a party provided with the game, or a party composed of characters chosen by you. The game system is identical to that of Champs, and revolves around a general text and graphic display, with options for the characters to do things at will. There are keyboard, mouse and joystick options, but the mouse is best for ease of control. In all cases the keyboard will need to be used occasionally, especially if you choose the keyboard option. Combat is the usual mix of top view of characters, along with movement, shooting and casting (spell) options. If you have ever played a computer RPG

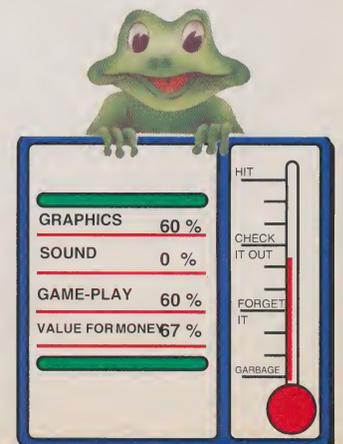you'll know what I mean. The spells available are fairly mixed, but it is a good idea to watch where you cast area spells, or you may fry your party. The action sequence is based on individual speed and each character/monster takes it in turn to move and act. Non-combat options are somewhat limited in play, but include movement, it'd be a bit sick if you couldn't move wouldn't it, searching and healing. Characters can trade items between one another, or buy and sell equipment. Advancement to the next level is by way of experience, but it is also neccessary to get training. Extra levels give extra hit points and combat/spell capability. There are no sound effects, but the graphics are reasonable EGA standard and look quite good when set screens are displayed. It can however be difficult to separate friend from foe in the combat screens, at least at first. This is fairly standard computer RPG stuff and the whole game runs reasonably well. The bad point is that you will need to wade through the

manual sort out how to do some things. But the good point is that the combat area

is large in size, giving lots of room for tactics. On the other hand you can only see a small portion at a time.

MARK ULYATT

GRAPHICS	60 %
SOUND	0 %
GAME-PLAY	60 %
VALUE FOR MONEY	67 %

HIT
CHECK IT OUT
FORGET IT
GARBAGE

MOONFALL

**Moonfall
Amiga
Hewson
24.95**

"Space, the Alpha Frontier..." In 2052, Mankind's first ever starship was launched, it's routine destination, the star system around Wolf 359.

for sure, but I can bet it's got 'Acme mining equipment' written all over it! The only habitable planetoid is a moon, called 'Frontier Alpha'. It is inhabited by the Roboforms, as they are called, and another race of small bug-eyed humanoids called Remusians. The Remusians originally created the Roboforms, who over the centuries overthrew their Humanoid masters until they were finally in control and the Remusians were their servants! The crew of the starship were unable to return to Earth as they would have failed in

Frontier Alpha. And so you set about trying to bring down the Roboforms by beating them at their own game. To bring down this evil race of obssessive profit making machines you must trade around the moon, until you create enough money to buy the whole shootin-match! A rather difficult task even for Donald Trump to attempt you may think, and you'd be perfectly right! Your method of transport is an 'X-terminus class freighter', probably some throwback of the Star Wars saga, which has been secretly modified by some of your scientists by installing

more powerful engines and better weapon systems. You see Frontier Alpha is a very unfriendly place where all traders are unscrupulous beings, who just love to shoot you down and steal your cargo. What? Sounds familiar? It should. Probably the most classic 3-D game of all time, 'Elite', was based around buying and selling of various items between planets, and Moonfall is a compelete rip-off this idea. Moonfall is also a 3-D game trading game, but is significantly different in that all the action takes place trading between cities on a moon instead of in

Unfortunately for the crew of this vessel, they landed up in the only place in the universe occupied by manic Robotic miners whose sole purpose in life is to make a profit. In fact they lust after profit so much they have broken up all the planets in the system so that they can be mined for ore, which (guess what) they sell. What could Robots possibly want to spend all this hard earned dosh on I hear you asking? Well I can't say

their mission, so they decided to try and live with the Roboforms in peace. A good idea you may think? Fool! The only problem being that the Roboforms are not all that partial to good ideas and so enslaved the crew of the ship to work in their mines and factories. This is where you come in. You are a member of a human resistance movement, and are also the first human to be given permission to trade on
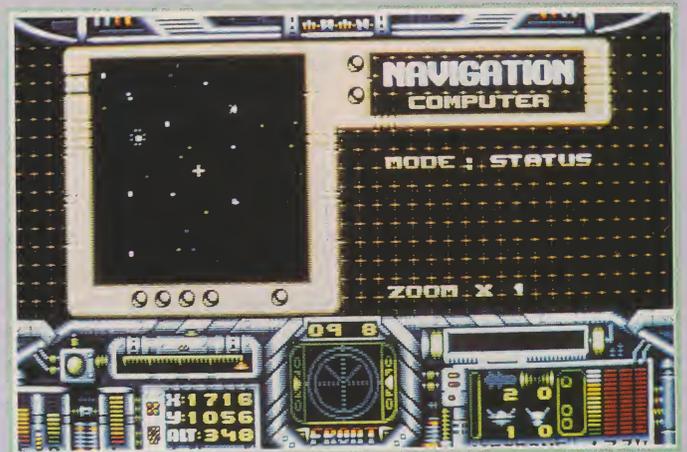
74

space. Amazing twist in the plot, huh? It would be if the moon was a bit more interesting, but I've seen pancakes with more exciting features. Oh yes, I must not forget the cities. If you manage to find a city, which is certainly one of the more difficult aspects of the game, then you can land and trade with the locals. Once you land, your spaceship is transported into a 3-D box which purports to be a room. From here you can trade or move

fun! There's a number of add-ons such as extra shields, fuel, solar cells, lasers, missiles and a host of other items that improve the quality of your ship and hence life in general. Sounds familiar, Huh? Also you may buy and sell a number of trading items which range from exotic pets to chemicals, and also the incredibly useful ant farms whose use evades me for now. Once you're loaded up with cargo and you know the best city in which to sell it,

into another box where there is, and I quote, a 'PUB'!. What on earth, or indeed Frontier Alpha, a pub is doing on a mainly robot infested moon is beyond me, and where the heck did they get the name 'PUB' from anyway! The pub in this case is an invaluable source of information of where the day's best prices can be found and so can be worth visiting, although after two visits this becomes a little tedious. The first room is where you trade items and upgrade your freighter.This is much more
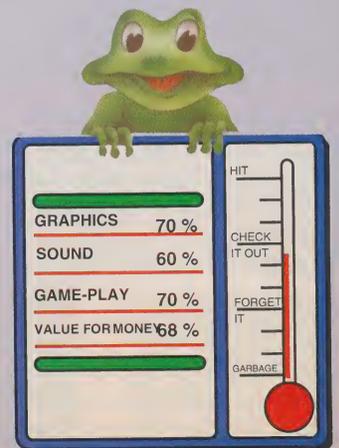
then you set off on an epic journey in search of a place where ant farms really do have some use. This is the main part of the game and as with all games of this type you must make your way through a hostile environment, taking care not to be blasted into little pieces. On reaching your destination you trade your cargo in order to make a profit to buy more cargo etc etc. Sadly this part of the game does not come up to scratch, the colours and shades of the planet are all very nice but just very uninte-

resting. You find yourself flying across a landscape which is not just a little similar to a part you flew over five minutes ago. The best thing about this landscape is the change from day into night which eventually finishes with a sky full of stars. Although the landscape is very repetitive it moves at a fair old pace and the whole thing moves quite smoothly. One major problem is it take ages to get anywhere. If you're heading for that far away city that's offering a bargain price for those fabulous ant farms then go away and make a coffee, you have the time! On encountering other traders most will try to shoot you, and they do this by hovering directly in front of you and firing.If they take too many hits then they start to run, dropping mines behind them for you to crash into. This can make for some interesting but again repetitive chases, and even firing a missile doesn't seem to liven things up much. This is a space combat and trading ga-

me set on a planet, it's an old idea, and quite frankly I'd sooner go away and play something else with more verve

MARK ULYATT

GRAPHICS	70 %
SOUND	60 %
GAME-PLAY	70 %
VALUE FOR MONEY	68 %

HIT

CHECK IT OUT

FORGET IT

GARBAGE

NAVY SEALS

Navy Seals
ST
Ocean
24.95

The Gulf has featured heavily in the news over the past few months and although it's now over, many of us, I'm sure, hold the secret desire to grab a Saddam Hussein look-alike and reduce him to a pile of radioactive waste matter.

Perhaps this was the premeditated intention of Orion Pictures, the makers of the film Navy S.E.A.L.S. Perhaps they'd read Nostradamus' predictions and decided to get a film in before the event. So what's this got to do with you? Well, with a lot of action films comes the action game and Navy S.E.A.L.S. is no exception. But, in a lot of cases the games are not what you might call imaginative. Navy S.E.A.L.S is not too imaginative either, but for a change it is a pretty good game. The S.E.A.L.S are a five strong group of crack commandos similar to the British S.A.S. It's mission; to infiltrate the enemy quarters and warehouses and return with the captured pilot and co-pilot of a helicopter which was shot out of the sky over the Gulf. The S.E.A.L.S soon

have the pilot back home and safe, the co-pilot escaped torture by death. However, whilst in the process of getting their man out they discovered that these Arabs were not as ill equipped as they first thought. Their warehouses and other hideouts are stacked high with stinger missiles which are capable of
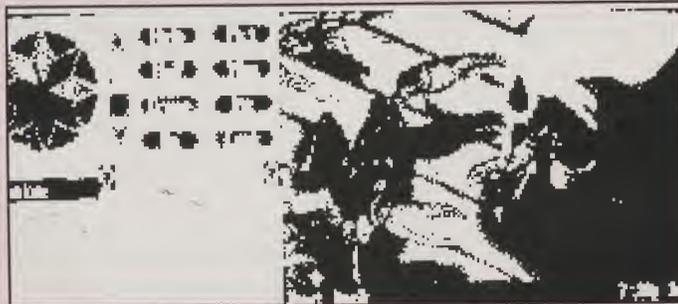
wide scale destruction. These Air to Surface flying bombs were recently put to the test with the mid air explosion of a passenger plane. US Intelligence believes that this minority faction poses a serious threat to the US Civilation. The country readies itself and sends in the S.E.A.L.S once more to destroy the arms dumps that have accumula-

ted. And it is just about here that the game actually begins, all that that went before is in the film and not in the game. The S.E.A.L.S invasion and the game begins in a warehouse in Oman Harbour. This fanatical Arab movement are obviously expecting trouble as there are guards armed with automatic


weapons everywhere. The guards pose a serious threat to your mission as they have the ability to shoot at angles, a feature which you do not posses. Still your men are well trained, strong and acrobatic. The S.E.A.L.S. can get up to are quite amazing - hanging onto the underside of beams by their fingernails and then effortlessly flipping

up and over to stab the Arab above who was unaware of the danger below. The game takes the usual film license format; a platform game and, for once, turns it into something which will keep you occupied for quite some time. However, the game is a bit on the difficult side but not enough to put you off of the daunting task of seven levels.

