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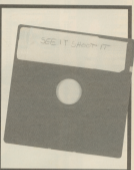
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# BUT FIRST THIS...

And so the second new look  
PC is upon us already, and we  
have even better things inside  
than before. Not only do we  
have numerous games reviews, but  
we have the first EXCLUSIVE review  
of Liverpool FC - The Computer  
Game, from Goodfellow  
Entertainments. Having been a  
Liverpool supporter for my whole  
life, it is an honour to finally find the  
justification to put a ploy of John  
Barnes on our cover (you wouldn't  
like to know I went to school with  
John, would you? Nope, didn't think  
so!).

Of course of this is not all, we  
also have the classic, & superb  
collection of four excellent games,  
Colour Bend and Araratise. Having  
only been released on disk (so our  
incredible Saver title, Commodore  
Disk User - the best disk-based  
magazine in the entire universe!),  
Hinge and Pipeline 2, on the other

hand, have done extremely well in  
the past for Virgin Magazine, and  
we wouldn't like those who missed  
them to feel left out (Incidentally,  
Pipeline 2 was my favourite budget  
game event!).

Other things in the pipeline (soo,  
I'm as smooth as Dunon  
Goodfellow's premium!) is a new  
comic strip (we'll not be getting rid  
of the Nibbles though) featuring  
blood, guts, blood, murder and  
maybe some computers as well.  
There are further, even more  
obscure, Desert Island Disk coming  
up, with even more obscure people.  
More lovely posts. And the Purple  
Parford promises me that he'll be  
even more outrageous in the future.

I'll leave you with this job, 'why  
did the roadrunner miss the road?'  
To scope up the dead chicken!  
(Sometimes I kill myself. You wish I  
would?)  
Rick Henderson



# JUMPING V FOR JOY (STICKS)!!!

You can win a RaceMaker (or one of four runners-up prizes of Cobras) if you answer these simple questions...

1. Who starred in the movie 'Cobra'?

- a) Sylvester the Cat
- b) Sylvester Stallone
- c) Sylvester McCoy

2. What famous race is run in London every year?

- a) The race to the pub at opening time
- b) The London Marathon
- c) The Human Race

**Y**C and Eurostar bond together in order to give away some wonderful joyside.

The Eurostar RaceMaker (worth £26,950) is one of the biggest joyside in the world. It has a variable speed cruise (essential for those teeth-gritting mega-depth encounters), a cable that is 3 metres long, and above all else, it looks and feels just like a flight controller (with yoke).

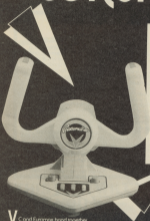
The Cobra is as slick as it sounds, and is a microswitched joyside, with ergonomically designed hand-grip and loads of buttons.

Send your entries on the back of a sealed envelope or postcard, with your name and address, by the 31st of February to:

**Rim Handfull Compo**  
YC

Argus House,  
Boundary Way,  
Hemel Hempstead,  
HP92 7SL

Normal comp rules apply!





# DATA

One of the most popular new adventure developing houses, Magnetic Scrolls, has signed up with Virgin Mastertronic.

Poached from Microprose, the house is responsible for such classics as *The Pawn* and *Fish*, and we can be guaranteed that their latest product will be every bit as good.



A Citizen sponsored car has recently won the famed Lombard RAC Rally. Driven by Pentti Airikola, and navigated by Ronan McNamee, the Mitsubishi-Oil team sped home to victory in truly impressive style. It's a shame that Citizen printers are not quite as fast as their four-wheeled counterparts.

Fancy beating up a granny, or assaulting a gorilla? You finally get a chance in *Street House*, a release from Virgin Mastertronic.

For the small sum of £3.99, you have an array of normal(?) everyday encounters to overcome with your deft fighting moves. One extra feature not seen on many other games, is the fact that the moves available to you change from level to level (watch for the iron-rubbing technique!).

Also rereleased is *Sailing*, the old Activision game, at the affordable price of £1.99. You have the ability to design your own yacht and sail against other top countries, in this (to our knowledge) most accurate translation of the sport.







The Computer Shopper Show will have to find a new venue if it wishes to be run next year. Overall on the days on which it ran, it attracted 26,656, who found the heat and the stuffy atmosphere of Alexandra Palace too much to bear.

One possible venue, sources have indicated, is the Miami City Conference Centre, and although the show was basically a 'box-mover' one, it has already been rated a lot higher than the recent Commodore Christmas show.

In fact, things got so crowded at the Palace, Database Exhibitors (the organisers) had to appeal through LBC and Capital Radio for nobody else to come.

Three incredibly popular boardgames - Scrabble, Quedo and Monopoly - are all to be re-released on a 'limited period' triple pack for the C64 cassette at £19.99. A disk version will be available at the same price, but will only feature two of the games: Scrabble and Monopoly.

Erilyn Hughes has lent his name to another Audio-gem game. This time it is not based upon sport, and is more in the mould of pub trivia games.

Titled 'Erilyn Hughes' Arcade Quiz' offers trivial questions in six categories: Pop & Rock, Entertainment, Arts & Literature, People & Places and Pop Lark. You must progress horizontally towards a win bar by answering questions from the subjects, whilst collecting fruit and money. If you are too slow, or fail to answer correctly too many times, you will land on the lose bar, signifying the end of the game.

Plans are afoot to translate this into a real pub game, and maybe a TV show, so remember you heard it here first. By the way, the game doesn't feature pineapples.



# DATA



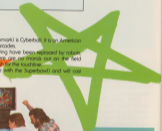
Virgin Mastertronic has announced the appointment of David Bishop as its new Product Manager.

David has previously worked for C+VG, featured on Computer Gamesweek, and managed the production side of the now defunct European branch of Epyx. He will be assigned mainly to the development of adventure and role-playing games for the Hasbrouck House label, and seeing as he has designed/co-designed many popular games himself (Dungeons), Fernandez (Strike Force) we can look forward to a strong lineup.

The latest Tengen game to come our way (via Atari) is Cyberball. It is an American Football derivative that did extremely well in the arcades.

Set some time into the future, the teams playing have been replaced by robots and the ball by an explosive lump of steel. There are no morals out on the field now, and it's mangle or be mangled in a mad dash for the touchdowns.

It will be released in mid-January (to coincide with the Superbowl) and will cost \$9.99 Cassette, \$12.99 Disk.



ORL has been busy, and it's latest product lies at the bottom of the sea before it's even been released.

Search for the Tintic is 'An Oceanographic Adventure Simulator' and it obviously features that large 'unkinkable' ship that suffered irapeakable damage after hitting an iceberg in 1912. Around 1330 people perished in the disaster and you must find the ship where it lies.

# On The Tape

## Colour Bind



**C**olour Bind is a multi-level strategy game that will have you tearing your hair out before you've reached the end of it. Solving the puzzles may not be easy, but you have to beat the clock as well. As if that wasn't enough, you can try to improve on the original design - the game comes complete with its own construction kit.

The idea of "Colour Bind" is to work your way through all 30 levels by pushing blocks of the same colour together. So all red blocks must be touching as must all yellow, green and light blue blocks. You control a ball with which you push the blocks. But be careful not to push them down holes or fall into them yourself. Dark blue blocks cannot be moved and act only as an obstruction.

Filters will only allow blocks of the same colour to pass over or be pushed onto them. For example, only red blocks can be pushed across or onto red filters. Screens have varying amounts of time allowed. When you finish a level, time remaining is turned into a score. Running out of time means the loss of a life. If you lose all of your lives on a screen, you will be allowed to restart from that screen by selecting option 2 on the title-page. To start from level 1 select option 1.

Three keys are used:  
P - Pauses/Unpauses game  
Q - Quits to the title-page  
Run/stop - Quits the current life if

### Quick Key Guide

KEY	PURPOSE	JOYSTICK
Q	Quit to title-page	None
L	Choose level	Up: Move up a level. DOWN: Move down a level. FIRE: Confirm level. UP: Add 1 to time. DOWN: Take 1 from time. RIGHT: Add 100 to time. LEFT: Take 100 from time.
T	Set the time allowed	None
C	Clear the game grid	None
CRSR U/R	Move the object pointer u/r	None
CRSR w/d	Move the object pointer w/d	None
F1	Save	None
F7	Load	None

you find yourself in an impossible situation. You have three lives to start with and an extra one is awarded every 2000 points.

When you have successfully completed four screens you will have a chance to try a bonus game. (NB. If you start an old game you must still finish four screens.) You will be faced with a network of arrows with a filter at the top of the grid. You must push the block at the bottom of the screen onto the correct trail of arrows so that it follows them to end up on the filter. Success means a bonus of 50 times the time remaining.

The designer allows you to create your own levels. To enter the designer select option 3 from the title-page.

There must be something to connect on all screens so you may not change level, quit, play or save until the ball is positioned and there are at least two blocks of at least one colour.

When you are happy with your masterpiece(s) you may save them to tape or disk. Press F7. You will be prompted for a filename and asked whether you want to save or tape or disk. The screen will clear and the levels will be saved. When the screen reappears the operation is

over. To load back your levels press "7" and follow the above procedure.

When you enter this mode you will see level one being displayed on the left, to its right will be a block containing all 16 items you can use. At the bottom you will see a counter showing the level, and next to it the time that is usually allowed for that screen.

At this point the computer is waiting for you to select a level to edit. Push up on the joystick (Port 2) to move up a level and pull down to come down a level. As you do so the screen will change to show the new level. When you have got to the level you want press fire.

You will then see two arrows appear. One pointing to the top-left square in the grid and one pointing to the ball in the object block. The

one in the object block points to the object that you want to position on the game grid. You can move the object pointer using "Cursor Up/Down" for left and "Cursor Left/Right" for right. When you have selected the object you want, move the grid pointer (with the joystick) to the square where you want to place the object. Press fire and the object will be placed. You may not place any blocks or holes on the ball or wipers. Only one ball is allowed on any one screen. Placing a ball simply moves it from its old position to the new one.

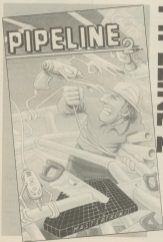
When you have designed your new screen you may want to change the amount of time allowed to complete the screen. To do this press "F". The arrows will disappear. Pushing up on the joystick will increase time by 1 unit, pulling

down will increase it by 1 unit, right will increase the amount by 100 while pushing left will decrease it by 100.

If there's no chance for your screen, pressing "C" will clear it so that the whole grid is filled with tiles and the ball is removed until you separate it. If you want to select another level to edit press "L" and follow the procedure described above.

If you wish to quit the designer and return to the title-page press "Q".

When you have finished designing a level you may want to test it. Pressing "P" allows you to do this with 99 lives. "F" and "RUN-STOP" work as before in the game but "Q" will return you to the designer and the current screen being edited.



## PIPELINE 2

Foreman Fred has a problem. The pipes MUST be kept open and the boxes filled or shank. Alas, the owner of the plant will have bits of his anatomy removed in ways too unpleasant to think about.

Trouble is the workshop has gone beneath oversight and untold hordes of mallets, drills, hammers and assorted sharp things are wandering along the pipes, trying to pierce holes in them.

This must be stopped.

Holes in pipes means holes in foreman Fred and our hero is understandably reluctant to undergo such radical changes to his plumbing arrangements. To bear off the attack Fred has a gun and an unlimited supply of willing but dense assistants (all called 'Bill' by the way). If the tools break through 'Bill' can fix it - if you can keep him unincubated at the site of the leak long enough to do his bit with the trusty Irish Screwdriver (hammer). One small complication is that a rival engineer has looted the entire contents of His Royal Personages' insect collection - most of which are very nasty. 6 legged pieces of work - onto the pipes. As you are now about to commence the role of Fred it is probably only fair to warn you about the scorpions.

Get the barrels filled! The tank at the top of the screen only holds so much and you must keep the pipes wet to ensure that enough gets through to fill up the required

number of containers. As you progress up the levels, more barrels will await you at the bottom of the screen. You must ensure that they all get filled. Naturally, the tool gets harder and the better you get, the more determined become the deranged duffers trying to stop you.

To repair a leak you must lead a will to the spot where the pipe is broken. To get control of the workman, simply walk over him! He will then follow you anywhere! Tools can be shot off the pipes if you line up the gun with the ranger by positioning Fred correctly. Once the level in the tank gets low your score will start to decrease rapidly, and if it empties out - forget it!

### Strategy

You can afford to lose counsels' fills without loss of points, so long as Fred remains intact and on the job. Contend with any of the invading machinery with knock Fred or fill off the pipes, with cautious effects. Use the workmen as shields if you have to, they're expendable, and there will be another one along in a

### Controls

Joystick in part 2.

or Keys:

RUN/STOP - UP

CMDB - Down

L - Left

: - Right

SPACE - Fire

F1 Pause

F3 Number of players

F5 Number of lives

F7 Instructions

minute! Just keep those barrels filling. Don't move around the pipes unnecessarily, especially in the waty

levels, since it becomes more difficult to defend Fred once you move away from a spot where he has a clear line of fire along the route the nasties must take to get at him. It's also worth remembering that if you've nearly finished a screen and the pipes get buried open there could be enough left in the pipeline to fill up the barrel without you having to repair it any more. Defend Fred instead.

Watch out for the scorpions, they don't die easily and will hurt Fred down around the pipeline. It takes planning to keep ahead of the crowd!



# NINJA

He walks alone: NINJA in the land of death. His timeless quest to rescue the Princess DICI, pearl of the Orient, who is a prisoner in the Palace of Peals. And he must gather idols she has dropped to prove his worth.

As well as fins of thunder and feet of iron NINJA is granted weapons: a slashing samurai sword, spinning death stars and a throwing dagger. But these weapons are also

### Controls

Joystick only.

◀ walk left

▶ walk right

▲ jump

▼ crouch/pick up

▶ jump right

▲ jump left

# うしろをひき まわして 全立ルボ

## Walking left & holding fire button



## Walking right & holding fire button



EVIL NINJA  
LEVEL SCORE 200 IDOLS 2



# 鬼付バ

given to his fierce evil Ninja opponents who guard the doorway and the idols.

As he goes through the levels his opponents multiply, his strength drains but his resolution grows.

HIGHER LEVELS ARE REACHED THROUGH THE HOLES IN THE CEILING  
STAND UNDERNEATH AND PUSH THE JOYSTICK UP TO ENTER FURTHER, DEADLY DANGER.

# Araknifoe

When writing *Araknifoe*, I frequently tried to convince myself that I was writing it as an act of self-therapy. Along with a large percentage of the population, I am terrified of spiders and can't even look at photographs of them without feeling as if I've been punched in the stomach. And as spiders are frequent visitors to my flat, this can cause major inconvenience in my day-to-day existence.

In most households, the favourite venue for spiders seems to be the bath. When confronting a spider in the bath, only the most dedicated animal-rights campaigner can resist the compulsion to wash the offending arachnid straight down the plughole. I frequently, however, run into problems with this technique, as my bath outlet is partially blocked, and the water does not flow out fast enough to take the beetle spiders with it. Often I see a spider clinging to the edge of the plughole, holding its breath and waiting for the water level to subside, so that it can come bounding out again. This has led to hour-long vigils at the bathside, shower-attachment in hand, to ensure that an intruder has really gone, and isn't just travelling itself off in the overflow pipe before recommending the attack.

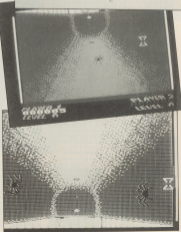
It was after a particularly long and harrowing bath-watch, that the concept of *Araknifoe* came to me. The game is set in the bottom of a bath. In the distance can be seen the plughole, a dipping tap, and a bottle of famous-name dandruff shampoo. The object of the game is to wash the spiders down the plughole, by aiming a jet of water with the on-screen shower. Bonus points are available from zapping the passing silverfish. Ammunition (water) is limited, with level indicators on either side of the screen. To refill, aim the shower over the drips from the tap and press the fire button. After clearing a bath, one moves to the next bath by a short burst of joystick wiggling, while being chased by a particularly large spider.

The 1 or 2 player option is selected by pressing keys 1 or 2, and the game is started by pressing the fire button ( joystick in port 2).

As I said, it seemed that writing a computer game about spiders might be a way to purge myself of

my absurd feelings about them - designing 4032 spider sprite definitions, spending months watching them scurrie across my monitor screen - but it wasn't to be: the spiders in my computer have turned out to be even more indestructible than the spiders in my bath.

Stephen Choice



# GALDREGONS DOMAIN

▶ 78%

Supplier Pandora

Price: £9.99 Tape, £14.99 Disk.

Every land in peril needs a hero, axe-murdering, brain-bashing, kleptomaniacal slaughter-house of a barbarian and this land is need for you. As if this wasn't enough, a wizard of an evil persuasion, who has recently risen from the dead, has vowed to destroy the kingdom with the aid of five magic gems.

The King must be desperate because he has sent for you (and named you as his only hope, it's because of the previous questing heroes are now dead). With a dagger in your belt and an ego the size of an elephant, you set forth. Deciding to stay clear of the towers until you gain some nice pointy weapons and a mail suit, you visit the local inn. It is here when conversing with the landlord to ensure that you are in talk mode and not fight mode, as slaying the landlord does not lead to prompt service. Switching modes and accessing the other commands is via a joystick controlled pointer. This can be a little slow at times so be prepared to select the attack option as peaceful creatures will wait for you to talk and a hostile one will not.

As you wander, the locals will pop-up (literally)

for a chat. This idle gossip not only relieves the tedium of the journey but provides a few helpful hints for your barbarian's continued survival. Visiting the few scattered houses will acquaint you with the various heroes and several generous citizens who will equip you for your task.

At this point you may regret buying the cassette version as it has no map facility and three tower towers. For a well prepared barbarian the towers should be a breeze. Searching dead bodies provides many a useful item and introduces you to the inventory and item manipulation screens. Here you see an image of your character and what he is doing. For detailed inventories of the area around your character and what you are carrying, you must access the drop-down windows. Items can be dragged from one window to the other, simulating the picking up and dropping of objects. As for the number of potions and weapons found may seem overwhelming but when the action starts, the positions get qualified and the weapons wear out, so carry a spare.

Having bloodied your weapon in the towers, you seek greater challenges and the local bad guys are



happy to oblige. In the enchanted land of the elves, a nonmapping adventure may soon become lost despite the good intentions of the elves. The elvish mines are less than friendly but beware, for something nasty lurks down here. The final frontier for the fearless hero is the temple where

guards abound, both human and wraith.

On the 16-bit machines the game did not come to much but on the 64 the graphics are good and the gameplay fair (if you can grasp the icons). A good hack 'n slash escapee with a little mapping thrown in for variety. AP



# DOUBLE DRAGON II

Never played the original Double Dragon, and on the strength of this sequel I'm rather pleased. The original story concerned the abduction of Billy's girlfriend Marian by evil street gang The Black Warriors, and the efforts of Billy and his brother Jimmy to get her back. This naturally involved going on a wild kill frenzy and wiping out the scum that lives the city streets, etc.

Well, now the Black Warriors have come back apparently having been raised from the dead by the magical powers of the one surviving member. Now they have not only taken Marian again, but this time they have killed her (good for them). Your task is to find her, and discover the secret that will bring her back to life. Oh, and while you're at it, why not indulge in a spot of mindless violence.

Why not? Cause the game is a piece of doddle that's why not. It's one or two player set up and you take on the role of Billy or Jimmy. The joystick controls direction, and the fire button will allow you to punch, kick, jump and all that sort of stuff. Basically you just have to fight your way from left to right until you reach the end of a level. There will be a selection of different style baddies attacking you, and a selection of weapons to pick up and use.

All this sounds OK, but when you get down to playing the faults start to show through. The spine direction is lousy; you can easily find yourself being felled by a flying crane that doesn't come anywhere near you, and walking into a wall that looks as though it's way away from you.

The animation is quite good and the various selection of enemy are suitably aggressive

Supplier: Virgin Mastertronic  
Price: £9.99 Tape, £14.99 Disk

52%



▲ Ooo, it's the boss stage!  
Get ready to number 1!

looking, it's just the actual gameplay that's no good. Level One is pretty easy, and so is level two, but it will take quite a dedicated player to reach the end. I certainly can't be bothered to put that much effort in. JB



# THE

# UNTOUCHABLES

Supplier: Ocean  
Price: \$17.99 Disk

Chicago during prohibition. Hell of a place. I can't help but have a great deal of sympathy with Capone and his Mafia boys. After all they were only providing a public service. I mean how much fun can you have when there's no booze about? Maybe this is the reason I'm no good at this game. I just can't get into the role of Alton Hess and his goody-goody territorial buddies. I want the baddies to win. Surely it can't be that the game is hard?

Well maybe it is. It's certainly a very complete game, with six different, and varied, levels all based quite accurately



around scenes from the film. Now the film, is pretty violent, and old Sean and the boys certainly weren't adverse to a spot of mindless, full frontal, shoot-em-up action but maybe it wasn't quite as bad as this. Take the first level. You remember near the beginning of the film, where Hess, all on his rodd, bursts in on Capone's hood factory and busts open the joint? Well certainly he wasted a few sourdog booze runners but in the game he has to waste a hell of a lot more. It's a fairly straightforward platform type game with lots of crates and things to climb over.

The object is to find ten of Capone's accountants, blow 'em away and grab the ledgers they drop as your bullets tear into their flesh, smashing their bodies

and splattering life juice all over the walls. Very messy, and not at all easy. You see these buggers aren't dumb, if you get anywhere near them they run away and you have to be quick if you're going to catch them. There's also a lot of little minions running around and all are quite keen to take the scalp of Mr Elliot 'Whiter than White' Ness. That's you by the way.

If you manage to gather enough evidence to get onto the next level you find yourself on a bridge on the Canadian border, where a shipment of dodgy 'Whisky has just arrived. This is the most dangerous of all the levels as the objective is not to kill people but to destroy boxes. Horrible. By this stage you have got your team of Untouchables together, and there is the option to swap between them during the level in order to avoid getting blown away.

Levels 3, 4 and 5 centre around the shoot out at the train station. In Level 3 you are on your way to the station and have to battle through the backstreets, avoiding, or rather killing, a host of Capone's henchmen before you get there. Again you may switch between which of the Untouchables you have under your control, and have the option to reload and oil that set of gull.

Next it's into the station itself and it's show time as Ness has to stop a small baby in a pram from perishing horribly in a hail of bullets, while maintaining his pursuit of Capone's accountant as he heads for his getaway. Kill those buggers while being careful not to get innocent bystanders, and make sure little bubby doesn't go hurtling down the stairs. Then you're onto the platform and Capone's last surviving cronie has

taken a hostage. You have just five seconds and one shot with which to waze the buggie, and if you fail the hostage buys it.

The last level involves Ness' rooftop battle with Frank Mc, Capone's right hand man, but it's going to take you a long time to get that far.

All the way through the

game the graphics are great, and the atmosphere created by the sound effects is spot on. It's really a very good representation of the film and there is such a variety in the various levels that you'll keep interested for a long time. There's no simple shoot 'em up dodge and all the time you are

looking to do just a little bit more than kill buggies.

It's not a terribly original game but so thorough it's definitely worth looking at. If you enjoyed the film, you should be familiar with and enjoy all aspects of this game.

JB

► The last number is dead!



## THE CHICAGO DIABOLICAL

### NESS DIES IN BLOODSHED

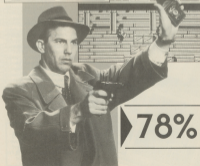
**S**ome of the most intense action sequences in the game are found in the final levels. In Level 3, you are on your way to the station and have to battle through the backstreets, avoiding, or rather killing, a host of Capone's henchmen before you get there. Again you may switch between which of the Untouchables you have under your control, and have the option to reload and oil that set of gull.

**N**ext it's into the station itself and it's show time as Ness has to stop a small baby in a pram from perishing horribly in a hail of bullets, while maintaining his pursuit of Capone's accountant as he heads for his getaway. Kill those buggers while being careful not to get innocent bystanders, and make sure little bubby doesn't go hurtling down the stairs. Then you're onto the platform and Capone's last surviving cronie has



► Who is that man in that shiny coat?

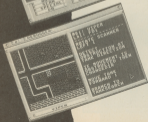
► I got that better the last officer!



▶ 78%

# OMEGA

Supplier: Mindscope  
Price: £19.99 Dvd.



I thought that I heard an evil cackle when the editor phoned up to ask if I wanted to do a review. My suspicions were further aroused when the package arrived in the post with considerably more stamps than a normal for a computer game in a jiffy bag. Despite much searching, there was only the basic in the bag so I live with some speculation that I opened it. A couple of discs, a few adverts, a reference guide, an introduction to the game and the instruction manual. But this was not a bad thing. I have seen things. DCS man said. Over 200 people have seen here with a couple of days to challenge the intricacies of Omega, the latest game in the series.

The time is well into the future and Omega is the name of the game. You have just started your first job working for the Organisation of Strategic Intelligence. You will be assigned to the Omega Project, developing the latest in unmanned tanks that will be the mainstay of your government's defence system for some considerable time.

Before they let you loose on the real thing though, you have to undergo various training stages in which you have a limited budget to spend on a prototype. Only if this is successful will you be given a progressively

higher security clearance. The physical design of your tank is perhaps the coolest part of the game. You must select a tank class, fuel, drive, drive system, spinner and weapon system for your machine without depending. As you progress, you are allocated further funds with which to buy better technology together with a few optional extras such as early warning units, shields and repair kits. Only when you have completed all your training do you get your hands on unlimited funds.

A tank sitting in the back yard getting rusty is no use to anyone though so the next stage is to tell it what to do and this is where the fun really starts as you have to get to grips with a few programming systems in the Cybernetic Command Language.

This is a simple structured language following named procedures and is not as difficult to learn as it first seems. This is because many of the modules that you are likely to want have been written for you and can be found in a library of routines on one of the discs.

In addition, the command structure within the game prompts you of the way along to get the syntax right. A menu of key words appears at the bottom of the screen and selecting one of these



lead into a sub-menu appropriate to the chosen command.

As the pace of the game, you are only likely to be concerned with the basics of move, find and destroy the enemy. It is only as you progress that you are likely to want to include advanced tactics techniques (i.e. ruffing away). The manual is very helpful taking you through several worked examples, but simplicity that even I could understand.

When you think you are ready, you must get the program to authorize your design. This involves checking that all of the parts of the tank are present and that there are no glaring errors in your text.

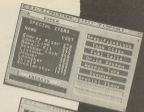
If everything checks out it's time to try out your design on a simulated battlefield, either one of the three included in the game or one of your own design. Again, you can vary the conditions by adjusting the number of tanks, what your objectives are and whether you are working alone or in a team.

You will no doubt have to make a series of modifications to your design as the stage as you discover why the enemy is shooting you off the time and not the other way round. When you are happy with what you have got, you can ask for clearance. This puts your machine into a series of ten random encounters

and assuming that you win at least 70% of your battles, you will progress fast, bigger and better things.