Andrew Banner

Commodore 64

The C64 version of the game is available on cartridge only and features very good graphics and sound. The animation too is smooth and without flaw. The game itself is as identical as can be to the ST although does not contain the inter-level pictures of the following assault. 82%

GRAPHICS	80 %
SOUND	70 %
GAME-PLAY	70 %
VALUE FOR MONEY	79 %

HIT

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GARBAGE
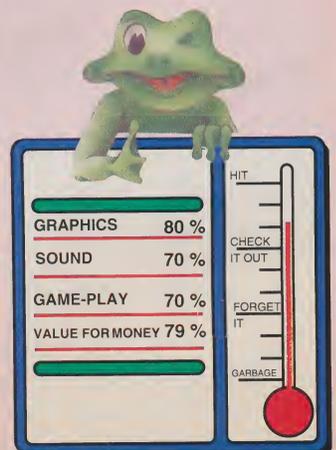
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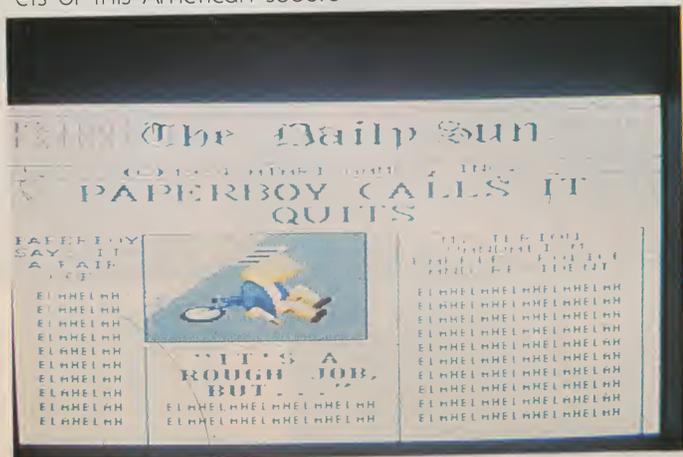AMIGA FUN - A FREE MAGAZINE WITH EVERY GAME YOU BUY.

Console Corner

We kick off this month with a round up of US Gold Sega releases. Watch this space next month when we'll be covering the Sega Megadrive and Nintendo as well.

PAPERBOY

Paperboy
JS Gold
Sega
$29.99

This game takes me back a few years to my paper round days.
The streets of Belfast were not as hazardous as the streets of this American suburb

though. Mind you, I didn't have to work seven days per week avoiding cars and lawnmowers as I delivered my papers on doormats. What this game lacks in graphics it makes up for in interesting obstacles to avoid. You can play on easy, medium or hard roads, the hardest level being strewn with breakdancers, poodles and traffic cones. The background music is racy and fits the scene well, and it's naughty but nevertheless good fun that extra customers can be gained by breaking non customer windows and by making perfect deliveries. A word of warning though. It is easy to avoid loads of obvious obstacles and overlook something simple like a house number having from its sign which if bumped into will cost you a life. Paperboy scrolls well up and down curbs, but watch out as you will literally see stars if you do crash into anything. The houses to be delivered to are sho-

wn at the start of each day on the customer screen, and the paperboy himself hits the headlines when he dies by failing to carry out his deliveries or by losing all of his four lives. In my day you just got sacked if you didn't make the grade. This game is fun but too easy to be really enjoyable unless you play the hardest level. 69%

IMPOSSIBLE MISSION PLATFORM

Imp. Mission P.
Sega
US Gold
$29.99

Aclassical platform game, the mission is to locate puzzle pieces hidden in all manner of strange places like beds and desks and put them together so that you can reach the underground control room.
If it sounds easy then I'm afraid you're in for a shock.

There are Robot defenders on most of the platforms just waiting to fry you to a crisp with the electric shocks they give out. It will help if you enjoy doing cartwheels to play this game as the best way to get from platform to platform quickly is to somersault rather than use the lifts. If you feel the clues in one room are too hard to get to, change rooms by using the shaft lift and then backtrack as you may need to look for weapons to destroy Robots in different rooms to the ones they are located in. A map at the bottom of the lift shaft shows the rooms that have been explored so far, but this is pretty basic. The objects to be searched are thankfully more colourful and detailed. You can discover which objects carry clues by standing in front of them and pressing up. If a picture of a sleeping Robot emerges take advantage of this respite and act quickly. For this allows you to deactivate them temporarily by using the computer terminal. There are four pieces in each puzzle and nine puzzles in the game. Each time

you solve a puzzle, one letter of Elwin's password will appear, and when you have all nine letters you're home and dry. The only trouble is this will take ages as the multitude of electrocuting Robots make this game a little too difficult. 71%

INDIANA JONES AND THE LAST CRUSADE

The theme tune used at the beginning of the game is unmistakable, and the graphics, as well as being high quality for a Sega game, boast hanging vines and waterfalls, large hats and Safari outfits.

You could almost be on the set of one of Indy's films. As per usual our hero is in search

Indiana Jones
US Gold
Sega
$29.99

for various artifacts. The ultimate prize at the end of the sixth and final level is the uncovering of the Holy Grail. There are other objects worth collecting though. It makes the Antiques Roadshow look sick really. In scene one in underground caves you collect the cross of Coronadowile fighting off cowboys fairly easily. Other adventures take you deep within catacombs, make you scale the walls of Castle Brunwald, seek out the Grail dairy by air and as in the film reach the Grail before Indy Snr.. bleeds to death in anticipation. There are lots of interesting characters to encounter along the way, like Indians, Giraffes and objects like Rhino Horns which will prove fatal to you if brushed against the wrong way. Luckily Indy travels well equipped, with a whip to lash out at fireballs on level three, rats on level four and pendulums on the final level. You'll be able to progress fairly easily through all the levels as long as you remember the correct sequence of the stepping stones near the end of the last level. This game is definitely a must for Indy fans everywhere. 80%

GAUNTLET

Although the concept behind this game is simple it is nevertheless addictive. Simply accumulate as many points as you can and survive for as long as you can as you wind

Gauntlet
US Gold
Sega
$29.99

your way through dungeons and tunnels slaughtering Ghosts and Demons which

come in all shapes and sizes. You can elect to be a Warrior, Wizard, an Elf or a female Warrior. Thor wielding his mighty axe is probably the most deadly, but the Elf is quick and the Wizard has the advantage of being able to cast extra spells with the potions he picks up. The sorcerers are pretty hard to come up against as from time to time they become invisible as your shots just fly through

them without doing any damage. There are loads of aids along the way though. if you collect keys for instance they open doors to harder levels. What makes Gauntlet

so addictive is that there are loads of opponents to blast and the rooms vary quite a bit in terms of shape and obstacles. Excuse me while I go back for another game. 76% Kerry Culbert

Console Corner

AMERICAN FOOTBALL SPECIAL

Duncan Evans straps on his padding and pretends to be a nose tackle (well it's big enough) in the definitive look at the American Football scene.

January is becoming a dim memory in which a team with supposedly no offense, the Giants, kept the team with a supposed dynamite offense, the Bills, off the field of play for 40 minutes in the process of racking up the most exciting and close Superbowl in recent years. However, for American Footy fans salvation from end of season boredom is at hand as the World League of American Football takes up the slack with it's ten week season, and after that you'd better read our Fun guide to American Football, and check out which games are available for your computer.

AMERICAN FOOTBALL THE PLAYERS OFFENSE

Quarterback - This is the highest paid man on the team, blessed with a rifle for an arm, male model looks (early in his career anyway), and the sexual prowess of a warren of rabbits.
His job is to either throw the ball downfield to a teammate (a receiver) or to hand off the ball to the unfortunate person designated as ball carrier. While in the process of throwing the ball the opposing team consisting of very large ex-felons, known


as linebackers will be bearing down on the Quarterback with the intention of ruining his chances for a career in television after he retires. Quarterbacks are either quick, or jam. Running Back - His basic job is to take the ball from the QB and attempt to run down the pitch, hopefully into the opposing end zone, or at least far enough for a first down. Many running backs consume large curries before a game, providing them with the explosive start required to accelerate past a couple of 300 lb guys whose sole intention is to quash you like a bug. Understandably most run-

ning backs can never sit still in one place as the fear of being crushed to death constantly wears on the mind. Wide Receiver - Usually the body popping champion of the area as well as the fastest man on the pitch. He lives to party, and the end zone is where it's at. When a pass play is called by the Quarterback it has to be transmitted by hand signals to the wide receiver since he is usually wired to his personal stereo system. Tight End - Surprisingly this is not a reference to the players inability to stand his round after the game, nor a strange medical complaint, but the position on the line of scrimmage he takes. The tight end is the most versatile player on the pitch as he has to block like an offensive lineman, catch like a wide receiver, and run with the ball like a running back, but is often overshado-

wed by the more glamorous offensive players. He doesn't mind though, just the sight of the running back being trampled to death as he ambles towards the end zone gives him the quiet satisfaction of a job well done, and the real possibility of reaching pensionable age. Offensive Line - Consists of a center, two guards and two tackles, all of which are generally very big boys indeed. The center has a crucial role to play in that he snaps the ball between his legs to the quarterback, and then blocks defensive players. A team with a center who likes beans is a team with problems. Kicker/Punter - This is the position usually reserved for British players since they aren't actually good enough to warrant a place anywhere else. Intelligence is not required, merely a god given ability to kick an oval shaped ball through narrow goalposts 50 yards away. Because they tend to suffer little damage, kickers, if toothy enough to start with, have a good chance of becoming TV presenters when they retire.
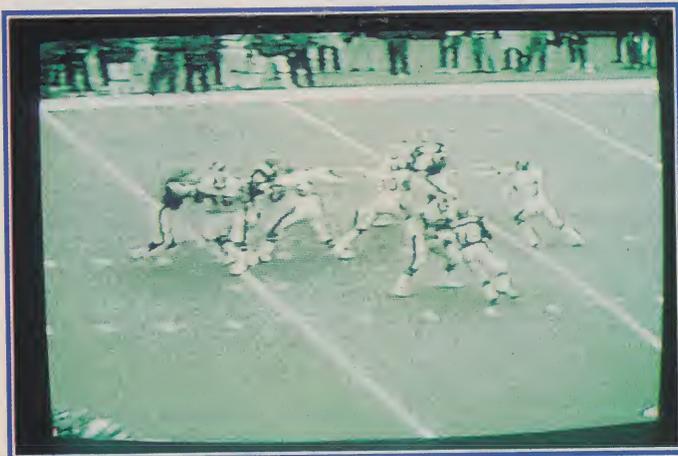
THE DEFENSE