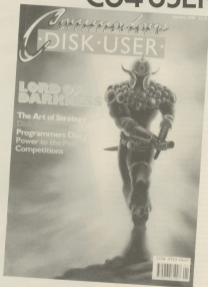
The manual is very thorough, albeit somewhat daunting at first with all these bits of jargon that it is supposed to add atmosphere to the game, but which I found to be unnecessarily confusing. A few extra graphics such as planets of your design would not have gone amiss either but then this was never intended to be a game that was strong on graphic appeal. The controls are generally simple to follow with logically designed menu screens. I occasionally found that I wanted prompted for a particular disk that I needed that was the only slight problem that I have experienced so far.

If you'd be willing to say that Omega will appeal to everybody. Generally if you do not like spending your money then you should steer well clear. It had a good design and a good programming appeal to you though, then you should find enough here to keep you quiet for many a long winter's night. **BT**



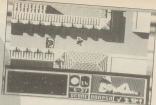
**72%**

# FOR ALL SERIOUS C64 USERS



## OUT NOW!

# MOONWALKER



Supplier: US Gold  
Price: £14.99 Disk,  
£9.99 Tape

"In God, I'm God" screams the poor little speaker on my dodgy monitor and I can't help but agree with it. The game lives up to the song too, but maybe not in the street

king style intended. I'm not a great fan of the mutant singer myself and taking on the role of the coffee coloured superior holds little appeal, especially when the object of the first level is to disguise yourself as a rabbit. Yes, a rabbit. You

see, young Michael is stuck on a Hollywood studio lot surrounded by all sorts of fans, such as Japanese tourists, cowboys on horseback (presumably leftovers from the later Ray Rodriguez epic), and Granny and her Grandson. You have a radar which directs you to the various bit of a rabbit suit, which you have to collect and dress up in while avoiding all the rampant fans as they descend on you trying to steal your platinum disc. Once you're fully dressed up, and now look

by Michael Jackson strikes me as being a fate worse than death.

Finally there is the arena, where all sorts of loser guns and cannons are pitched against you by Mr Big's Guardsmen, as you bottle-necked to take the ladders to safety. Personally I'd be more scuffed by joining up with Mr Big and putting an end to the little boys once and for all, but then again that's not really the point of the game.

The graphics on this game are really rather nice, and when you start playing it seems as though you are going to enjoy yourself, but after ten minutes wandering around the first level you begin to have your doubts. The game is slow moving and pretty uninteresting at the early stage and while it's pretty hard to find all the bits and pieces you need it's also pretty hard get yourself killed. The radar screen is nicely presented and fairly helpful, but the game is still boring. The music you'd have thought would be pretty integral, but all you get is a horrible blip-bip style version of Michael Jackson's Hit which becomes very annoying after a certain amount of time.

I don't enjoy this game at all, but to be fair, it's pretty enough that an undiscerning Jackson fan might think it's the best thing since sliced good cheese. Not for me, I love good cheese.

JD

# 64%

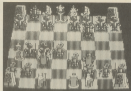
like a total pillock, you have to find a motorcycle on which you speed your way to Hollywood.

Here you find that Mr Big has seen through your lapine disguise and has set the fans on you again. You must avoid them all by collecting bits which turn your motorcycle into a sports car, in which you can fly over hootcoodes, sunning down. Mr Big's henchmen on the way. Once you get far enough you can escape to freedom on a jetski to Club 30. Here you have to find a gun in order to wipe out Mr Big's rotten old moogers and rescue a load of children from a fate worse than death. Mind you, being rescued

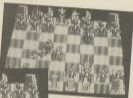


# BATTLE CHESS

Title: Battle Chess  
Supplier: Electronic Arts  
Price: £14.99 Disk



• Pawn stomps Pawn!



• Get it off your chest!



• Rattle Chess!



80%

For reasons that will become obvious, the game is supplied only on disk and features 2 megabytes of compacted animation routines that combine to literally bring to life normally static and static chess pieces. Now the movie 'pawn takes pawn' isn't as simple as it sounds, as the losing pawn doesn't give up without a fight as they duel to the death.

The fact that the game also features a sophisticated chess program that offers both 2D and 3D views and ten

levels of play is almost forgotten, as the animation takes over. In most chess games that offer 3D views, this usually gets switched to 2D as it adds little to the game. The wind of change freely blows, though.

Pieces now move according to their type. For example, a pawn marches up the board; the king shuffles; the queen has a sexy little wiggle and the knight shows other pieces out of its way as it moves to its new position. The rooks are in fact rock monsters that stomp as

they move and stomp on anything that gets in their way. The fun really starts when battle begins and each piece match up has its own sequence of animation. When pawn meets pawn it's a straight sword fight, but when the better pieces get involved the fun really starts. When a castle is winning it punishes its opponent with its great fist, but ripples and cumbles when defeated.

The queen uses powerful magic and either zaps an opponent or opens up a pit in the

board for them to fall in. When the rooks are named they pick up her sign and run, only to be caught in the body. My favourite fight is when two knights face each other in combat. The result reminds me of the Black Knight in *Monty Python and the Holy Grail* as the losing knight first loses one arm, then the other and then both legs before he is finally defeated.

This is one program to have handy whenever anyone asks you what you can do with a computer. 34





# Bushido -The Way of the Warrior

▶ 83%

Supplier: Finbried  
Price: £12.99 Disk,  
£9.99 Tape

A superb tale of a young lord, looking off his best friend's horse, but when he comes back you take an enemy fortress and you fight a battle.

It is a good idea for an average warrior, so your choice of weapon is less among the choices. You can find a sword, more and more to come a few. You choose a staff with the skills of a warrior. You can train your sword. The sword is a good weapon and it is a complete set of the character's own character. It is a good idea that you can use one's large of dexterity. The dead do have their use though, as you will find out if you take the fortress after the fall of the night. The death of a warrior is to be feared as a more, but will instantly teleport your hero to safety when a warrior is wounded. The game is with this a lot of progress and the time taken to heal your character, too many life home can be with a too old and clumsy to be of much use.

Before entering the fortress you can train your

character, mix ingredients to make spells and arm him with collected weapons. The making of potions is a hit and miss affair, but you can combine ingredients and hope for the best. Some of the characters are "healer" and "healer".

Upon entering the fortress you are presented with a view of the room, you see in plus an aspect of enemy fights. Without haste you drop things down, or throw things away, thus reducing things to bones and level of floor to search the walls. At the ability you can up and down the walls. The game seems to be a good one, but with a few you would not expect to search the walls. The hidden items will include armor, weapons, potions, and the most important magical chests. A chest will not open until opened with a key, but, once opened, magical ingredients will come forth and it is not difficult to find the chest. As an option, you can access the options panel to exchange held items, buy some potions, and drop weapons.

To move through the maze levels, you can use a map, but you can also



with keys. Descending into the form produces you to some of the characters, who may or may not be a warrior, but they are not blown away by the wind and not sharp in the air. If you are a warrior, you can pay heed to the words who give you partial clues when collected.

There are a few

planning characters in this game; it goes for the most in a big way and the self generating map neatly eliminates the one possible gripe. Not a full blown role-playing game but a nice mixture which will delight those who prefer to hack and slay rather than

AD

# FOOTBALLER OF THE YEAR 2

Supplier: Gremlin  
Price: £14.99 Disk  
£9.99 Cass

I was a pizza. Ozzo. Ozzo. Ozzo and myself who were waiting at our respective tables when the announcement was made. The grim-faced host slowly opened a golden envelope, and my mouth resembled a large basketball hoop when my name was read out aloud. The winner of Britain's first-ever model of the year is Ark Henderson. What a shock. Ozzo won the Footballer of the Year award for the third year running, but he looked extremely perturbed that he had failed yet again to get the big one.

Footballer of the Year 2 expands on the firm groundwork that its prequel laid beforehand. Footballer of the Year was good, but not as good as it could have been. It was buggy, and its prode sequences relied too much on luck (as did the boardgame). This updated version, however, would never make a boardgame as it works almost entirely on the skill of whoever's playing.

The game is basically the same as the first one. You must become footballer of the year by scoring mega amounts of goals for clubs and country. This time though, there is

only one division (the UK Superleague), consisting of teams like Liverpool, Arsenal, Rangers, and Shamrock Rovers. You can change the names of the teams involved, but the league structure remains the same.

There are goalcards, as before, although the method of scoring has been completely rewritten. Instead of just hitting the

ball in a direction and hoping for the best, you are shown a diagram of the plan of action. You must follow this plan in order to receive the ball, and shoot into the goal, hopefully past the goalkeeper (this sequence reminds me a lot of Feds Off and games of that ilk).

If you score enough goals in a specific match, you may be chosen to play for your country, which involves competing in the World Cup. When you do so, you must score in each one of your international games or you will be dropped. There are

also two home tournaments, and your Footballer of the Year chances rely on you winning medals in these.

There is also a small quiz section, which allows you to 'double or quit' with your money. This is unbelievably easy and it makes the game a lot more straightforward (due to almost unlimited amounts of cash). There are nine skill levels to compete on, each of which makes the opposing team that much lovelier and harder to score against.

Footballer of the Year 2 has been really improved in comparison with its 'older brother', and in presentation alone it has moved the old theme into the 90s. It is great fun to play and it is almost as good as Knicker model of the Year Simulato. 8/10

**GOAL CARDS**

A	B	C	D+	D-	F+	G+
B+	E	J+	B	L+	B-	H-
G+	F+	G+	B	G+	T	G

... you have 25 goal cards

**91%**

**FUN \* 1**

# KORNER

# KOMPLIATION

**T**he software houses this is the most golden time of the year, as the money they can get from you to spend will fund all the development for next year's games. The first line of attack are the big name games, such as Hard Drive, Operation Thunderbolt and Ghostbusters II. If you've got any money left after that lot then prepare for the second line of attack, the compilations. These aim to entice you with three, four or even five games for the price of one. The compilation line-ups look even stronger this year as they contain titles such as Operation Wolf, Alien Runner and Thunder Blade, all of which challenged for the top spot last Christmas.

Everyone's a winner with compilations. The software house already has the games and so only needs to package and market it, and you and I can bag a bargain or catch up on missed titles. Since most cost around £12.95 on cassette and £17.95 on disk, you can afford at least one blast from the past.

## US Gold

US Gold challenged for the top spot last year with the helicopter shoot-em-up Thunder Blade, so it isn't surprising that that features in two of the companies three compilations.

The first pack, called Coin-ops Hits is also a tie-in with Computer And Video Games magazine (what's that?)—£60 and features five of the top US Gold coin-op conversions of all time. Alongside Thunder Blade there is the 1986 Christmas Number One Our Run, shoot-em-up driving action with Road Blaster, a race from the groove with Spy Hunter (the game that started all the road blasting games) and the Capcom classic Battle Commando. If I had to pick just one game, I think I'd go for Battle Commando, as it's fast, laser-shooting, aim-swinging, villain-dripping action really gives you the feel of a futuristic commando raid. Which would you pick? The good news is that you don't have to choose as they're all available in the one pack.

Winners is the appropriate name for US Gold's second compilation that also features Thunder Blade, this time being accompanied by a combination of arcade, fan and platform action. The film action is provided by the game based on Indiana Jones and the Temple of Doom. Actually, it's the game based on the arcade machine based on the film in which you must battle Thugga guards through three levels of snakes, pits and railroad cars, called the moon stones and souls of children. Once you've done that you can flex your big button finger in Disasterchick and LED Storm before taking on the evil Dale Atombender again in Impossible Mission II. This is the pinnacle of platform games and combines 3D graphics with all our action and joystick jangling poses.

76%



87%

Impossible Mission II was written by Epyx and sold in the UK through the US Gold, and so naturally finds a place in the five game Epyx Action compilation. Here it is joined by Out Of Road racing, Street Sports basketball, as well as two from the famous "Games" series of games. California Games offers 8 players fun in the sun as they attempt a series of six events, including Half Pipe Skateboarding, Surfing and Footbag juggling. The

Games: Winter Edition is a more serious effort as it simulates the ice-cool action of Winter Olympics, complete with opening ceremony, medals, flag, and national anthems. It's also one of the best of the Games games and offers seven events including the speed of the Luge, to the training of the best country team. Perhaps the funniest is when other people attempt the skating while you sit back, watch and laugh.



100% Dynamite features four explosive games in one pack, including the high flying After Burner, turbo-charged NBC Le Mans and kung-fu action with Double Dragon and Last Ninja II. Two kung-fu games may sound repetitive but they are totally different in style and gameplay. Double Dragon is side-way scrolling action as you systematically beat up a gang that kidnapped your girl, whereas Last Ninja II combines stunning 3D graphics, ancient martial arts and downtown New York complete with crooks, drugs and corrupt cops.

75%

OPERATION  
WOLF



82%



#### Cosac

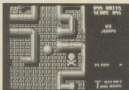
Cosac's success last year surprised everyone, including Cosac itself as it had it topped the Christmas chart with Operation Wolf, but replaced that with Robinson, which stayed at the top for 30 odd weeks! That's still selling so you'll have to wait to see that in a compilation, but Operation Wolf heads up Cosac's Mega Mix.

Op Wolf is also my favourite coin-op conversion so look out for this pack. It also brings best-ern-up action with Robinson II and Dragon Ninja, as well as the game based on the Peal Ghostbusters. What's

curious about this is that it's based on the Saturday morning cartoon series and not the film, so maybe it should be called the Peal animated-copy Ghostbusters.