Defensive Line - This consists of the nose tackle and defensive ends, with the linebackers
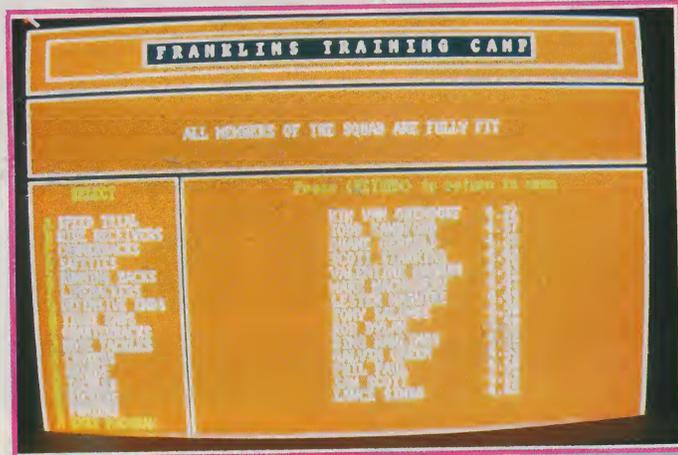
standing just behind them. The nose tackle does not resemble the elephant man, nor does he attempt to rip off anyone's nose (at least not when the officials are looking), however he is so large he is usually winched into position. The nose tackle will lunge forward attempting to crush the opposing players, and should they value their lives more than their contracts, the QB or Running Back becomes the target. The defensive ends have a similar task, but they are lighter and more mobile, while the ultimate nightmare threat comes from the linebackers. Capable of little speech, and reared on human flesh since birth, the typical linebacker is death crazed killing machine. Crossing a linebacker is like having an affair with the wife of a mafia boss. Cornerbacks - They have one of the most difficult jobs in the game, though a fairly safe one which is why a cornerback is usually the most articulate member of the defense.

end, and one which loiters waiting for the action to develop and then heads there. This is quite difficult unless the offense telegraphs the pass route, in which case the receiver heading down field will usually find the weak safety already waiting behind barbed wire.

AMERICAN FOOTBALL THE COMPUTER GAMES

There are generally two types of game available for the footy fan, the action based game, or the strategy and management type.

The five games presented here are Mirrorsoft's classic TV Sports Football, EA's John Maddens Football, Accolades 4th & Inches, and the management boys in the form of Head Coach v3 and Monday Night Manager.

TV SPORTS FOOTBALL
(ST/Amiga/PC/C64)

3RD AND 6

from the NFL in a season's worth of competition cumulating in the Superbowl. To get there you first have to decide what type of team you are going to play as each player is rated in certain departments (like speed and handling). As long as the overall points total of the team remains the same and no player exceeds a maximum of eight points per stat, you can rearrange the team to your desire. All star offense but hopeless punter ? Mean and nasty linebackers but a blind quarterback ? The choice is yours. On the field the

ports, TV studios, cheerleaders, player waving and coaches spitting. Usually there is a choice of four formations followed by another four plays dependent upon that formation. Not a great selection by any stretch of the imagination but each play on offense offers various routes of attack and the chance to pass, run, or scramble. What makes the game so exciting to play is that should your receiver be covered and a cornerback is heading your way and the play starts to break up, you can improvise. Spot your tight end all on his

Cornerbacks have to cover wide receivers and stop them from catching the ball. This would be easy except that roughing the guy up, never mind smacking him in the kisser with a knuckleduster, is not allowed. Instead a cornerback must rely on a keen football brain, dazzling speed, and insults like "hey, I hear your mom offers discounts for coach parties," to upset his rival. Safeties - There are two varieties of these, one which covers the right

Released for Christmas '88, TV Sports Football was a sensation, and contained the odd bug in the mad rush to the shops. Since then no-one has even bothered trying to wrest the mantle of supreme action football game never mind coming close. It's as if the sheer marvelousness of it all has dissuaded anyone from bothering again. Still, who can blame them. You can play any number of teams

graphics are superb, with numerous extras of half time re-

own, chuck the ball to him, or see a gap up the middle,

AMERICAN FOOTBALL SPECIAL
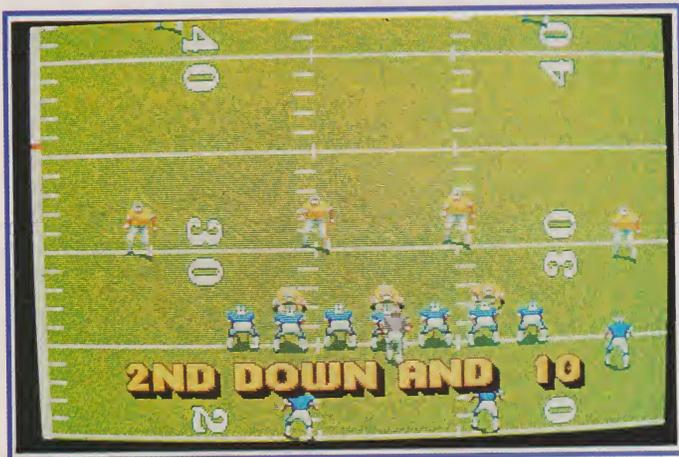
do a Randall Cunningham or John Elway and run like hell. Graphically the best, action packed, hugely entertaining this is the action and strategy game that has never been surpassed. And the good news is that it is now in the shops again as part of the Power Pack compilation.

JOHN MADDEN'S FOOTBALL
(Megadrive, PC, C64)

If you didn't know, John Madden was the large fat guy who guided the Raiders to Superbowl victory in the early 80's, and then went on to become an American TV commentator.
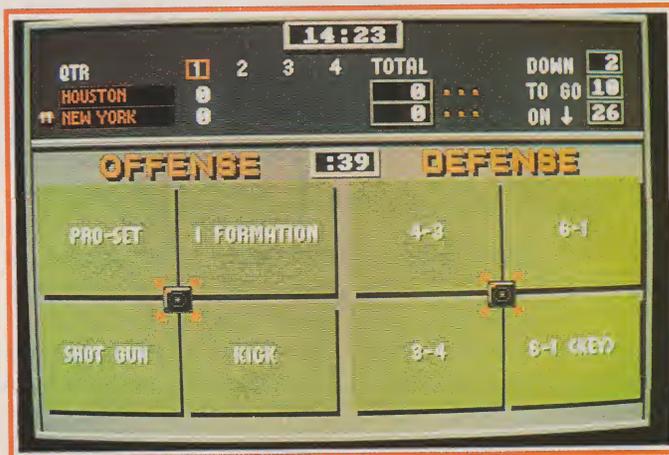
He also appears on the inside cover of the box, which I'd advise you to burn before it scares anyone. John Madden's Football is a game offering straightforward one off conflicts. Well no, they are one off's but they are anything but straightforward. There are over 80 plays in each offense and defense playbook, but a starter selection of nine in each gives you

an easy introduction to the game. Well it has to be said that the PC and C64 versions are quite techy, and don't offer an attractive user interface, but the recently released Megadrive version certainly does, and in fact bears little relation to the other two versions. On the Megadrive plays are offered in the manner of little graphical pictures like TV Sports Football. There are just a huge number of parameters on the computer versions though, allowing you to modify or specify just about any feature of the game, pitch, weather or players that you like. When you actually get down on the pitch the graphics are pretty disappointing on the C64 and CGA

PC's (a warning here, the game just won't run on my Amstrad 2086 PC so check it out first if you have one) but the EGA display and the Megadrive displays are good and very, very good respectively. After calling one of the numerous and splendid plays you can take over the run-

ning and throwing side of the game, which, to be honest is a little too easy. If you fancy a really in depth one off game then John Madden' Football is an excellent choice, especially for Megadrive

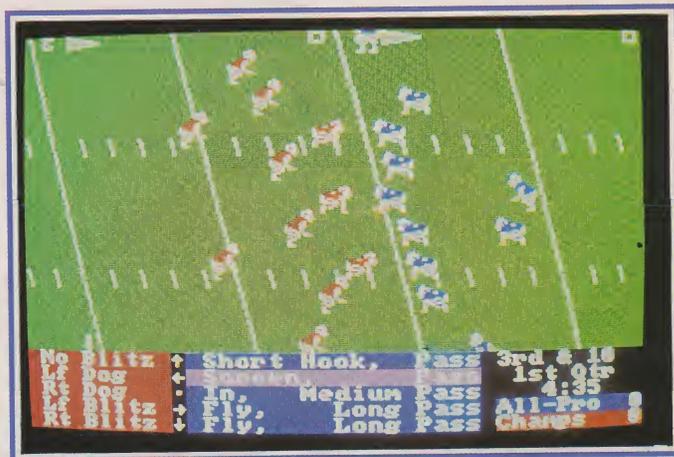owners, since their version looks more like TV Sports Football.

4th & INCHES
(C64/Amiga)

This was very much a fore runner to TV Sports, and was very well received when it appeared on the C64.

Unfortunately the Amiga version isn't as good as the C64 version, but still it offers a decent one off game with interchangeable players to suit the style of game you want to play. Players are rated on various abilities (not as many
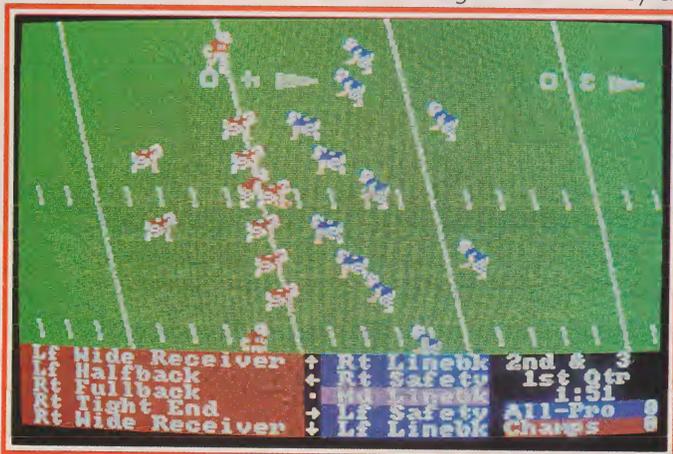
as TV Sports though), including how tough they are to bring down, and how fast they can run. So you could have that speedy running back with all the moves, that hits the deck as soon as he is tackled, or your basic straight ahead Christian Okoye type powerhouse. On the field the graphics are disappointing, being viewed from side on rather than up the pitch, but once the action starts they are clear enough to serve their purpose. More plays are available than in TV

Sports, with different ones being offered depending on what formation you have selected. Usually you can get what you are after, and some plays are considerably more effective than others. Passing is easy in this game since you don't have to aim, you simply avoid being sacked long enough then press the fire button and away it goes. Reception depends on the player being thrown to and the amount of coverage. Alas this is just a bit too easy and it means that the ground game tends to be overlooked in favour of an aerial battle. With only five minutes to each quarter you still can rack up large scores. When running the footy,

which, if you found TV Sports too hard, you'll enjoy. 4th & Inches is available in the Accolade in Action compilation.
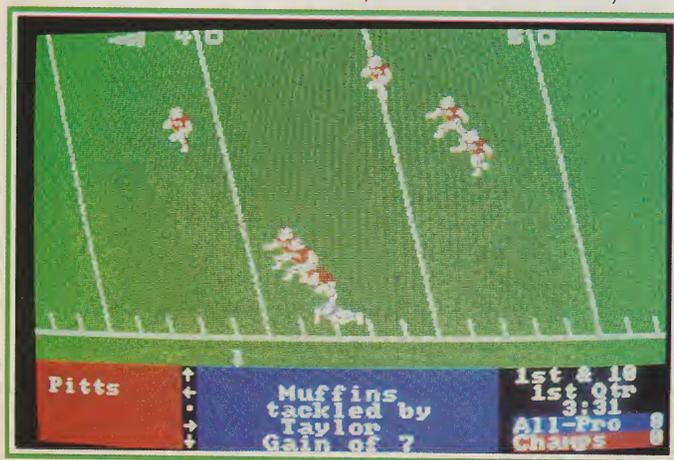
HEAD COACH v3
(Amiga, ST, PC)

Head Coach is very much a stats fans version of the game, as a large number are kept on each important position. You take control of the newest team in the league, the unlikely sounding Schoburg Franklins (a down point is that you can't pick a team to manage, the plus point is you can place the Franklins in any division you like) and have to guide this motley cr-

the ball is handed off and you take over, trying to cut and power your way up field. What is quite amusing is that there are very large
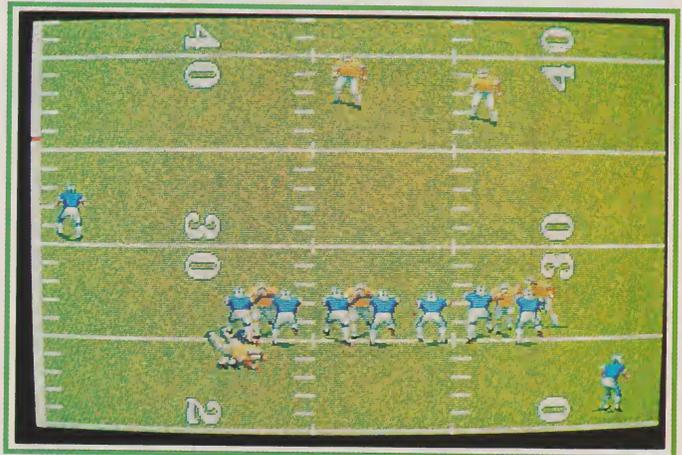

players like Mack Truck who you always go to on third and short situations as they almost impossible to pull down quickly. After some practice you can slaughter the computer every time making this a two player game,

ew of promising stars and total deadbeats to Superbowl glory. It ain't easy, and if you can make the playoffs in your first season then you've

done well. Over at headquarters you can examine your stats to see who is doing well and who isn't, though if you have a butterfingers wide receiver you can't really tell. Unless you stick someo-

ne else in the same position and they perform better. Where you do get an idea of the quality of your players is over at training camp, which you do once per year. It's important to keep track of the ratings this produces for two reasons. One is that you know who to pick, and the other is that at the end of the season there is the college draft where you can replace the dead wood. On matchday you receive a terse rating of the other teams offense and defense and then you're off into the action. Although there is a graphical representation of the pitch and the ball position, this tends to be overlooked 'as all the information is presented in text

form. There are 26 offensive plays and 21 defensive. The offensive ones are all explained clearly and offer great variety, but you can't specify which running back gets the ball. The same thing happens with receivers. There's nothing so annoying as seeing a handoff to your second string RB and watch him get flattened just when you need three yards. That's the only niggle though, as the rest of the offensive works very well and generates a fair amount of excitement. On defense I'm not so happy. There are 21 defensive options but they are simply formations, not actual plays. So you can put in more linebackers, but you can't tell

AMERICAN FOOTBALL SPECIAL
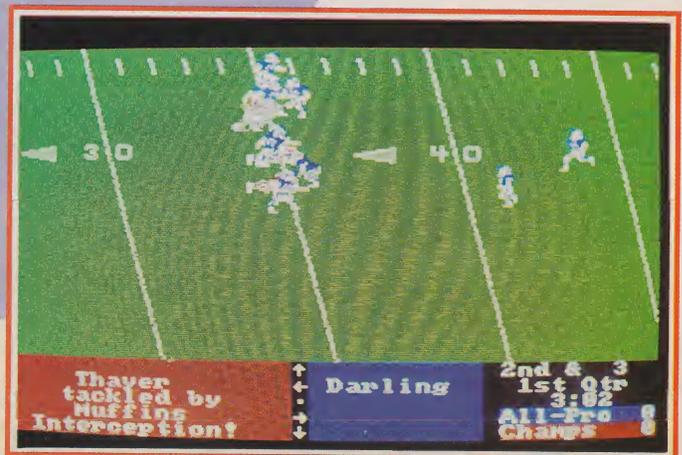
them all to blitz, or to blitz on the weak side and run stuff on the other. You can't specify man to man or zone coverage either. It does make for exciting games though, and when achieve your first shutout there's a great deal of satisfaction. The only other complaint is that apart from star collection there is nothing to do each week between the games, which make the College Draft at the end of the season, one of the highlights of the game. This is your chance to get rid of the useless players and bring in new blood. Getting to training camp to see how good they are rounds off the game very nicely.
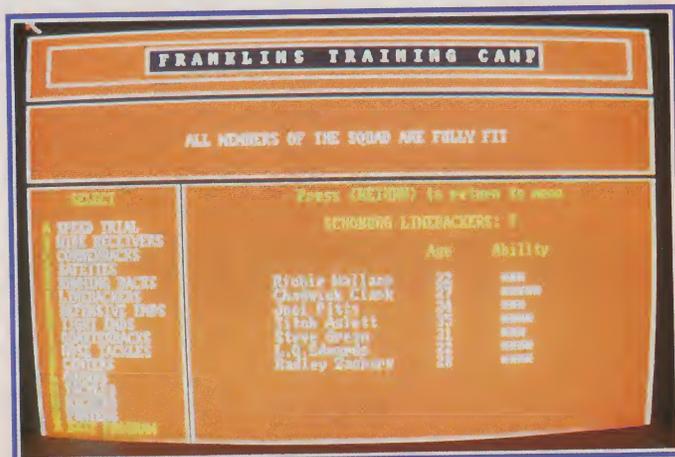
MONDAY NIGHT MANAGER
(ST/Amiga/PC)

This is the most exciting game of the bunch as far as I'm concerned, but unfortunately the guys at Strike Force Design have told me that it's still very much in development.

So this doesn't amount to even a preview, just hot news about a game that has real potential. Monday Night Manager is like Head Coach in that you have a season's worth of entertainment to look forward to, plus the end of season college draft. However, this game goes further in providing real defensive plays, trades, scouting missions, players which improve and decline throughout the season, things to do each week between games, and plenty of graphics. In fact the graphics are what stand out initially, as digitised pics abound, both of the headquarters, training camp, and in the actual game. Starting at the beginning, you can play any team in the NFL and become their head coach. The teams are accurately represented, with each one having around 50 players, all individually rated, as is every player in every team in the entire league. This works out at an incredible 1200 players in the game. Good job you've got scouts working for you. It also means if you want an easier game you

can start with the 49'ers and if you want a real challenge you can play with the Patriots. Between matches each week there is the option to skill train your players, fitness train them, get involved in trading negotiations (where you can trade players as well as draft choices at the end of the season) and to spy on your next opponent. On actual gamedays, or as the title suggests those Monday night games, you have a decent number of plays to choose from, each play depicting a certain type of formation, which makes the game much quicker. The good thing is that the defensive plays offer the type of scenario I was outlining in the piece on Head Coach v3, whereby specific players go after specific positions. This gives you the essence of football strategy which is man on man markups. After selecting a play you then have to fill in the position slots using the mouse, which is the fastest and cleanest way it could be done. Play selected, sit back and watch the digitised picture highlights of the play unfold. This isn't real time TV quality broadcasting, but it does let you see in a real and graphical sense what has happened. You get the outcome in text form as well. As I mentioned Monday

Night Manager is still very much under development at the moment, but watch out for it later in the year, along with an exclusive review in this very magazine.
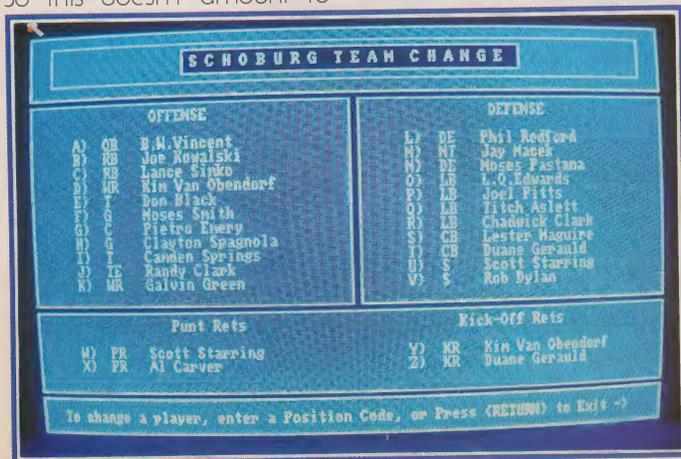
HINTS`N`TIPS

The COMPUTER FUN Federal Bureaux of Investigation

Yo dudes, Black Max here with the totally fresh Hint's 'N' Tips section. Remember guys, if ya' got tips, maps, hints and stuff ya' wanna share with the regular Funsters send 'em in to me, at the usual address. Anythin' printed scores #20, and if you get real lucky the tip of the month rakes in a cool #100. Am I good to ya' or what ?
Okay dudes, here's the address, and this month's selection of stuff. Check it.