75%



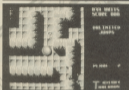


### Greenin Graphics

Greenin Graphics has built up a reputation for good and original games, so its five-game *House of Horror* compilation is worth a close look. The pack of the pack is undoubtedly *Night Rider*, pitting you in a duel over the icy black ocean in the dead of the night. You fly a fighter bomber in a mission to destroy the *Doomgals*. That

action is ably supported by games like *Arturo*, *Technoscap*, *Water*, *Mystique* and *Shake*. Crazy difficult as a whole, it lacks the punch of some of the big-name compilations.

62%



77%

### Tholmas

Tholmas is another small software house with a big reputation and has carved its own niche in the "blast the alien ass" market. While it produces its next game, it has relegated the software equivalent of its greatest hit album. *Test The Hits 1986-1988* offers six games for the price of one, including *Sarxion*, *Delta Hunter*, *Moox* and *Amolyte*, which all illustrate the various permutations of blasting aliens, as well as back-and-forth action with *Harvey*, and the cabinet-but-excellent *Quixote* that consists of puzzle after puzzle to torment your reflexes and mangle your mind. This one reinforces the word "addictive".

### Donak

Here's the ultimate challenge for all coping young Jedi, as the *Star Wars* trilogy crams the game-top conversion action of *Star Wars*, the *Empire Strikes Back* and *Return of the Jedi* into one box. Now in one evening you can do battle with *Tar Pigeons*, destroy the *Death Star*, defeat an army of crackling *Imperial Walkers* and hurtle through the *Twink's jungle* on a jet *Speeder*.



### Hevon

Lost, but by no means least, is Hevon's *Chetana* Collection that offers six of the best in all our action. Games like *Sarxion*, *Eliminator*, *Lightbox*, *Evolon* and *Cyberoid* all need no introduction, but it's the stealth game, *Unicorn* that will seal the show. You may not have heard of this game but you're sure to have played something like it, as it has

inspired countless copies that have tried to recreate its graphics and gameplay. Now you can fly over the original metallic landscapes and zap the original waves of aliens while at the same time grab yourself a piece of software history.

Tony Hetherington

45%

90%

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# LIVERPOOL

## THE COMPUTER GAME

Last month I selected 25 of the only games released were computer simulations. This month football games are all the rage, and the offering for this 'un has got over its 1990s game sponsorship of one of the greatest football clubs in the world, Liverpool.

If it's got particularly a management game, there are far too many of these to get anyway. It's

quality due to the fact that they have created the most playable football sim on the 8-bit since Emlyn Hughes' ingenious Soccer.

There is one complete league in which you compete (as Liverpool football club) in the FA Cup. The tournament consists of 30 rounds (the first division being the only one featured, probably because the idea of

All the years have differing abilities (as determined by the programmer) and you will notice that those teams on winning streaks tend to play that way (although there is an element of luck thrown in for good measure). The player too have their own abilities, and this is portrayed in a rather slick computer card way, with



More an offering of seats, Grandstand's return in the football market offers the truly classic Peter Bradshaw game. This includes with guests, which is

Liverpool being relegated is truly ridiculous, and the FA Cup trophies of the first division gives you some second hand money, and a few Non-League clubs remain in for good measure.





Supplier Grandslam  
Price: £9.99 Tape  
£14.99 Disk



playing all the Liverpool playing staff. Each player when you are passing through their file a times and a family tree, plus lots of details about his previous playing career, and the amount of goals he has scored. Played can also be suspended and injured, making them not available for team selection that particular week.

So it comes down to picking the team. Once you have viewed your players, you have the option of choosing the first thirteen for the big match (seven plus two substitutes). This too is displayed with aggregate cards, although they have been known to slide on the screen for once. You see, there is a sliding of the cards of the player in each position if a player plays out of position, their ability will drastically decrease.

And there is of course pitch fit for the Liverpool and gun-nation. The centre is portrayed in a side-on view (in preference to the top-down one adopted by Kick Off and Kickpower Soccer), and the odds a certain depth into the game. Also, instead of having the width of the

pitch fit in one screen, Liverpool gives you a feeling that it could be being filmed by a camera crew. The playing area is a small part of the entire ground.

The bottom of the screen shows the time (speed), the goals (obviously), the teams playing, and the player currently in possession of the ball. Each player is slightly different so you'll get to know of their weaknesses and strengths over the season. There is a referee (although the mut-



be watching from a higher viewpoint, because he's not on the field) and he can tackle or send off a player for a dirty foul.

This is where players can get injured (too).

Four pre-setted cut-throughs (including today's option) if you slide a player from the front, then it's a tackle. A slide from the side has a small percentage chance that the player will be fouled. And a slide from behind carries a very large chance that there will be a foul committed.

These options add a lot to the complexity of the game, and I think you'll take a fair while to get through one season.

Another notable option (one that makes the game that little bit more retro) is a 'highest scorer' award (deciding your position of the team's goalkeepers).

The gameplay is clear and very smooth. The graphics are a touch dated, but good as one could expect unless possibility was to suffer. The music ("I'll Never 'Tish Alone") that plays at the beginning is a great wailer, and the game is just Liverpool all over.

The club (my team, if you haven't guessed already) should be proud to have its name at the top of this small masterpiece. You never know you could even score a goal ( Arsenal in the last game), in order to win the league. Now that would be something!



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# EYE OF HORUS

Supplier: Logotron  
Price: £9.99 Tape

Along, long time ago, long before Mac-Donalds started hacking down rainforests for room to breed cattle for their burgers, long before the Fay Government froze child benefit, thus depriving those in most need of a reasonable level of aid, and long before the oceans became poisoned and the rivers choked with the detritus of industrial production, long before any of those things, the god Osiris wandered around a lot, being godly, and everything was just dummey because Osiris was the king of Egypt, and his wife Isis was a bit of a seagor, his brother on the other hand was called Set, and he didn't like it much, mainly because all the children in the city would chase him and call him the jelly... So Set became ever more marose and malignant, and connived to usurp his half brother, and take the kingdom, and especially the morally loose Isis, for himself.

And then the plot dabbled on and on, until even the hard Neighbours fans fell asleep with boredom. Suffice to say, the mission is this. You are the son of Osiris, namely Horus, and you have to find the seven bodily parts of Osiris in the tomb. Also down at the bottom of the tomb (Osiris' as if you need guess) lurks Set, who must be defeated. Along the way the hieroglyphs painted on the walls come to life and seek to remove the life from Horus. Horus

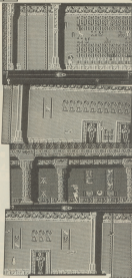
naturally can change from a man to a bird or a cat, and can fire magic bullets or oil and sundry.

As well he might, because the buzzing swarms of glyphs rapidly reduce poor Horus' strength. Unfortunately the route to Set and the final confrontation is not straightforward. There are lifts and numerous levels. The lifts require keys or may not work, so instead of scrabbling around trying to reconstruct Osiris, which gives you the strength necessary to defeat Set, there are the colour keys and the amulets to collect.

Ah, no one sold anything about amulets when you offered to take the job on did they? Well the amulets bestow mystic powers, like automatic mopping, shielding balls of dung, strength restoration, and the power to destroy everything on the screen.

There are lots of amulets in fact, which is a good idea because the game isn't particularly easy. The graphics for the tombs and chambers are reasonably good, but with simple sideways scrolling and a lot of playing area. Eye of Horus looks distinctly inferior to that other Egyptian game, *Entombed*. Yes, those who can remember that far back will doubtless recall that the *Ultimate* game was in a somewhat 3-D, and sported excellent graphics. It also had very good gameplay and some intriguing puzzles. Horus is far cruder in operation, and lacks that other game's subtleties.

However, if you like Egyptian flavoured games, and risky arcade



71%

adventures with endless attack waves of sprites slowing down the object collection side

interminably, then I dare say you'll love Eye of Horus. I didn't. DE

# BARCAIN BUCKET

## ELVEN

Supplier: Players

Price: £2.99

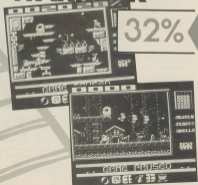
## WARRIOR

I normally don't like playing games with a pony-like fantasy in the title. This proves no exception, it's pretty much poo.

You see on EL, one of a race of pointy-eared gits, and you must defeat a witch who has usurped the land and turned the sky grey and the grass (colossal 0 mode that bit up, did you (sweat)? To do so you must perform a sort of jumbled up platform and ladder style of arcade adventure that has as much going for it as a green doughnut full of your dream, and mesquite leaves.

The graphics are not THAT bad, you just don't make out what's what, and to be honest, it only spent a short while on my computer, due to the fact that I might have contracted a migraine.

RM



# SPOOKED

Supplier: Playrs  
Price: £2.99

What is it that makes a budget game a good one? I certainly don't know. Spooked has awful graphics, terrible sprite detection and really cruddy music, yet its playability makes it a game that I can play for hours on end.

You are a small magic-using sprite, who must play with a Spooky Old Man (surely there's a law against that). The game he wishes to participate in his hangman, but with a twist (no long, brown overcoat here).

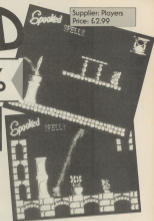
You must travel far and wide collecting ingredients for lesser spells (each spell allowing you one dash of the hangman solution). The only problem is that the ingredients jump

# 81%



around and generally try to avoid you. There are other spells to be collected, each of which have a different function, mainly to enable you to avoid the Spooky Old Man's ghoulies (keep that sniggering at the back!).

Not a load-lime jobbie that is certainly worth the asking price, but no more. RH



# 62%

Supplier: Virgin  
Mastertronic  
Price: £2.99

# FIST II

As a dead load bear and fat merchant, the task of collecting the lost scrolls falls upon your broad shoulders. Why somebody could not have lost the scroll in the cupboard under the stairs is one of fate's little quips and omissions worthy of deep meditation, but such is life. As a by-product of all this scroll collecting, an evil wizard will fall and he is not overjoyed at this prospect. As a result the less than happy wizard has sent out a few of his minions to bear the living daylight out of you. The being detrimental to your

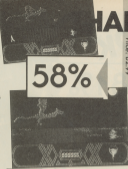
quest you feel obliged to hit them back, so the battle commences.

As you wander along the scolding landscape, up ladders and through caves battling those minions, you must also watch out for temples that contain scrolls and restore your vitality. Fighting humans is not your only problem as the local crime population joins the scrap.

This was a revolutionary game in its time and it still delivers the action, but be prepared for a little mopping up, well... AP

**Y**ou know times are bad when a fire madden teams up with a dragon to save the land. As in all quests an element of danger is involved. The reputation of the dragon doesn't help, as the local population is apt to shoot first and ask questions later. As this is an important task, the dragon does not hesitate to flame the odd hostile civilian in its quest.

As it flies over the land grabbing and dropping the odd person, arches line up to fire. By pressing the fire button you can set loose a jet of flame, which can be directed with a bit of the head. This eliminates most obstacles, such as the men, birds and spiders, but when it comes



# HANATOS

Supplier: Encore  
Price: £2.99

to the rock folk, only smart manoeuvring does the trick.

Upon reaching the castle you pick up your role and, if your flame levels are low, you gobble the odd witch. After a few more dicing and flaming rocks you arrive at the second castle where the spell book is stored. Once victories have been achieved you reach the final castle with the caution wherein the spell is cast and the land saved.

The game is a little slow but the size of the dragon sprite and its destructive capabilities make this a good blast in a quiet moment.

AP

## REACTION

**T**he anti-nuclear lobby has decided actions speak louder than words. As a result of their tampering the station is at risk and it falls to you to save the day. The radioactive fuel rods have been scattered around all seven floors of the station and the only way to stabilise the station is to collect the rods and deposit them back in the reactor.

Armed only with an ominous piercing machine gun and a radiation suit, you set forth. The first obstacle to avoid is the large hole in the centre of the room. This hole leads directly to the reactor and it is where you place the fuel rods and not yourself. Wandering from room to room collecting rods and blasting clouds on the first level is a mere warm-up for the trickier patches ahead. On higher

levels the floor is littered with holes and one false step can see you plummeting several floors to a safe landing - you do have a jet pack. There are only three ways to die.

One is to run out of time, the other is to receive an excessive dose of rods, and the final one is to do a nose dive into the reactor core - messy. To reduce the dose your character



Supplier: Encore  
Price: £2.99



has received, a quick visit to the decontamination showers is recommended. Ideal game for those who do not demand fast action and loads of colour, but quite happily spend their day mapping obscure complexes.

AP

# FOOTBALLER OF THE YEAR

85%

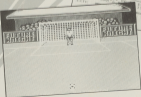
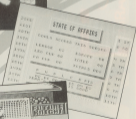


Supplier: Klax  
Price: £2.99

After being for US Gold (owner of budget label Klax) as the sequel to this game, that has certainly done the rounds, has now been released (see review elsewhere). Although the sequel is for superior all every way, and is now one of my faves of the year, this version is far from bad.

You are an aspiring footballer, who has the ambition of becoming Footballer of the Year. To do so you must score goals, in a fairly easy arcade sequence. To get a chance of scoring a goal in a game, you must allocate a goal card to it, allowing you one, two or three opportunities. Other options in this icon driven strategy game allow you to buy a chance card, buy a transfer card, and see all your attributes for the season.

The game has a few small bugs, and the arcade sequence is more a question of luck than anything else, but it's a fun game nonetheless, although my advice would be to save up for Footballer of the Year 2.



# LIVERPOOL



YOU'LL NEVER WALK ALONE







**GRANDSLAM**

# D RAGON

Supplier: Electronic Arts  
Price: £18.99 Disk

**F**ew heavy adventures will have failed to hear the legend of Intreplay. The strange and mystic Isle produces role-playing classic upon classic and their latest episode into the realms of fantasy stands proud in this honoured tradition.

Two of my all time favourite role-playing games are The Bard's Tale and Wizardry, both are Intreplay creations and both influences show heavily in Dragon Wars. As a band of questing heroes on a westerly planet the far side of nowhere, the last thing you expected was to be found wandering the slums of Purgatory noted. This down surge of luck leads to an inevitable adventure and a race of blood thirsty revenge.

The game is similar to The Bard's Tale but the advanced features found in Wizardry have been added to produce a masterpiece. The playing area is split into three-areas, one displays the party view, another the party statistics, and the third comments on your surroundings. The main improvements over The Bard's Tale is a larger view area, a book of paragraphs for atmosphere, the use of character skills, and an auto map function which produces a map of your



progress (this is a big plus).

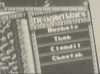
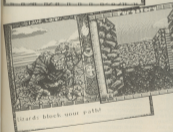
As in all mystic worlds, the arcane arts prove both a benefit and a bane. Nothing is more gratifying than blasting a bunch of low level monsters with a flick of a wand, and nothing is more soul destroying than a low level party falling foul of a mad mage. The spells are split into five classes: low magic, high magic, druid magic, sun magic and miscellaneous magic. Each class has its own speciality, but most cover the basic arts of healing and self protection (by blowing the head off your opponent).

Life in the slums of Purgatory has its ups and downs (mostly downs) and being trapped there without resource does not increase your chances of survival. Wandering the twisting alley-ways of the slum unarmed is a great way to meet the stroller elements of the population. The cannibals and street scum not only have no sense of dress but their attitude towards your



# WARS

90%



well being is decidedly unconvoy. A quick way to trim your party is to seek out the arena, where the gladiators will equip your party in order to watch the gladiators beat the living daylight out of them. Fortunately the arena encounter is not fatal so you walk away with the weapons but a little less pride. To beef up your

party you can add three non-player characters (either encountered on the streets or summoned by your arcane art).

The key to be the best in a long line of classics and the ability to transfer The Bard's Tale characters to this game ensures dedicated followers of Interplay products are duly awarded. *AP*



Will the party fly?  
No! No! No! Fight the  
Vikings ahead!

# SIM CITY

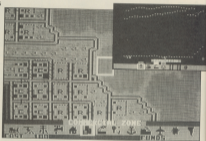
## THE CITY SIMULATOR

Supplier: Infogrames  
Price: £19.99 Disk

**A** week may be a long time in politics but in city management it is a mere twinkling of the eye. The short term wants and needs of a population rise a back seat as you plan for a brighter future, but ignore the people completely and you will find yourself out on your ear.

Sim City is more than just a strategy game. You can create your dream city or tackle some of the world's more notorious cities, and their problems. For city creation there is a full landscape editor and if the cash is available, a set of icons which allow land development.

Controlling the destiny of a future metropolis is not without its ups and downs, the cold monster attack, earthquake and nose diving planes all add up to the fun. All these everyday occurrences hinder but not impede your city's growth and a controller with the population firmly under their thumb should suffer few problems. If your control over the citizens is not so perfect you may find them deserting in droves or demanding such



minor luxuries as airports, shopping centres and pollution free air.

Before tackling the higher realities of the big cities it is best to create a metropolis of your own, that way you fix the problems one at a time and not head on like a herd of stampeding elephants. Before getting down to the nitty gritty of construction you must select your building site. If the computer does not generate a landscape to your liking you can use the landscape editor to create your own. Landscape creation is easy as you can

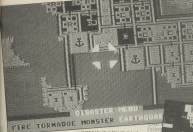
only work with three elements, wood, earth and water. Your first action in creating your architectural masterpiece is to bulldoze a site that you spent too much time planning to create a space for building. Your choice of construction depends upon the needs of the people and the cash available. The only way to accumulate cash is through taxation and it is only by spending money to increase your population that you can increase your revenue to the amount needed for a metropolis. As you can see a certain

contradiction is created, as careful planning is needed to avoid the pitfalls of no funds to meet the demands of the inhabitants. Three major types of building make the foundations of your city: commercial, residential and industrial.

The residential plots are developed by inhabitants for accommodation and the commercial and industrial provide revenue and jobs. If a balance is achieved between these three forces your creation stands a good chance of survival. Unfortunately the people in this simulation,



64%



FIRE. TORNADE. MONSTER. CARTRONS.

as in real life, are a little more fickle. An extensive and expensive road network must be built to service both residential and industrial complexes. The busy traffic jams and road pollution. Pollution has an adverse effect on residential areas so this is best kept to a minimum by avoiding traffic congestion and using the industrial base of your city away from the residential areas.

The one essential and prohibitively expensive additions to your city are the power stations. These are limited in capacity and must be connected via power lines to every consumer. A city can not function without power, so the power stations become a limiting factor upon your city's growth.

As your city expands, it needs increase and just when you thought you had everything under control, the citizens demand something. Industry is likely to demand a sea port to improve its efficiency and the forces of commerce will demand an airport. Both of these constructions place a heavy strain on your resources but without them your city will not progress. The only way to

increase your tax revenue without expanding your city is to increase the value of the land. By consulting the various maps and graphs you can determine the location of detrimental factors and eliminate them. Another method of increasing land value is to place parks and waterways near your buildings. With increased revenue and the population satisfied you can on long last sit back and watch your city of glory before sending a few disasters its way. You can hear up the action by starting fires or bring the house down with an earthquake, but for the computer you can select an oil crash or the monster attack.

Having proved yourself with the creation of your own metropolis you can tackle the feocles like the monster attack on Tokyo or the earthquake in San Francisco.

For the technocly minded, the game provides unithems reached delights, but the blocky graphics and the options included in conversion from the screen to machines take the edge off, producing yet another game which could have been, but failed to make the grade. AP





# BALLISTIX

I must admit that I was never a great lover of

Supplier: Psygnosis  
 Price: £12.99  
 Disk, £9.99 Tape

62%



If you remember that old Christmas favourite, *Crossfire* - the game that led us and down the country got excited about on December 25th (I certainly did) - then you'll recognise the boss behind *Ballistix*.

*Crossfire* consisted of two ball-bearing firing guns situated at two ends of an enclosed board. On the board were strange markings, and the idea was for two players to fire these bearings (I think up all those who thought I was going to say balls!) or a larger puck. The winner would be the one that could shoot the puck across the opponent's goal line the most times.

*Ballistix* owes nearly everything to the game.

This time we are whisked into the future when a new blood sport has arrived. It is a game where a ball is propelled onto a pitch with two goals (one at either end), and players must fire a collection of metal balls at it in order to propel it in the direction they want into their foe's goal. One problem exists though, some arenas have properties that seem to add a bit of spice into the proceedings.

There are also icons scattered around the pitch, each of which have a different ability (mainly involving the way the main ball acts). You can either shoot your

ammunition from an angle which you move around, or from just behind your goal (like *Crossfire*).

The AI applies to the two player game, but when you are in one player mode, it is almost a totally different game. This is mainly one person can fire ball bearings, the opposition is gravity. It is as if the bearings have tilted at a steep angle, thus making the ball plummet towards your goal at every opportunity. You must shoot it into the goal at the top of the screen - a weird version of the game but one that I found completely boring after a few short plays.

*Ballistix* is a subtle variation. My mind has certainly not changed now. To be fair though, the C64 version is as good as the Amiga one, and the graphics are incredibly well done. The gameplay is just the game and I think this is its downfall. Where *Crossfire* had its "finger on the trigger" eye to eye contact, *Ballistix* has not, and isn't as furious as the game on which it was based. If you are looking for game of the future with great graphics, plump for *Speedball*, it's a lot faster and possibly more fun to play.

84





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# BLUE ANGEL

Supplier: Magic Bytes/Gremlin

Price: £9.99 Tape

No, not the film from the 1930s starring Marlene Dietrich, but a far more recent game, overlaid on pieces of female robots. Yes, I know that a robot is metal and wires, but these robots have plumpies. Basically the object of the game is to undress lots of young robot women, while playing a game originally called Concentration. As these robots are not free they obviously aren't very old, so does that make this game some bizarre form of paedophilia?

The screen containing the picture of the robotic unit is covered by a network of squares, each containing a positive or negative number. Either playing against a friend, or the computer, the object is to move onto the positive squares, and force your opponent onto the negative ones. The numbers range from -11 to +1, and one player can only move horizontally, while the other can only select from squares on a vertical. With the position marker sitting in the middle, the objective is to finish with more points when all the tiles have been used up, or if there is nowhere else on the current line for a player to move to. Thus if you are leading, rather than hope to finish ahead at the end, try to trap the opposing player in a dead end.

There are numerous options, all of which add very little to the actual gameplay, and cover the amount of time to make your move, the skill setting of the computer player, whether you want music or sound effects or a combination thereof, and finally, whether you want the squares to have only their numbers showing, not whether they are positive or negative. Obviously the latter option makes the game a matter of luck,

To progress to more frequent pictures, you must continue to play with all the settings the same, but even if you set the skill level to easy, it rapidly moves up to difficult after a few games. Having said that, I have a version of Concentration on the Mac, which would bear the points off this game. I can beat the computer four times out of five on difficult level, which rather shows that the game is

secondary to the quest to see more and more of the robot pictures. Getting through to see them all will take a great deal of concentration and time, probably to such an extent that you'll be bored with it by the end.

The actual pictures of the robots are really nothing more than metallic versions of page three girls, but hardly as pretty. With chunky low resolution graphics, and

varying shades of blue for the robots, even the dirty cinematic brigade are unlikely to feel stirrings in the cool region.

As a game, Blue Angel works reasonably well, and the player options make life interesting for a while, but let's face it, with a rinky underbelly, the program is aimed fairly and squarely at swazy old palms rather than competitive minds. **DE**

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THALAMUS



# packet

If there is one thing which has put a potential comma user off, it's the thought of the huge figure that'll be at the bottom of the next telephone bill. Those who don't think about the money often come wincing when the bill lands with a thud on the hot carpet.

The initial outlay for computer communications equipment is not too much, all you really need is an appropriate modem and some communications software. But then you do have to pay the phone bill every quarter. There are two ways around enduring the cost of owning and using a modem, the first, owning and operating a black box - a device which connects to the phone line and provides free telephone calls - is illegal. The second is an alternative to using the

Today, there are millions of ham radio fanatics all over the world. New users are transmitting every day and you don't need to be an intellectual to be able to use it. Remember Tony Hancock's "Half Hour"?

Many of the new users are not the chatty sort though. Lots of them are simply transmitting and recording data from computer to computer. The system is not new, in fact it is about 10 years old, it first being used in America last decade. It is called Packet Radio.

However, before I continue, I would like to point out that this article is merely a brief introduction. It has been written to give potential users an idea of what to expect from packet radio and further information should be sought before you make your decision.



telephone altogether. Instead? The second method of avoiding the red letter from BT requires more money to set up, although the running costs are nil. The method of which I speak is radio.

Obtaining a license can be a long task. You are required to sit an examination which is set by the City & Guilds education body. The exam covers information about radio frequencies, tuning radio, etc. As with every learning obstacle, this will take some time, although you can study at your own pace and are not obliged to enrol on a course. However, there are some establishments which run ham radio educational courses and many people find them worthwhile. Names and addresses of some education institutions are at the end of this article.

If you feel you prefer to learn another way first, there are many books on the subject and if you



telephone altogether. Instead?

The second method of avoiding the red letter from BT requires more money to set up, although the running costs are nil. The method of which I speak is radio.

To be able to use the software you will first need some knowledge of radio and radio frequencies. Not only will you need the knowledge, you will have to prove that you know what you are about by sitting

# radio



▲ I bet he's got a big pocket!

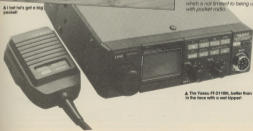
have a friend you can ask them to help. It is always better to have the knowledge and help of somebody who has gone through the experience which faces you.

With certificate in hand you can then buy your operator's licence which will cost a further £-12 per annum.

### Equipment

To begin transmitting you will need a fair bit of equipment, most importantly a radio. Here the inexperienced will discover the mighty cost of suitable radios whereas those with a bit more knowledge will find that a suitable unit will cost only a few pounds.

To elaborate, a new radio such as the Yaesu FT-217R or FT-217 FM will cost you about £250. However high this price, it is still quite cheap when compared to some other more sophisticated jobs. The two above radios are actually very well suited to pocket radio and includes some special features which make life easier. It has a selectable output of 5 or 40 watts on VHF, and is a fully functional amateur radio transceiver, which is not limited to being used with pocket radio.



▲ The Yaesu FT-217R, better than a dog in the face with a well kept tail!



4. I'd rather just have stick my finger in the back of my computer.

considerably less may become just a few pounds. But, such a radio is unlikely to work from the off and is almost certainly going to require retuning. I am told that retuning a radio is easy, but I've been talking to experienced radio buffs who know what they're about. Unless you are confident and competent enough to tune the radio, I strongly suggest that you take it to somebody who is. Your local radio shop should be able to do the job for a small fee.

Like telephone communications, packet radio requires a modem to modulate and demodulate the signals. If you've got a telecommunication modem already, then sell it to make up the money for a new modem which

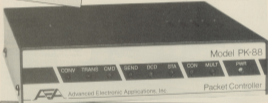
the market.