Black Max,
Computer Fun,
Hints 'n' Stuff,
Alban House,
24A White Pit Lane,
Flackwell Heath,
Buckinghamshire,
HP10 9HR

Z-OUT (Amiga)
If you you'd like to see the next level from the one you are stuck on in Z-Out, this little cheat will help. Simply pres and hold down the J key and then press a number between one and six. You will instantly be transported to that level, and if you press one, two or three on the keypad you will automatically jump to that stage.

Hitchhiker's Guide to the Galaxy (All formats)

If it's poetry you want then you'll need a Babel fish. But you won't get it unless you hang your dressing gown on the hook, put the towel over the drain, situate the satchel near the panel and put the junk mail on the satchel. What, you haven't got the junk mail ? Oh dear. If you have put it on the satchel and press the button on the dispenser and the fish will land neatly in your ear (ugh!). You'll regret it when you here the Vorgon's starting to recite poetry believe me.

Flip it & Magnose (ST)

A bit simple this one. Just press F1 or F2 depending on whether you are Flip It or Magnose and you'll get infinite water.

Robocop II (Amiga)

Whilst in the introductory sequence type in SERIALINTERFACE (no spaces please). Now when you are in the game and you need a bit more battery power 'co those Nicads are running low, press F9. An energy top up is yours, but if you really want to cheat, press F10 instead. That takes you to the next level.

Monty Python (Amiga & ST)

If you type in SEMPRI-NI into the high score table you can choose which level to start on.

Ooops Up (Amiga)

If you are having a spot of bother with this game then here's some cheery news. Yup, it's the codes for the first nine levels.

L1: POO1
L2: DK51
L3: 3OFJ
L4: FL59
L5: QO58
L6: FA2O
L7: 5F6J
L8: CKD4
L9: NFO5

Back to the Future 3 (ST/Amiga)

If you can't get past the first level, try typing in 'DIRTY ROTTEN CHEAT' when the first static graphic screen comes up before the main game starts.

AWESOME (Amiga)

When the energy exchange screen appears move the selector on to shield and hold down "+" on the numeric keyboard together with the fire button. You can now choose any weapon, (Keys 1-10) and refill your shield (F6) or wipe out all enemies on one level (F1). This should make the game a lot easier!

J.   Simcock

Brat (ST/Amiga)

Well what a difficult game this is and no mistake. If you can't even get off the first level you'll be glad to look at the codes for the first three levels.
You can have the rest next month.
L1: BISHIGMO
L2: MIHEMOTO
L3: SASUTOZO

WIZBALL (Amiga)

To activate the cheat mode pause the game by pressing the space bar and type "RAINBOWC" to fill the pot. Repeat the same procedure but instead of a "C" at the end of "RAINBOW" put a "S" like this: RAINBOWS. This will complete the level. Do the same again but with a "T" at the end and this will complete the game.

J.P.Rodera

Rat on a Stick

Are you sitting comfortably boys and girls, then we'll begin. Welcome to Rat On A Stick, the new monthly feature on all things connected with boardgames and FRP, if you don't know what FRP is then shame on you and go away and find out, you heathen you!

Anyway, I'll be keeping you up to date on all the latest news, rumours and scandal (well maybe not the last), from the gaming world, along with lots of reviews of new products (four this time around). So thanks to 'The Computer Shop", Sunderland for all your help. Guess where this reviewer does his

shopping! News first I think, in line with their recent policy TSR/Games Workshop are swamping the marker with yet more 'Complete Guide To...', with their usual mish-

mash of old and new rules, odd suggestions and implausible reasoning. On the other hand they have got a new product, based on the RIP comics which looks quite good. This is to be a complete roleplay system based on horror (aka Call of Cthulhu, but at least you can say RIP). There is also a new world (Dark Sun) and some more novels, scenarios etc for all their established milieu. The other companies have a smaller selection of new stuff, but then I prefer the dedication to the hobby shown by these, as opposed to the total dedication to money shown by OthersTM. So what is on offer here.

West End have released some new Paranoia scenarios, in their usual irreverent style, love'm or hate'm you can't keep them down.

ICE have also released a couple of new scenarios for the MERP system (or Rolemaster if you are that way inclined) and there is a new city pack, based on Minas Ithil/Morgul, planned for imminent release, and I will certainly be looking at this in more detail next month, I hope.

All of which brings us to the review section. For obvious reasons, when reviewing scenarios and similar items I can't be too specific, but I hope to give you the flavour

without giving away the recipe (Hi there, Louise).

First off the list is the ICE scenario pack 'The Necromancer's Lieutenant'. Set in the darker regions of Southern Mirkwood the charac-

ters are pitted against a increasingly powerful force of orcs commanded by a sorceror of some might. As is usual with these things the adventure is divided into a number of shorter adventures which are interlinked. The first is suitable for characters of level one or two, whilst the last of the four is more suitable for characters

of level four to six. It is possible, barely, that the same characters could be used for all the sections, but it is more likely that different characters will be used. The tasks involved include an orcish am-

bush or two, waylaying an orcish army (Who, Us?!) and taking out a powerful necromancer in his lair. This is the usual mix of good ideas and presentation that typify all the ICE products.

Next up are two Paranoia scenarios, both of which are sequels to other scenarios.
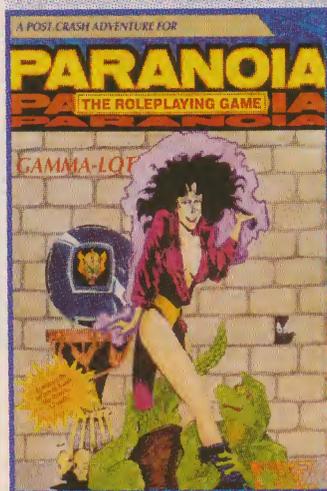
Gamma Lot features the re-

turn of Randy the Wonder Lizard, and is the sequel to OrcBusters, if sequel is the right word. Along with Randy there are the good 'ol Knights of the Circular Object, lots of lovely new powers and cameo appearances by Merlin, Morgana, Robin Hood and his miserable men, Poof the Magic Dragon and of course the troubleshooters. For those worried about the lack of clones, after all your friend and mine (the Computer of course) has crashed, there is a very neat deal with the Clone Rangers. As it used to say in Soap, 'Confused, you will be!', this has all the classic ingredients of Paranoia, lots of fun, terrible puns, a new slant on history, and of course lots and lots of death, mutilation, murder, treason (sorry I got carried away, as an independent troubleshooting group the term is -Breach Of Contract-) and even more death. Twilight:

Cycle 2000 is a weird little animal. The stats for the game are provided in both Paranoia and Twilight:2000 format, but do not be fooled, it doesn't matter which system you use, the troubleshooters are gonna die, that's what makes Paranoia such fun, the endings (beginnings, middle and all other bits as well) are just soooo violent.

After the total mess made by the previous Vulture Warriors Of Dimension X, (what do you mean they succeeded, what do you think this is boy, Other GameTM), the group is recruited to try and set things right. Needless to say they fail but manage to cause untold mayhem, slaughter and damage in the interim - assuming they get past the briefing of course. There is nothing really new here, but the troubleshooters get to meet REAL Commies, and really mess up the Computer which is such a cute little baby.

But enough of the lighthear-

ted side of FRP. The next review item has been around for some time, but is now available in a new boxed format. Ravenloft (based on the scenario of the same name) is yet another version of AD&D with a specific milieu in mind. In this case it is Gothic horror, and is actually quite a good offering. This boxed version comes complete with rules variants, four large colour maps of the 'world' and a number of very nice A4 cards with floorplans and artwork on them.

Usually I am not impressed with TSR's work, if only because it tends to be so repetitive, but in this case they have done a nice job of providing a suitable world (actually it's more of a small plane), along with its own set of unique rules and inhabitants. This can be used
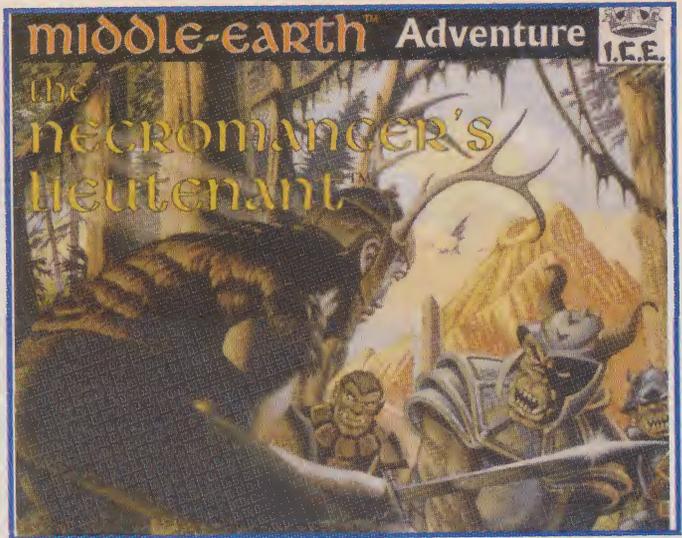
as a stand alone world for those with a yen for Gothic horror, or it can be slotted into another milieu to provide an entire new world into which characters may occasionally be drawn by their activities. This is nicely presented, with lovely artwork, and some interesting scenario ideas, but you do

need the full set of AD&D manuals to run it properly. There are a number of scenario packs due to be released shortly, and of course Ravenloft (the scenario) is already out. Well that's all for now, I can feel the moon rising so I'll see you next month.

middle-earth™ Adventure I.C.E.
the NECROMANCER'S LIEUTENANT™

CROSSFIRE 2
SUPREMACY

Fortunately (Hi there Duncan!) the editor is dead this month, we hope to have stitched him back together and re-animated him by next month, but until that joyous event I get to write the crossfire column.