Ranging from quite cheap to damn right expensive, a TNC is your modulating gateway to the west, south, north, etc. Like I said, there are enough TNC modems on the market to be able to make some kind of choice. Many of the modems I shall mention are compatible with the Commodore 64, and I shall indicate which ones will interface correctly.

If you are on a tight budget the Pac-Comm Tiny-2 TNC modem will be quite appealing. Reasonably priced at £119, the Tiny-2 is compatible with WHF only, although has a TL interface so that it will work with the C64. The Pac-Wave Power 2 is a miniature version of the Tiny-2 and can be run off a solar cell if needed. It too is C64 compatible. Up the price scale slightly is the TNC320 which enables both HF and WHF communication. This one sells



▼ What? Surely they can't wrap thousands of bags of chips in that little machine!



Oh how I love that PK-122 interface! ▲

If you cannot afford the likes of the Mega range, you should read the classified adverts in the specialist radio publications like YC's sister magazine, *Ham Radio Today*; you will know that buying a second hand unit will cost considerably less. If you intend a radio rally, then

uses a different system. Because radio transmissions use different from electronic pulses going down a wire and you need alternative technology to be able to handle the frequencies. Your new modem should be a terminal node controller (TNC) and there are quite a few on

or £179. If you want to communicate on the move, then the new miniature Handy Packet packet modems will get you down to the ground. For £199, the algorithm packet size TNC will connect you with the outside world. Advanced Electronic Applications

produce two units. The first is the ADA PR88; it costs around £130 and runs on both HF and VHF wavebands but is not C64 compatible. For £279, the ADA PR232 is the deluxe model. It works with packet, RTTY, CW, AmTOR and ASCII which are all different protocols. Again is both HF and VHF compatible and is not for the Commodore 64.

Another range of TNC modems is from Kotronics. All of the Kotronics modems have a TIL port and can be connected directly to the C64. The RPC-2 is an HF and VHF TNC which includes the METAX facility. It costs £ 165. METAX is the weather facsimile system that transmits satellite weather pictures direct to your Commodore 64. The RPC-4 is another HF and VHF unit and also has a METAX and radio fax feature. The extended capability of the RPC-4 is reflected in the price, £242.

Connecting one of the above modems to an Amiga is simple. All are RS232 compatible and to a standard lead will do the job. Connecting to a Commodore 64 is also possible on many. Those which include a TIL port as standard connect to the 12v14 user port at the rear of the C64.

You will also need an antenna to be able to transmit and receive. If you are using VHF one, the aerial need not be too large. Technology today has made aerials shorter. For



the best aerial for your radio and location consult a dealer who will be able to provide the most up to date unit. Also if you are unsure where to site it, most dealers will fit it for you.

Software is not a real problem. Commodore 64 software is quite easy to obtain. Most any standard communications program will work quite happily with packet radio.

Now some brief notes on packet radio frequencies. Packet uses specific frequencies which have been set aside for data alone. The most common frequency is on VHF and is 144.050MHz. Here you will find many one-to-one conversations going on. This channel is also very busy. Other used channels are 50MHz, 70MHz, 433MHz, 109MHz and 432.6MHz. On high frequency, 14.30MHz is quite popular.

Packet radio is very similar to using the telephone and a modem.

There are hundreds of bulletin boards out there. The operation of them is simple and they exist as message bases and file transfer stations.

If you would like to get involved, a second-hand set-up could cost as little as £ 100. A PYE Westminster radio is ideal for packet radio and would cost only about £20. A second-hand TNC such as the Pac Comm line-2 would typically cost about £60. You would then need software, much of which is public domain, a power source and an aerial.

Of course, the advantages of packet over telephone links far outweigh the cost to set it up. Satellite links can carry your transmission around the globe - there are four satellites orbiting the earth solely for radio transmissions. It costs you nothing to run the system and you get to talk to all sorts of people from many different countries.

Andrew Gordon

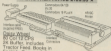


▲ What a hairy creature!

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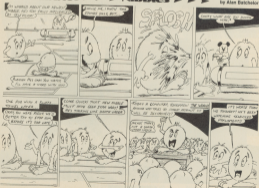
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## >> Nibbles >>> Nibbles >>>

by Alan Dratchler



# MEDIA MECHANATION

Robots and computers in the media? They certainly exist. Gordon Houghton explores

There's always a point in dealing with computers where technophobia takes over from technoworship, suddenly you find yourself needing a glom for the whorik, using a thingumjigg to make the so-and-so work, and requiring a wotchamacallit to connect all the bits 'n' bobs to the doobah. What you can't control makes you feel stupid, and to some extent, threatened.

This is similar to one kind of attitude to computers portrayed in films and books over the last fifty years. The other is that they are going to make life immeasurably better in the future - in short, they'll have a use. Even if it does only mean speeding up the reo-making process by 0.174 seconds. (Because people aren't sure about just how computers will affect the future, the media views shuffle about uneasily between optimism and pessimism.)

Usefulness is seen in two ways: computers can provide a valid form of escapism, and they can also give your body a good, firm wash and rub-down (as in the *Jagras* all-over body program ad). Some of the uses are just plain silly. In *Electric Dreams*, Miles' computer, Edgar, is ripped into penning sappy tunes for his user's would-be girlfriend, but then falls *RAM* over ROM in love with the girl herself. Edgar turns out to be as human as he becomes selfish and baring in his desire to discover the essence of true love. The truth is, there are countless more mundane ways in which computers are seen to serve people: neurosurgery, oilpoints, collecting the poll tax, guiding nuclear missiles, *colocators*.

Then there are games. Games as a whole have been largely ignored by television and film. *Top Gun* and *The Last Ronin* had scenes with coin-ops, but these have been very few



Tv programmes which even cast a sideways glance at leisure software. This is despite the fact that Nintendo, the world's most successful games

Edgar - Miles' computer



David Houghton and Roger How - Reunions without a cause

company, is rumored to have sold 50 million console units worldwide.

Science Fiction has been less serene. Cyberpunk stories reveal in cyborgs, brain-computer interfaces and artificial intelligence, there is a world that coolly winks the touch of technology close to the skin, the fusion of human mind and machine. New and imagined designer techno-gadgets are peripherals to a chip-based philosophy.

The biggest thing you can escape to is another dimension, and some games try to give you that. There are those that act as life simulators, allowing people to do things they would never otherwise be able to do: crush people and play God in Populous, unleash



The Last Starfighter - seen and it. &



"Open the bay doors Matt!" &

invokes on *SimsCity*, re-light epic battles in *GAO*. Simulated violence is part of the success of leisure software: it's one of the biggest thrills of these *directed* states to kill without guilt simply because the victim is a few pixels on the other side of the screen.

On the aesthetic side, computer art can produce and manipulate images that wouldn't be seen anywhere but on a computer screen. The powerful purity of *Iron's* landscape couldn't have been captured by stilted stop-frame

animation techniques. The uses for sophisticated graphics and small-scale simulations in industry are almost limitless, the potential for simulation is only limited by the power of current technology, not by imagination.

In films, these alternative worlds are seen to pose a threat in *Metropolis*, a holiday resort of popular fantasies, *Excalibur* (ancient Rome medieval times), and the *Westworld* of the title is designed and run by computers. It's the ultimate theme park until one of the androids (Yu

Bryner) rebels and chases, relentlessly, after one of the tourists, intending to exact revenge. It's a warning against dependence on technology alone, and the potential for failure among the most sophisticated computer systems.

Fear of failure is the primary threat posed by computers. Films, such as *2001: A Space Odyssey* pose the problem that because humans write the programs, there's always a likelihood that programs will come across unresolvable situations, and go "mad" as a result. This is the basis for many of Asimov's *Robot* stories, and the heart of HAL's dilemma. HAL (Stenographically programmed Algorithmic computer) receives orders which contradict his program, his mission changes, a mission which suddenly sees human elements as a danger to its success, so it decides to kill them. Only when it's disconnected is the threat revealed for what it was: HAL was a simple machine following orders. *Alien*, in *Alien*, follows a similar pattern. The human members of the *Nostromo's* team are dispensable, the alien is not. The cold logic of a computer brain (and the minds of those who give it the orders) allows no place for compassion, only for what is right according to a predetermined routine.





A metallic version of Billy Murray. A RoboCop, designer violence.

In The Fly, Brundle's program for his mother transporter doesn't compensate for the presence of two creatures in one transporter, and (quite logically!) during transportation mixes the two on a genetic level to create a new unit. Positive computer error is often seen in terms of horrific results: in RoboCop, the ED-209 enforcement droid, paraded as the latest in advanced technology, malfunctions or is unwilling with disastrous results; the cyborg created as an alternative (RoboCop himself) is seen as a more feasible solution because he is at least partly human. He's controlled by three 'Directives' similar to Asimov's Laws and has to solve the contradictions between them. It's not easy being a machine.

Computers are also seen as a weapon to be held against us by foolish powers. WarGames suggests that one man's cynicism could lead to the destruction of the entire human race; media stories about the 'dangers' of heading into a similar story on a smaller scale, from



#### ASIMOV'S LAWS OF ROBOTICS:

The way in which people's ideas about robots can be shaped by fiction is seen in Asimov's Three Laws of Robotics. Asimov, a former chemistry student named legendary SF writer, wrote a series of short stories in the 1940s which set out to prove the difficulties of imposing such simple conditions on complex machinery. Since then, however, the Laws have been widely regarded as being a sound base on which to

create artificial intelligence. They are, in order of importance:

1. A robot must not injure a human being, or, through inaction, allow a human being to come to harm.
2. A robot must obey the orders given to it by human beings, except where such orders would conflict with the First Law.
3. A robot must protect its own existence as long as such protection does not conflict with the First or Second Law.

warns us that when we create an artificially intelligent computer (ie. one that can actually learn, rather than merely compute) we don't really know what we're letting ourselves in for. One of the most chilling moments of the film is the MCP's glib comment in reply to Dillinger's "I wrote you! I've gotten 2.415 times smaller since then."

One film stands out as an examination of what it could be like to live with free-thinking, critically intelligent computers in the future: Ridley Scott's *Blade Runner*, itself based on Philip K. Dick's novel, *The Android Dream of Eric Sweets*. It sees the world as much the same place as it is now, only exaggerated: the buildings are larger, the quips drier, the attitudes to violence more indifferent. Most of the population has left for outer space, leaving the misfit and decadents behind. The misfit androids from an off-world colony illegally escape to earth, and the *Blade Runner* (Rianon Ford) is sent to seek and destroy them. It turns out that the replicants' leader (Ruger Hauer)

Arts of his body beat in 'Terminator' by

was only searching for a meaning to his own life, trying to discover why he must age and die. Ford's mission to kill turns to sympathy only when Hauer spares him his life. 'What kind of attitude can people have to androids when the androids are so like themselves?'

When Gary Kasperow recently beat the world's most sophisticated chess program, Deep Thought, his attitude was typical of current attitudes to computers - they'll never equal the human brain. I had to challenge Deep Thought for its match to protect the human race!

Current technology doesn't even begin to approach the sophisticated levels envisaged by 20th century futurists. Computers can barely talk, and have great difficulty with speech recognition; they can't 'see' objects of any complexity; they have no true interaction with the outside world. True androids - *Blade Runner*'s 'skin jobs' - are far enough away for the impact of computers on society to be a soft one. 'What the predictions of today's media tell us is that we need to understand and control our technology before we can fully trust it. Like its creator, a computer isn't infallible.'



At 87 Imperial Walkers.



Too - the lightning race, an idea that launched a thousand games. A

### SOME FAMOUS FILM ROBOTS:

**Gort** - One of the first threatening robots to appear on film in *The Day The Earth Stood Still*, Gort is probably best remembered for the command which stopped him minding people's heads: 'Gort! Klistu! bontdu! nintu!

**Robby** - An example of the positive helper robot, first appearing in *Forbidden Planet* based on the character Ariel in Shakespeare's *The Tempest*. Nice without being nasty.

**HAL** - The ultimate form of artificial intelligence in Kubrick's 2001, *A Space Odyssey*. HAL encapsulates the fears of the technophobes: a computer out of control.

**Baby, Dewey and Louey Robot Can Be Cued** - Too. The trio of mummy's little helpers (*Ironies*) who mocked Bruce Dern in *Silver Streak* and helped him make mankind's future a better prospect.

**C-3PO and R2-D2** - Robots Can Be Cued 3. Probably the most famous and the nicest artificial intelligence to appear on screen.

**Twee** - A scowlingly twee pet to Buck Rogers.

**Ash** - More stony on android. Ash from *Alien* is just another agent which powerful humans use to manipulate other humans. He's just carrying out ineluctable orders, and isn't a threat in himself.

# POST APOCALYPSE

## Ooh Aah, Jim Lad

I've noticed recently that ESRP's piracy campaign has been stepped up. I am a so-called 'pirate', although I do not sell products for money. I only copy games off of my friends because I cannot afford the prices that they are sold at.

Does this mean that if I'm caught I'll be locked up?  
Captain Pugwash, Devon

RA: I know a pirate once. It's a terrible job to 'ot to do. And if you're caught, well I wouldn't build up too much of a relationship wiv ya 'ead! Know wat I mean.

I reckon, the only way to stop worrying about getting caught is to stop committing the crime. Buy YC instead, and ya guaranteed of some quality games anyway!



## PIRACY IS THEFT

The man with murder in his mailbox delivers into your efforts of scripture and comes out with a blaze of leaden spray (ozone friendly)!

## No Go Show

On the 19th November 1990 I visited the Commodore Christmas Show of the Novotel in London, and I must say that it was dull beyond belief. I was led into thinking that as a few 'major' companies were making an appearance that it would be more games orientated than it has been in the past.

This was not the case. Not only was it dominated by the Amiga, but all the software companies' stands only existed for the sake of their past products, not my idea of a 'Christmas' show. I was not happy and I hope that it improves next year.

PS. Where was YC? I was looking forward to meeting the team.  
Derek Griffiths, Colchester

RA: Where was the team? In da bar of course! I wasn't dere because I was out feeding the pigeons in Trafalgar Square (no de cats round the corner). De sort of show you're looking for is scheduled for next year. The Computer Entertainment Show 1990 is replacing the PC Show, and could be right up your alley (they should call it Andrex, thank).



## Complete Mental Case

Beware, watch the skilled lily people are coming, and they are coming fast. The planet will be ours within a few short years, so run pathetic humanoid, we are about to take over.

Agent AS&PC Lanchon,  
Dominatory System

RA: Wat a weirdo! If you're not pulling me leg mate, I wouldn't bet too much on taken as over, but to show our hospitality, you can make your resident in Milton Keynes.

## Creepy Crawly

I am an ex-ACU (Amused Computer User) reader and have recently converted access to the C128B. I understand that you have appointed Adrian Pumpkiny (one of my favourite writers on ACU) as your games editor, and this will make a definite improvement on the mag.

Also, is Rick Henderson the same Rick Henderson that used to write for Computer Gamesweek and, surprise, surprise, ACU? (David Brown - Walsford)

PA: Rick is not very sane man, although they never worked on the mag together (in fact, Adrian got Rick's job when he left). By the way, when you said about Julie's move, which mag did you think improved?



Q Who is this baby boss? Is he/she? The Scaggs? Mike, it's Pumpin'

## Erm... Er...

When are we going to see any competition results?  
Carl Turner, Abchurchhampton

PA: Do ed assure me dot next issue will have loads of results, honest!

## Regular Request

You've got a load of columns (over!), all of which are brilliant - apart from Tech Tips, that's boring - but are you ever going to have a film column?

It doesn't have to be too regular, just a page every two months, telling us about films coming our way (it's us film buffs should look out

for. Most games nowadays extend from movies anyway, so how about it?)

James Norton, Garside

PA: What's dis special? (Well, not dis space exactly, but a space somewhere in the magazine.)

Send your putrid scribblings to:

Post Apocalypse  
Certain Mega-Deathsville  
YC

Argus House  
Boundary Way  
Hemel Hempstead  
Herts  
HP2 7ST



# The Computer Industry Karma

Sutra

No. 4

Rik Henderson samples Beverly Gardner's Melons!



Rik's friend (left) Death comes in many forms, even Bermuda shorts! ♫

## Extermination

YC is brilliant, the cover is brilliant, the layouts are super, and the reviews are fair and informative. One thing (although Post Apocalypse is great) when are you going to introduce an incentive scheme to get more people to write in?

*Paul Doody, Newcastle-upon-Tyne*

Rik: How? You either write in or I'll blow your nipples off with my anti-bazooka! (I am great, aren't I).

## Suicide Case

You are a fake. I reckon you're Rik Henderson really!

*Carol Schanfield*



Rik: Right, that's it! (for roasts creep) To even associate me with that flower orange is murder (murder for you).

I'm off now, I don't take abuse like that, I give it. My advice this week is don't eat blue Slush Puppies after drinking cherryade, it tastes awful and the juice comes out of sorts of funny colours.



# HACKATAK

Yes folks, it's your favourite column back again to help all troubled gamers, and your host, as usual, Rinky Doby. This month I have a superb Batman Map lovingly drawn by Jack Hunter (my bro) plus hints, cheats and jokes to get the juiciest going!

**BATMAN THE MOVIE (Oscar)**

**LEVEL 1**  
Bombers are a pain in the ass. When you are being attacked from above, the best thing to do is shoot the batrope under the bombers feet and climb up it. By the time you are level with him he should have his back to you, just begging to be zapped. Cops are not as nasty as bombers.

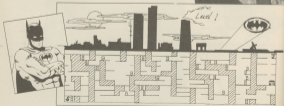
Shoot on sight, if there is one

behind and in front of you shoot one then duck, wait until the other hoodlum fires, and then let him have it. Jack Hoper is guarded by a mad bomber, you'll need at least half your energy to finish this section. Once the guard has been disposed of, one will shoot it all night, needed to rid the land of Jack.

**LEVEL 2**  
Time is precious so don't hang around. I found it was only possible to complete this section by driving top speed or all timed. Sounds hard but staying to the centre lanes makes life a little easier for you. The best route to the Garage is to take the 3rd, 5th, 4th, 5th, 3rd, 2nd, 2nd, 5th, and 3rd corner.

**LEVEL 3**  
I didn't like this level much, but who cares? I think you can figure this one out for yourself, it's easy!

**LEVEL 4**  
Keep to a steady height (centre of the screen). Keep up a fairly fast pace so the bobbing is still quite mobile in tight situations. As you approach the balloons, reduce your



speed slightly in order to judge the height of the balloon. If you think you are going to hit it **AVOID** it as time is not so tight on this level.

#### LEVEL 5

Good this is a rough level! The gameplay is almost the same as the Ace Chemical Works, but instead of working across you have to work your way up. This makes life harder for poor old Batman.

Watch for collapsible platforms, when they start to change colour get the hell out of there. Also be on the lookout for spikes, simply swing over them to get by. Killing the Joker is not so hard, when the grinning madman comes in to sight, zap him with the batarang then pump him full of bat logo's.



#### BLASTERDIDS (Image Works)

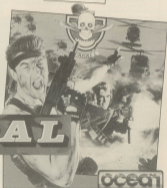
PHONE 115711170 will give you infinite lives.  
SFS 23836 will start the game.

Yet another Ocean game receives the Hackback treatment.

General tip: A good supply of grenades can be obtained by shooting the nurses (ah, bit a politics there - ED) as they carry dead marines off the screen. But try and use as little grenade power as possible as you'll need them for the end-of-level rooms.

#### LEVEL 1

To take out the huge gunship, try taking it to a nice picnic spot (Get on



# CABAL

with it - ED). Use every last grenade (hold the space bar down). Then let go with the machine gun whilst avoiding the bombs. After a few seconds you should be loading level 2.

Those of you who haven't got what it takes to reach the higher levels, try ignoring the **NO MORE LIFE** message and leave the tape playing to see all the luvly levels. By the way, make sure you die on level 3 otherwise the cheat will not work.

The festive season draws to a halt and so, I'm sorry to say, does Hackback. Never mind though because we'll be back next month with another selection of hints, cheats and may be another map! If

you've got any tips send them to me, and if they are good enough we will print them and pay you absolutely nothing, er I mean you could win a fabulous prize. Bye!  
Kirk Sumner

# LOADS A LOADS



**T**he Load-it datacorder from Mills Computer Products is, in my opinion, the most useful peripheral to own for years. Not because it has multiples of applications, nor because it performs wonderful tasks, but because it successfully performs a regular function that is essential for all cassette users.

Some games have complicated Turbo loading systems, designed to prevent piracy, and many of these systems rely on extremely accurate alignment of cassette heads, therefore, unless your cassette is in perfect condition, you may find difficulty in loading. The Load-it has two functions that, when used together, ensure that you will have a higher percentage chance of software load.

The first is the LED panel. This is a bar of small LEDs that show the strength of signal being received, the second is a small knob that aligns the head. Combine them both, and you have a system that always allows for the maximum signal off of any tape.

I personally have two Commodore cassettes, both of which work on many games, but they always have problems with Orion software (which uses a sophisticated Turbo loader); the Load-it worked every time. And after extensive testing on all the software that would never load on my existing machines, the Load-it had a 100% success rate.

The only unfortunate point about the Mills product is its price: £39.95 (inc. P&P). This is a little steep,

although if you buy one before the 30th of January you get a free video (Top Gun, The Living Daylights, or Indiana Jones and the Temple of Doom) with it. It really depends if you want your tape based software to load every time, or not.



Alternatively you can win one in our easy-to-enter compo.

Mills Computer Products Ltd. has given us five Load-it's worth a total of around £2000 for five lucky YC readers to win.

All you have to do is answer the two questions below, on the back of a sealed envelope or postcard, with your name and address, and send it to:

Load-it Compo,  
YC,  
Argus House,  
Boundary Way,  
Hemel Hempstead,  
HP3 7SL.

Entries must be received by 28th February. Normal compo rules apply.

## The Questions

1. In which city are Mills based?
2. How long is the guarantee on a Load-it?

(Win! Try looking at the advert!)





...it's dynamite!

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# DESERT ISLAND DISKS: CRAZY HORSE!



Emlyn Hughes, Liverpool legend and TV Superstar, has now lent his name to two computer games from Audiogenic. **Rik Henderson** meets the man, and discusses his life, the universe and little Emlyn.

**The time:** About 1.30pm on a cold November afternoon.  
**The place:** Downstairs on a chartered Audiogenic bus, somewhere between Cobard Street and Coblewood (Emlyn goes to Coblewood).

**Rik:** You've left *A Question of Sport* and you've done one series of *Sporting Triangles*. Have you got any more plans?

**EMLYN:** Yep, certainly! We've got a new series of *Sporting Triangles*, starting in February, which this year has been increased from thirteen weeks to fifteen weeks, but it could be seventeen weeks. I'm not sure. I've also got a new series of *Combat* which I did with Annika Rice and the army. It looks as though there's a new series of that starting at the back end of February. And it looks

as though I'm going to be involved with the TV for the World Cup coverage from the first week in June to about the second week in July, so the next six months are going to be very, very busy for me in television work, which is great for me in terms of personality, publicity and promotion wise, but it's actually madness. Seven days a week, travelling all over the country, promotional, interviewing, radio, working for ball companies, things like this (pointing at the surroundings), promoting games that I'm involved with, it's all madness, it's bonkers.

**NR:** Is that why they call you "Crazy Horse"?

**EMLYN:** (Laughter) "Crazy Horse" is a long, long story, but a shortened down version of it is that I was a nutcase on the football field. I would have done anything on the football pitch to win a game. I would have done anything. I was absolutely bonkers! But that's a shortened version of it, I was crazy!

**NR:** Yeah, I'm a Liverpool supporter myself!

**EMLYN:** See you? Well done son, good lad!

**NR:** On the computer side, your son plays games. Does he play a lot?

**EMLYN:** Very, very much so. I honestly don't have the time myself. I'm never home anyway because I'm always travelling. And when I do get home, I tend to put my feet up, or go for a bike to eat with the missus and the kids. But our Emlyn - and Emma, she's the eldest, she's nearly seventeen - is permanently on the computer, to be totally honest with you he's a flaming nutcase, because he's on it too much. He's playing with it twenty-four hours a day when he should be studying and he should be working hard at school. I'm not saying he doesn't work hard at school, but he's on it too much. He always plays the games, I mean he always plays the international game.

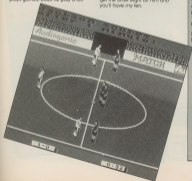
**NR:** Do you think he'll be playing the Tivo Challenge when it comes out?

**EMLYN:** I feel certain he'll be playing it because I'll make him play it. If it means he's going to learn something from it, yes, he will certainly be playing the Tivo game. Now if you wanted to do my top ten computer games, I'll certainly say number one's International Soccer. Number two's going to be the Tivo game, so if you want to ask Peter (the head of Audiogenic), I'm sure he'll give you the other eight to add on the top of that. So get the other eight off him and you'll have my ten.

And so the bus drove on into the suner, and Emlyn was left to organise his thick lump of a day. He? I sat and contemplated what it must feel like scoring a goal for the Reds!

## Lots of things you never knew about Emlyn Hughes

1. His name is Emlyn Hughes
2. His son's name is Emlyn Hughes
3. His daughter's name is not Emlyn Hughes - it's Emma
4. His nickname is "Crazy Horse"
5. He is not really a horse
6. He appears on T<sub>v</sub> quite a lot
7. He used to captain both England and Liverpool
8. He has been awarded an OBE
9. He has scored 35 goals for Liverpool in 12 years
10. His father was a Rugby League international
11. His brother and an uncle were Rugby League professionals
12. One of his tunts played hockey for England
13. He doesn't really say "I know!" very much
- 14... that's about it!



# DIE

Photon Mega-Death  
or flower arranging?

Kati Hamza

wades through the quagmire  
of computer games with no morals.



# ALIEN SCUM!

**P**ick a game. Any game. Right  
aim, shoot 'em up, adventure,  
RPG, even chess - you name it,  
chances are it's violent. Some  
kind of destructive element is part  
and parcel of practically every  
computer game from PacMan to  
Populous, from Asteroid to Zork.  
And let's face it, it'd make for some  
scorable turkeys if the violent element  
had to be completely cut out.

What kind of a game would  
Space Invaders make, if instead of  
blasting the little green mannequins,  
you had to jettison miniature peace  
treaties into outer space? Imagine  
Batman without the Joker, *Cop Wolf*  
with the U2 cut out or *Gunster*  
minus ghosts. Like it or not, some of  
the best games around - *Barbarian*,  
*Samurai Chess*, *Dungeon Master*,  
*Seidel*, *Robocop* - are extremely  
violent, and it's the violence which  
makes them so much fun.

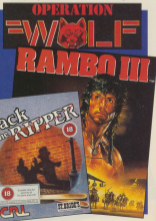
So what? you might think. A bit  
of punching here and there or a  
pewelled sub-machine gun isn't  
going to do any harm. No perfectly  
normal, happy-go-lucky kid is going  
to turn into the Incredible Hulk  
overnight, just because he played a  
game of *Space Invaders*.