Since the ed. promised to give you the low down on Supremacy, here it is......
Supremacy is a real time space conquest strategy game , featuring a single player and four levels of computer opposition. In each level you go head-to-head with a single computer player, but the skill of that player varies considerably. +Options include resource production (food, fuel/minerals and energy), various ship and troop types, terra-forming and taxation. Level one pits you against a rather stupid gorilla in an

eight planet system, level two pairs you off with a reasonable competent telepathic species in a sixteen planet system, whilst level three has a cunning reptilian species to combat in a thirty-two planet system.
The ultimate challenge is

provided by a minor deity named Rorn, in another thirty -two planet system. So how do you win. Tricky question that.
The control system is fairly complex and can take some getting used to. Thus it is best to start with the initial scenario (Wotok and it's eight planets) even though you are unlikely to lose.
The real time facet of this game also means that you can't hang around making things just right, as long as the tax levels, and other figures, are approximately cor-

rect leave them and move on to another step, maybe to come back later to correct to ideal levels. Watch that you do not over tax. This will reduce population growth to a negative figure, and before you know it population will be zero.

On the other hand too low a level of tax will result in over-population and loss of people from starvation. So remember to use those ships to

move population around. The first level is relatively simple and only a moron could lose.
The opponent is slow, stupid and it's (?) only advantage is strength. Possible winning tactics include a blitzkrieg on his planet using raw, poorly equipped troops, or a slower approach building up money to purchase better quality troop equipment.
It is quite possible to win this level by simply sticking to the starbase and building forces there. This level is more of an opportunity to familiarise yourself with the game system than anything else.

The second level is much harder and will provide quite a fight. Your opponent, whilst not particularly competent isn't in the habit of making mistakes, and unless you are god (what are you doing


```
NAME: WOTOK
SPECIES: BANANABUS
GALACTIC DOMAIN: 8 PLANET
NEURAL CAPACITY: 3%
PHYSICAL CAPACITY: 90%

WOTOK HAS NO BRAIN.
DESPITE HIS GREAT STRENGTH
YOU WILL ONLY REQUIRE 40%
NEURAL CAPACITY TO WIN.

FEATURES:    CYANIDE TIPPED
             TITANIUM
             HORN.

VIEW OPPONENT      CHALLENGE
```
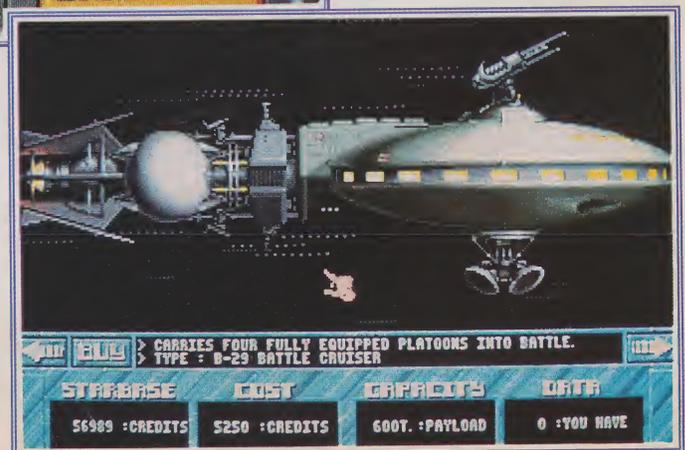


```
BUY  > CARRIES FOUR FULLY EQUIPPED PLATOONS INTO BATTLE.
      > TYPE : B-29 BATTLE CRUISER
STARBASE          COST          CAPACITY         DATA
56989 :CREDITS    5250 :CREDITS  600T. :PAYLOAD    0 :YOU HAVE
```

playing a computer game) you will. It is possible to play fast(ish) and loose. Use the starbase as a mining planet, and format a couple of pla-

nets, bunging in farm units to increase the population. Then use the resources from the starbase and money from taxing the colonies to produce some heavy troops.

Of course it's not quite that simple, and Smine will be busy itself. The alternative to go in for a slower but surer approach. In this case you will need to indulge in some transport organisation. The starbase should be used as a farm unit, along with lots of solar satellites to provide power.

Bump the population up as fast as possible, then when the population limit is reached (around 18 thou.) put up the tax rate, thus reducing population growth and providing spare cash. As cash becomes available format and colonise other planets until you have enough money and resources to build lots of troops and sock it to Smine. If you opt for this method it is worthwhile attacking Smine's planets, since this will not only give you a ready formatted planet and (extra equipment) but also reduce Smine's power. On the other hand Smine will be busy doing this itself, and you'll need to de-

fend your forward/juicy planets. Luckily, at least initially, Smine tends to sit around a lot. This gives you lots of time to marshal your forces, but

cide to attack the enemy base to pull them off guard duty and join them with the other twelve platoons in an all out attack.

neral the important points seem to be not to waste time, to increase population as fast as possible in order to increase tax money, along

DOCKING BAY TO PLANET SURFACE TRANSFERENCE SYSTEM.
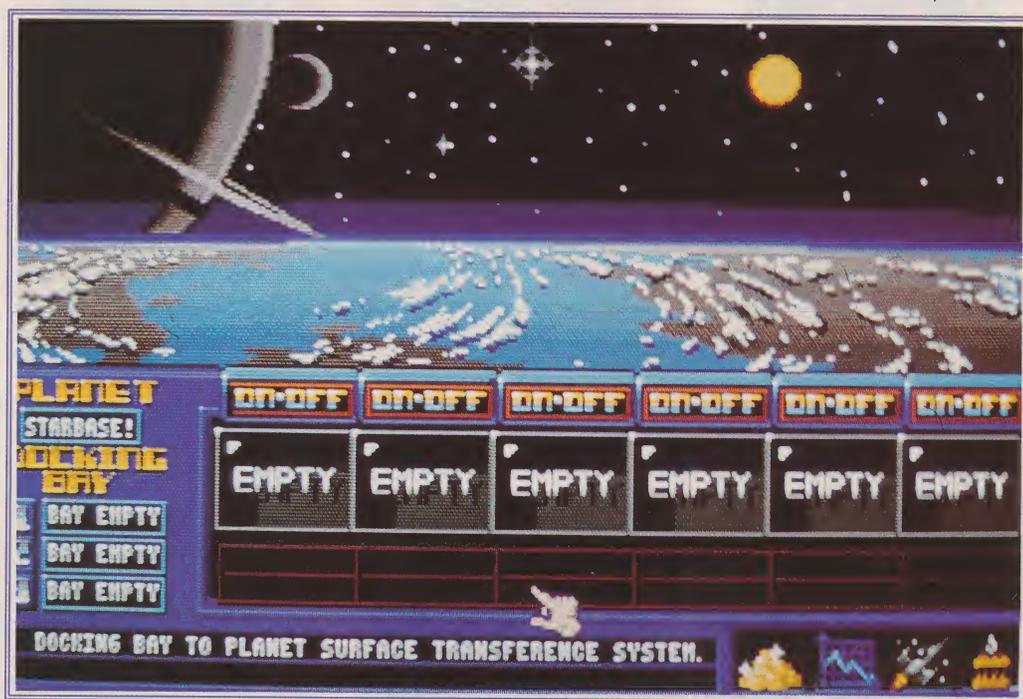
not enough to play around. Be sure to garrison planets to enable them to hold off any attack made by Smine. This can cause problems though, four platoons will, hold a planet, but then you will be short of forces to attack Smine's home base with. Probably the best bet is to garrison three planets with four platoons each, then when you de-

And yes, you will need all twenty-four platoons if you wish to be sure of victory. This leaves the reptilian Krart. This is a real hard nut to crack. I never did manage to beat Krart (never mind Rorn) but did have lots of incredibly stressful encounters, and once almost managed to draw. The only option here seems to be a war of attrition.

Build up three or four heavily guarded bases and consolidate your position. Then each time Kart moves to a new planet attack that planet.

Hopefully you will beat the forces and be able to cream off the people, fuel and money, not to mention any craft that get left there (not a common occurrence). In ge-

with mining for the all-important fuel for space craft.

However in the higher levels building ships also requires energy and fuel.

This results in some sort of trade-off between farm units and mine units (energy units are separate from the others). The most confusing point seems to be the mixing of ships. These are rostered according to build date and so the various planetary units tend to get mixed up. This results in constantly checking back to ensure that you really do have the units where you think they are. Good luck when playing, and don't let those commie alien scum beat you down. Remember, the only good alien is a dead alien!

MARK ULYATT

CROSSFIRE 2

Xamox
C64
Kixx
#3.99

Welcome to the world of Xamox, once a paradise where the peaceful Xamoxians went about their business without a care in the world, but not for long. Invaded by the nasty Skryksis the few Xamoxians that sur-

vived the massacre went underground where they developed the ultimate killing machine, strange pastime for a peaceful race, but perhaps their minds were warped by the massacre. Whatever the reason the Xamoxians are out for revenge. This is, of course, where you come in, 'cos you, believe it or not, are the perfect killing machine. Guess those poor Skryksis haven't got a chance, huh! Armed only with your trusty pistol, machinegun, laser and rocket launcher (I thought this guy was called Hawkeye, not Rambo) your task is to explore each level, find the puzzle pieces on each (must be some sort of jigsaw freak) and blow the living daylights out of any Skryksis that come too close. Of course sooner or later the ammo will run out, unless you manage to pick up more as you travel the

highways and byways. Mind you the pistol (the weakest weapon) has an automatic John Wayne ammo loader (it never runs out) so you always have at least some defence. The game itself is a platform

shoot'em up, with good scrolling, smooth action and some excellent music. The sound effects are a bit limited, being a range of pops and zaps, but you can't win them all. Interestingly enough the pieces of the puzzle appear one at a time, and at random. This means

that no two games are alike since in one you may only need to take a stroll across the level, whilst in another you'll be backtracking all over the place trying to pick up those pieces. 83%

Forgotten Worlds
C64
Kixx
#3.99

Forget alien beings in this game, your foes are the gods of destruction headed up by the Emperor Bios.

Mind you the various foes you face look like aliens and robots to me. The Emperor has been going around creating demigods and these have been knocking off cities. The people killed have angry spirits, well if some great brute of a god came along and wiped out your entire civilisa-

tion you'd be pretty miffed, and the spirits have given shape to an avenger. Guess who you play? As I said the gods stuff is strictly plot only. The good guy looks like Rambo, complete with rocket launcher, whilst the baddies come in various space suited and robotic forms. Essentially this is a sideways scrolling shoot'em up, and comes with Turrican style movement and control. But it's not as good. The overall impression when playing the game is of wading through treacle as both the good and bad guys move rather slowly. This is made worse by the fact that the sprites cover about a third of the screen height, so it isn't easy to dodge bullets, rays, rockets etc. Initially you come equipped with a jet pack (either that or you can levitate, Peter Pan style), and a bazooka thingy. But at each half and end level there is the opportunity to purchase extra goodies at a shop (presumably these are immune to those playful gods, but who cares). The extras include armour, multishot weapons and medikits. Forgotten worlds is also available for the ST and Amiga.

Basement

You went too fast and fell off.....
Lose 6 seconds.

As you might guess from the name Super Scramble Simulator is all about riding a scrambling bike over a rather hilly course.

Anyone who's watched this sport will know that you get very muddy and may well fall off the bike. Fortunately this simulation does not come complete with mud. The course and bike are viewed side on, so the controls only concern speed and gear change, steering is almost nonexistent since you do not need to turn corners. The terrain certainly looks like the real thing, lots of very steep hills and jumps, but if you tried some of the jumps in real life you could expect to end up with a compressed back. The minimal steering (by moving the joystick up/down) is used to avoid certain obstacles or to cross bridges etc. Anyway the game is acceptable with a nice background but limited course detail. There is also a bike dash showing gear, speed and rev counter, along with a strip along the middle screen showing what is coming up on the course. The sound effects are very limited, but there are lots of messages telling you that you have gone too fast, too slow, nose down nose up etc. In fact the number of ways you can mess up is quite startling. This is a nice idea, with good layout, but the game itself is a little rough, and I'm not talking about the ride! Also available for the ST and Amiga at #7.99. 68%

Help the courageous hero Axel defeat the minions of evil and the incredibly evil green dragon Nilmerg in his quest to save Lucy, his sweetheart.

Combat gods in a village, destroy killer penguins in the icefield, battle pygmies in the jungle the list of perils to be overcome is endless and certainly not for the squeamish. This is a horizontally scrolling bear'em up in which your trusty hammer stands in the way of certain doom, and all sorts of unpleasant happenings. Then of course if you fail poor old Lucy is bound to suffer a fate worse than death. Good graphics, nice sound effects, an exploding Axel (when he dies) and lots of moving things make this a good game. There are also lots of things to collect along the way which make Axels life easier. Things like throwing

Budget

93
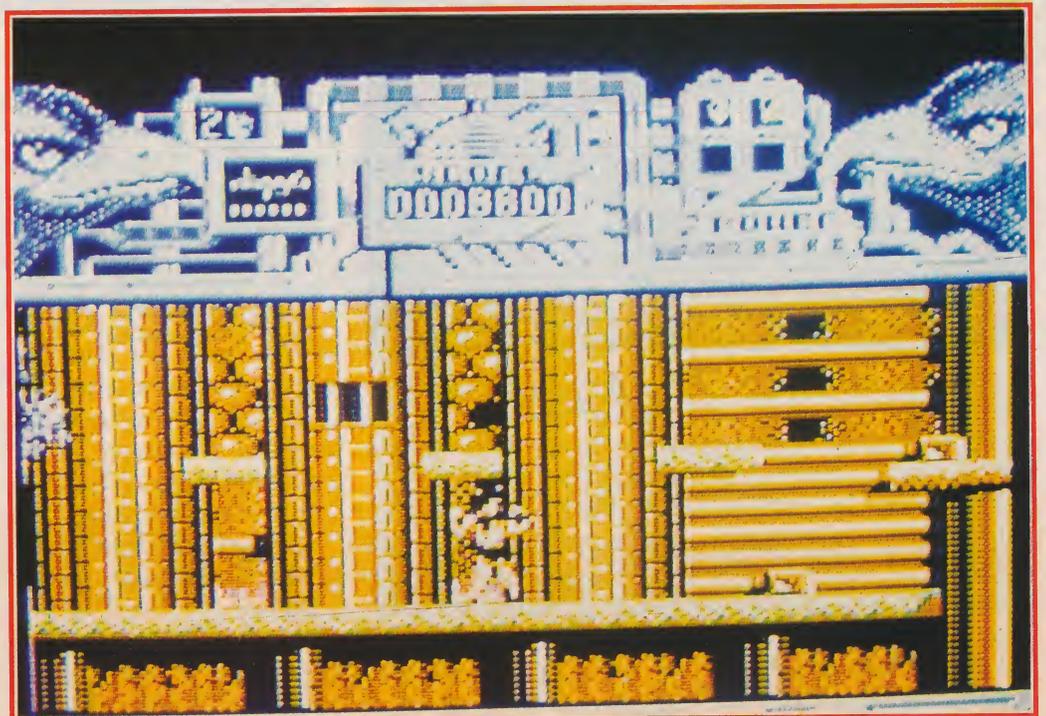
hammers, shields, helmets so you can nut monsters and powerup potions. This is a very nice little game, good for those odd moments of relaxation after battling the combined hordes of evil in those more serious games. Also available on the ST at the same price. 86%

Driller
ST
Kixx
#7.99

Quite a complex little offering is this one. You take command of an excavation probe in an effort to drill holes in a moon, thereby releasing gas which is shortly about to blow up, destroy the moon and knock your planet out of orbit, thereby killing all your chums.

Things get complex however since there is a very limited time in which to act, and the

re complex, you must find the right place to put your drilling rigs, collect energy crystals to keep going, avoid the enemy or destroy them and generally survival is difficult. The graphics are very good with filled polygons, lots of colour and detailed vehicle display. Control is by mouse and keyboard. Whilst the game looks good it lacks the verve and pace of action that are necessary, movement is also rather on the slow side. Driller is also available on the Amiga and PC at the same price. 74%

Tiger Road
ST
Kixx
#7.99

nasties who are responsible for messing up the moon have left all sorts of automatic weapons and traps lying around to get you. Your mission is to avoid being blown away, whilst exploring the moon surface, and drilling a hole to release the trapped gas in each of eighteen sectors. The whole game is quite

Very loud, very colourful and very fast were my first impressions of Tiger Road.

Forget the plot and revel in the gratuitous violence and multitude of corpses in this sideways scrolling slice'em and dice'em from Kixx. Lots of levels, lots of standard baddies, a fair number of
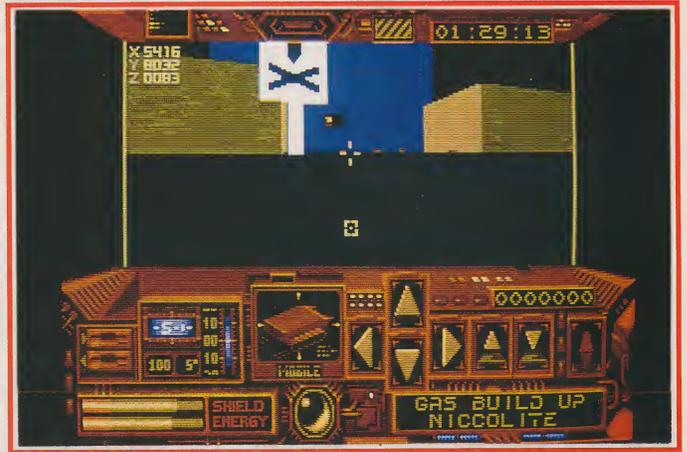
rough baddies, and of course the inevitable end of level superhero (sorry villain) mark this down as yet another beat'em up. The hero of the piece, (what do you mean you want to know his name, what's it matter get out there and slice'em up) swings a very mean axe, has lots of lives and is harder than a lump of granite, and probably just as thick. I mean would you walk through the front door of a known hangout of enough sword wielding maniacs to start world war three. Luckily he has a few things in his favour, like being the prize pupil of the local martial arts temple, having a bigger weapon than the opposition and with all that rice and vegetables can probably drop a dragon at twenty paces with his breath. Eventually, if you survive long enough, there are extra weapons, and along the way are vases. If these are broken open the hero of the piece (no not you, you're not risking anything except #7.99) gains either points or extra energy. As I said, fast, furious, colourful and bloody, at least it would be if there was any blood, but as we all know pixels don't bleed. Which is just as

well or you'll be wading through the stuff after playing this one. 76%

Gary Lineker's H.T.
C64
Kixx
#3.99

Before there was Gazza mania, there was Gary Lineker fever, where the softly spoken ex-Leicester City boy could do no wrong at national or international level.

Thus Gremlin snapped up the licence for Gary Lineker's Hot Shot, a dismal name if ever there was one. The jacket of the game claims that this is the "...most realistic football game ever". Being a Kick Off fan I certainly wouldn't go that far, but the C64 version is a reasonable eleven a side football game. It is little surprise that the aim of the game is to take your team to the top of League Division One. A one or two player game, there is a choice of pitch surfaces and team strips. Down on the vertically scrolling pitch,

the longer you hold the fire button down the longer a
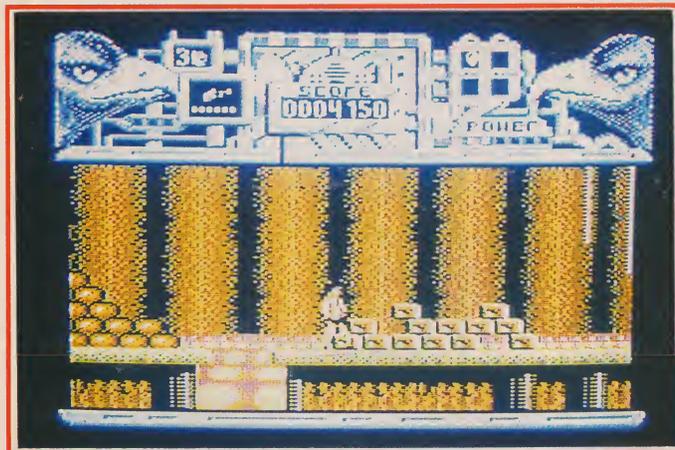
kick will be, so it's crucial you have a fine tuned joystick to play this game. The goalkeepers don't allow as much scope for progress as they are automatic and track the ball while it is in play. The game scrolls reasonably well apart from when you try to head a ball as it travels in the direction the player is facing, and as this isn't a particularly quick game it's easy to find yourself in the wrong place at the wrong time heading the ball in the wrong direction. The Amiga version is not comparatively as good as the C64 as the playability isn't great, but I've seen worse. 71%

California Games
Amiga
Kixx
#7.99

This is really six games in one, but although comical in parts quite honestly most of them are too silly and scroll too badly to be taken seriously. You can elect to play one game or all of them one after the other, and the quality of play does vary quite a lot. The Half Pipe amounts to

skate boarding in a pit, and I found this contest a little bit daunting as it was difficult to pick up enough speed to carry out stunts. The same criticism can be leveled against the BMX racing section, but at least the background graphics here worked well. The

most amusing event was the skating, which naturally was roller skating as the venue was in sunny California. The graphics were colourful set on the sea front, and the sight of a pig-tail bobbing up and down while its bikini wearing bearer jumped her way over curbs and picked herself up from loose gravel was a sight for sore eyes. The

surfing you must press the fire button, but do this before the wave arrives to ride on and you end up drowning. The Foot Bag had to be the strangest kind of sports game that I have ever seen. The idea is to kick a bag with your foot in all kinds of strange positions and accumulate points by so doing. A game for the male airheads this one. Lastly came the Flying Rise which looks very like disc throwing to me. I found the disc difficult to control by

the method you are supposed to use which is sliding the joystick from side to side to correspond with a distance panel on the screen. Although California Games contains a colourful and amusing set of games, most of them are not very playable for one reason or another unfortunately. 55%

surfing event was a little disappointing because to start

Budget

HINTS`N`TIPS

The COMPUTER FUN Federal Bureaux of Investigation

LEMMINGS (AMIGA)

On the title screen type "FQUIGGLY" to activate cheat mode.

INDIANA JONES AND THE LAST CRUSADE (AMIGA)

If you type Jiehova at the title screen and then L during the game it will let you skip levels and typing 2 will let you go to differnt stages of the level.

BATMAN THE MOVIE (Amiga)
If you type Jammmmmm at the title screen it will give you infinite lives and if you press F10 it will skip levels.

SHADOW WARRIORS

Press STRL ESCAPE F2 5 V J Help Right ALT and the left bracket key on the numeric pad and the small enter. When the title screen is playing the bottom of the screen will flash. Then pressing help will allow youto skip levels.

DAY OF WARS

Type "TIMBO" and then press F5 for infinite lives.

ELITE

Type "SARA" when ask for the 4 letter codeword then type in the real code and during the game press *. You will be asked for a two digit byte 18-FF money, 2F - 01 energy bomb, 24-01 ECM System, 32-01 Docking Computer, §F-01 Cloaking device, ESC-puts you back into the game.

ROBOCOP

Type "BEST KEPT SECRET" and see what happens.

RICKDANGEROUS

Type your name as POOKY on the High Score.

KARATE KID II

If you are having trouble with any level, press P to skip that level.

Midnight Resistance

Type "EASY WHEN YOU KNOW HOW GOD KNOWS WHERE THOUGH (experiment abit).

PIPEMANIA

Type GRIP as the password to get onto the high levels.

JAMES POND
(Amiga)

On the first level free all the lobsters then go to your entrance pipe, just to the left of your entrance pipe there is a green sticky up rock, go over to it and pull down and you will find yourself in level 6!

J.Nicholls

ELIMINATOR

Advanced Codes:

level 8	qeeqee
level 9	handel
level 10	icicle
level 11	jammin
level 12	kikong
level 13	lapdog
level14	mikado

Savage Codes:

| level 2 | sabatta |
| level 3 | porsche |

PREDATOR

When your energy gets low press F10 and it will come back.

R-TYPE

Type SUMITA. (Don´t forget the fullstop) for infinite lives.

BEACH VOLLEY

Type in DADDYBRA-CEY while playing a game then push F2 key and you will advance to the next level.

TIME MACHINE

Get a high score and type in the word DIZZY. Now you can go to any level you want by pressing the relevant number.

CHASE HQ

As soon as you start hit space bar a number of times (quickly) and your speed will rocket up.

LETTERS

Dear Ed, Up until recently I have been content with playing games on a Sega system which I got a couple of years ago. I am now studying computer science at school and as my birthday is coming up soon am going to nag my Mum to buy me a computer which I can do more than play games on. As I intend to become a graphic artist when I leave school, what machine would you suggest I buy?
Tom Aiken, Coventry, W.Midlands.

Ed says:
Huh, you lucky bugger. When I was at school we were lucky to have more than five books per class never mind be taught computer science. Back to your question. It all depends on how much dosh your mum can afford to waste, sorry I mean spend. You didn't say in your letter but the odds are you are using an out of date BBC Master or maybe an Archimedes at school. Well don't bother throwing your mum's money away on either of those two. An ST, Amiga or VGA PC would be fine, though the Amiga has the edge over the ST in graphics in hardware terms and in it's uses in industry. If you've got plenty of dosh either get an upgraded Amiga with one or two Meg of RAM, and at least a second disk drive, if not a hard drive, or go for something like a cheap Amstrad 2086 with VGA graphics and a 8086 processor. It ain't quick but if you use it for art then it doesn't have to be.

You can also get BBC emulators for the Amiga and the PC and of course the PC is used widely in industry.

Dear Ed, I must be one of the few girls I know who plays computer games for fun, but can you please tell me why all the games I have played are full of heroes rather than heroines and why all the women seem to be bimbo types there to inject a bit of humour? I tend to stick to puzzle and strategy games as I'm sick of seeing shoot 'em ups with men, men and more men in rescuing helpless females. Don't you think more girls would buy computer games if women didn't come across as being mere ornaments? We do make up half of the population you know, so surely it makes financial sense?
Liz Watson, Lisburn, N.Ireland.

Ed says:
I might have guessed you came from Northern Ireland. Naw, sorry, only joshing. The reason that most games appeal to the lads and not girls is that most of the people who own computers are boys. And when I say most, I mean 90%. You can't really blame the software houses, they're only in it for the money so they are unlikely to address the female sector since there is little profit involved. Having said that there are a few games where you can be male or female. Incentive's Castle Master had you rescuing a witless prince

if you were a girl, and in Barbarian II you could play the Barbarian or the Princess. Getting back to the main point, since the software houses won't change until the market is lucrative, the responsibility falls on people like Atari, Commodore, Amstrad and Sega themselves. As the computer market becomes ever more crowded you'd think one of them would have the sense to market their machines to the other half of the population wouldn't you. Girls are just as capable of using computers as boys so come on Atari etc, get your act in gear. It means more sales for them, software to suit everyone, and even more readers for us.

Dear Ed, I think Computer Fun is great value for money at #1.25 as most of the other games magazines are more expensive and have less pages. Just one criticism though. Why don't you get readers to become more actively involved with the magazine by letting a few of them challenge your game reviewers to beat them at the top game of the month? Also I'd love a Computer Fun T-shirt. Any chance of producing one?
Cameron Pointer, Seven Sisters, N.London.

Ed says:
Ta' for your kind comments Cameron. You're dead right when you say Computer Fun is good value for money. You get 100 pages of all colour entertainment. In this issue alone are over 50 pages of games news and reviews -

that's more than any other magazine on the market. There are plans for T-shirts and other consumables (and no that doesn't mean you can eat them), which we'll be announcing soon. Also, next month we'll be announcing the reader's section where you send in your reviews of hot games, high scores, hints etc, and we pay you dosh your your trouble. Also each month we'll invite one reader to come down to our office to try and Beat the Editor (not with a stick I should point out). If you can beat the Ed at his fave game of the month you win a pile of games and get your picture in the mag. It's all in next month's issue of Computer Fun.

Dear Ed, I liked the first issue of Computer Fun but to be honest it was a bit messy and you couldn't the features apart. Will it get better ?
Keifer Williams, Glamorgan, Wales.

Ed says:
SOure it was a bit messy, the powers that be changed the people who do the production of the mag, one week after it had all been written. By the time you read this we will have set up offices in England (in fact they're just round the corner from my house) and all the equipment and staff will be installed ready for work on issue 3. We have great plans for the mag which is already Europe's biggest games mag, so check it out next month, but remember to wear gloves - it'll be so hot it'll burn your hands.

Letters

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2 FANTASTIC
MEGA-
GAMES

ACTUAL SCREENSHOTS OF "PANIC" & "MASTER MAZE"

PANIC

TIME 0:18
SCORE 0000
LEVEL 01
LIVES 02
HIGH:0000

-F1- Difficulty : Easy
-F2- Select :
-F3- Sound : SoundFX

Programming
Andreas Böhm
Graphics
A.Böhm , M.Faria
Sound
Nuno Faria

Master-Maze
ABCDEFGHIJKLMNOPQRSTUVWXYZa

Direction
East
Position
8:13
Steps
Score

(CY89 by H.Wilhelm)

Master-Maz

Direction
West
Position
Steps : 102
Score : 0060

↑↓ - Walk
←→ - Turn
F1 - Map
F10 - Quit

05

PC FUN - A FREE MAGAZINE WITH THE GAMES YOU BUY

NO MERCY

THE STORY

Mario Catani, a globe-trotter who has sought and found fortune and wealthin the great wide world, returns to his home in Holland after a longperiod of absence. He had not seen his family in all those years and couldnow no longer wait to be home again.

But things always turn out differently than expected. On Mario's arrivalin Venlo, he hears from a friend that his sister has probably beenkidnapped, since she has not been seen for several weeks.

The feverish search for Carina leads Mario into the lair of the dealer,Count van Rheydt, who is reno-wned for doing anything for money, regardlessof how.

Mario discovers that the dealer has sold his sister to the drugs king DonCarusho in South America.Mario decides on the spot, raids his savings book, obtains the necessaryequipment from an arms dealer and flies to South America to free Carina.

She is being held captive in the small village of Rietbera at the foot ofthe El Caminco mountain, where Don Caruscho's fortress is guarded by hisprivate army.

The moment our hero lands by parachute in the vicinity of Don Carusho'sfortress, you enter the activities as a player.

But be alert, for the drug mafia's troops are expecting you. Don Carushohas been warned in good time by Count van Rheydt.

The hour of retribution has come. Don't let an innocent girl become a further victim of the drug kil-lers.

OPERATING INSTRUCTIONS:
Loading command: LOAD ":*",8,2
Control via joystick in port 2
Fire missiles with SPACE