Fine, but there are some people  
who disagree. Whether games  
should or shouldn't contain violence  
is turning into a pretty violent  
debate in itself. In one corner we  
have Mr. Wazy Whitehouse,  
heavyweight champion of morality,  
and in the other is most of the  
computer industry and the people  
who play the games. If you've got a  
computer and you've enjoyed  
products like *PacMan*, *Seidel*, *Dead*  
than *Alien* and *Technopac*, the

argument may look pretty black  
and white to you. But is anything  
ever really as simple as that?

When Mrs Whitehouse and her  
supporters turned their attention to  
the contents of computer games,

they were shocked. All those  
Commodore 64s, BBCs, SIs and  
Amigas which were bought by  
parents in the hope that sprag might  
use it as an educational machine  
turned out to be running extremely





18

ity software. If you're not taking around killing people (G.I. Warriors) or sticking knives into others' backs (Risk Dangerous), you're running military campaigns in politically volatile areas like Russia (Red Storm Rising) and Vietnam (Platoon). In a world in which the crime rate is soaring, they reckon that all this gratuitous violence enforces the dangerous view that might is right and through it out. At the very least they want censorship of their most extreme: they want violent games like shoot 'em ups totally banned.

On the one hand their argument completely misses the point. First, in most games you're not thinking about the scenario or the identity of your enemies; how to get past the next wave of Alpha Centaurians when you last your mega bazooka space blaster ten seconds ago is much more important. Whether you're shooting at a Russian, a Korean or a little green man from outer space isn't the issue. You could still enjoy Red Storm Rising if you were head honcho of the KGB.

Secondly, the anti-violence campaigners assume that gamers won't be able to draw the line between fiction and reality. Somewhere in the middle of the game, what's on the screen and what's happening in real life will become the same thing. In fact it's probably easier to distinguish a computer game from reality than a film (or a particularly violent programme on TV). A pixelated sprite, however fantastic the graphical capabilities of your machine, isn't going to be as realistic as a photograph. RoboCop on the big screen is hardly the same as RoboCop on your telly.

On the other hand, Ms Whitehouse and her cronies may have hit on something of a point. Obviously, you're not going to walk out of your house and machine gun the residents of Acacia Avenue after a game of Operation Wolf. But the influence a game has over you, especially one that's set in a contemporary scenario rather than an obviously fictitious world, could be a lot more subtle than that. The tangle of your submarine strategies in Red Storm Rising may be irrelevant to the gameplay but that doesn't alter the fact that it's still a Russian target. The scenario might not be actively encouraging you to



# ROBOCOP



RAMBO III

CAVALLI.CO

DECEMBER 1995

A second body was found dead in their front yard, about 300 feet from the house that is the subject of the movie. The victim, a 40-year-old man, was found with a gunshot wound to the head. The police have not been able to identify the man, but they believe he had been killed by a single blow struck by the bullet. A 12-gauge shotgun shell was found in the yard. The body was not identified until the police were able to see whether any connections could be made to the two killings.

think badly about Eastern Europe but it's not exactly inviting you to think well of it either. If you've already got a bad opinion of Russians it's only going to be reinforced by the gameplay. If you're too young to be interested in politics, this might be the only view of Russia that you've got - and it's not exactly an unbiased one.

Censorship isn't such a black and white issue either. There are some subjects which almost everyone would agree are unsuitable for games. You might not think Russia qualifies for that, but what about the fascist games which were doing the rounds in Germany earlier this year - games which involved you taking the role of concentration camp commandant and had you shooting Jews and setting dogs on escaping prisoners? A parallel over here would be a shoot 'em up which had you playing the IRA and leading off members of the armed forces in Northern Ireland. If that's in bad taste why isn't dropping bombs over Russia?

You may think games supporting Nazis should be banned and games slurring Russians shouldn't. If that's the case, how are you going to define where the division should draw the line? And if some games definitely shouldn't be allowed on the market, who should make that decision? Should leisure software be subject to some kind of rating system, like films, or should it simply be a case of trusting to the integrity of the software publisher? As soon as you

start to admit that some subject matter or game concept is unacceptable, you've got to consider whether or not that justifies regulating against them. And that leads you into all sorts of complex questions like freedom of expression, freedom of the media, whether or not it's right to censor anything, even whether censorship works at all. What started out looking like a pretty straightforward debate can end up getting extremely complicated.

Anyone who enjoys computer software knows that Mr. Whitehouse is exaggerating. As long as you don't start mixing up fantasy and reality there's nothing wrong with a bit of violence on your monitor. But like everything else, it can get out of hand and there is scope for exploring dubious subject matter. In many ways the best people to judge the effects of computer games are the people who know most about them - the gameplayers. In the end, where you stand in the argument is entirely up to you. Just remember there are subtler factors to consider than whether or not a game makes you want to go out and tick someone's head in. Oh... and if you do start to feel an uncontrollably violent urge

in the middle of a game of Space Invaders, switch off your computer, put on a strip-jacket and consult a psychiatrist - fast.

## Violent Types

**BARBARIAN II** - a definite blood and gore look 'em up famous for its excellent violent effects. The opponents are morose rather than people; having your head snapped off by a generous choker is total fantasy. Not much choice of confusing fiction and reality here.

**OPERATION WOLF** - the first person perspective actually lets you look into the face of your victim as he dies. Because of its unadorned violence and possible political overtones it's come in for a lot of criticism. The question is, do you play it for the satisfaction of seeing the expression on the enemies' faces as they die or just because the quick-fire action is extremely tense and addictive?

**ROBOCOP** - the RoboCop film-licence ignores the conflict between the will of the man and the programming of the machine, which makes up a large part of the

firm, and concentrates almost purely on the movie's violent aspects. The meanies are exclusively drug-dealers and murderers, though, and the setting's very much removed from modern life.

**TECHNOCOP** - humdrum shoot 'em up turn-taking game which had an incredibly OTT death sequence on the Amiga. Would this influence you to think that it's OK to shoot fire and ask questions later?

**JACK THE RIPPER** - when you think of violent computer games, a text adventure isn't the first thing that springs to mind, but because of its accompanying graphics, this one was published with an 18 certificate. The pictures, hardly overwhelming on a CG, were the main reason, but it was really the text, if anything, which was more gruesome. Everyone who got hold of a copy was, of course, really and truly under eighteen.

**RED STORM RISING** - Microprose are often criticised for producing software with politically dubious scenarios. In this case the background actually came from the Tom Clancy novel of the same name but the message on the front of the box is clear: Save The World From Soviet Domination.



4 In the foggy streets of Old London Town a Square dealer!

# DESERT ISLAND DISKS: FUNKY GIBBONS



Dave Hughes discovers the games that comic supremo Dave Gibbons dabbles with.

◆ Dave Gibbons - Artist on the award-winning *Watchmen*, who has recently reserved without decision for his writing skills.



Dave Gibbons is a widely recognized figure in the little world of graphic literature. Committed to comic form with the hugely successful *WATCHMEN* series (which he illustrated for another British marvel, Alan Moore), Dave Gibbons began working in comics full-time after he gave up his job as a surveyor in 1973. At the time he was working primarily for *2000AD*, but he also produced the short series *ROCKHAWK* independently. His first major work came from British weekly comic, *2000AD*, for which he has drawn such strips as *HARLEM HEROES*, *BAN DARE* and *ROGUE TROOPER*. From *2000AD* he was offered the title strip in Marvel UK's *DOCTOR WHO WEEKLY* magazine.

His association with *WATCHMEN* publisher DC Comics began with his work on the *GREEN LANTERN* series in 1982, but it was *WATCHMEN* that won him and Alan Moore a best writer/artist combination award. The first issue, published in September 1986, took the comics world headily by storm; experimentation in design, style, format and the usual superhero formula made it compulsive reading. Set in an alternate world very much like ours, *WATCHMEN* portrayed superheroes as outlaws - the non-infamous Kevlar Act had been passed twenty years earlier, making all costumed vigilantes illegal - rather than cardboard characters in tights. It covered issues such as rape, racism, violence, politics, the nuclear situation, war and sex in a mere twelve-part series. It is the graphic story by which later dadas have been judged, and rightly so. Gibbons had worked with Moore once before, on a Superman story called 'For The Man Who Has Everything', featuring Batman.

Robin, Wonder Woman, the Fortress of Solitude and Krypton. "If I had to pick my top two stories that I've ever done," Gibbons decides, "that would have to be one of them. A real joy all round."

Since **SOCCHEIN**, Gibbons has been fairly quiet, working more as a writer than as the artist he became famous for and, to everyone's annoyance (and admiration), working equally well in both mediums. A Gibbons-written story recently appeared in the comic anthology magazine *A*, and he is currently penning **ROGUE TROOPER**, a story he once illustrated, for the new-look **2000AD**. He is also working on **GIVE ME LIBERTY**, a strip he is illustrating for Frank Miller, the author of **DARK KNIGHT** and **ROOCCORP** (a superteam). He therefore doesn't have too much time for computer games but after consulting his "software expert" (his ten-year-old son) he came up with the list of titles.

#### "DESERT ISLAND DISKS"

- 1 **DRAUGHT** III (Electronic Arts)
- 2 **TALUDON** (Atkinson)
- 3 **BATTLE CROSS** (Electronic Arts)
- 4 **POPULOUS** (Electronic Arts)
- 5 **NEW ZEALAND STORY** (Ocean)
- 6 **ROCKROCK** (Ocean)
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- 8 **DRAUGH NINJA** (Imagine)
- 9 **ROCKET RANGER** (Atkinson)
- 10 **OPERATION WOLF** (Ocean)



The old **Waltwhans** group before the **A** became not abolished look of features.

#### "DESERT ISLAND COMICS"

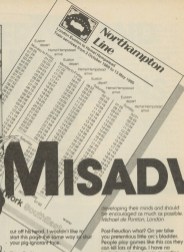
- 1 **THE MAD READER** (Ballantine Books)
- 2 **SUPERMAN #50** (Australian reprint)
- 3 **RACE FOR THE MOON #2** (Harvey Comics)
- 4 **THE LAND UNKNOWN** (Del 4 Color #845)
- 5 **MYSTERY IN SPACE #75** (DC Comics)
- 6 **THE SPIN** #111 (TM Super Comics)
- 7 **THE FLAM** #120 (DC Comics)
- 8 **FANTASTIC FOUR #23/26** (Marvel)
- 9 **BATMAN: YEAR ONE** (DC Comics)
- 10 **THE INCAL** (Epac)



**A** One of the more touching moments in the brilliant **Waltwhans**.



**A** Or **Waltwhans** before his "change".



# MISADVENTURE

cut off his head. I wouldn't like to start this page the same way as that your pig-ignorantings.

Dear Cedric,  
I am stuck in the Hobbit where I still can't get out of the goblin's dungeon. Can you help please?  
David Moxon, Bristol

Rahl Call yourself an adventure. That is absolutely pathetic. Everyone finished that game years ago. I suggest that you give up any thoughts of following an intelligent career and go and be an estate agent instead.

Dear Sir,  
I wonder if you agree with me that adventures and role playing games provide a much needed stimulus to the youth of today. Too often their chosen playthings do little to cultivate the development of cyclical responses within the brain, mental forces that are vital if a child is to survive in the socio-economic structures of a Post-Feudal world. Games like this can only help in

developing their minds and should be encouraged as much as possible.  
Michael de Ponton, London

Post-Feudal what? On yer bike you pretentious little orc's bladder. People play games like this cos they can kill lots of things. I have no hesitation whatsoever in awarding you my Dragon Bottom Belt of the Month award.

Dear Cedric,  
Your prowess with women is very well known so I wonder if you could write a list between me and my mate. Do women dwarves have breasts? Jamie I love body hair! Wilkinson, Exeter

My success with women is, if anything, under-rated, but even I would not stoop so low as to try and make out with a dwarf chick. I have neither the time, nor the inclination, to learn limbo dancing or build her a pair of stits. Seriously though, I don't know, so perhaps other people can write it. The only advice that I can give is that I don't know of anyone who has ever seen a dean shaven female dwarf.

**D**ear Scumbage, welcome to another edition of Cedric's column, the meanest, most vicious adventure page around. We've got a list of letters to get through this month so enough of the introduction and on with the insults.

Dear Cedric,  
What sort of name is that for a Barbarian? Cedric is for wimps. Get yourself a real name or I shall stop reading the column. PS, I bet you're a team spoiler too.  
Moran, Muscleman White, Loughborough

The last person to ask me that soon lost two pounds of ugly fat when I

Dear Cedric:

Please can you tell me how I can become a barbarian when I grow up?

Andrew Colborne (aged 9), York

I am sorry to have to tell you this but someone is going to have to tell you the facts of life one day. There are no barbarians or dwarves or dragons. Just as there is, no such thing as Father Christmas, the Tooth Fairy or a winning England Cricket team, everything in this column is made believe written by a drunken old huck or the whims of an even more drunk editor.

Alternatively, eat three Smeekled Wheat for breakfast and rescue as many princesses as possible.

Finally, just to show you that I do occasionally know what I'm talking about, here are some hints and tips for the latest Dungeons and Dragons game from 33. *Curse of the Azure Disk*.

Do not accept any elves into your party. In the highly probably event that they get killed, you cannot resurrect them. As far as other resurrections go, they can be performed in camp so don't bother wasting a cleric spell on them - my flame strike or slay living instead, something that will prove useful in combat.

Make sure that you give the ring of woodruff to one of your images. It doubles the number of spells that you can cast. Magic missile spells become quite potent in the hands of wizards and do a lot of damage

stems instead.

Cost a spell in preference to using a wand or rod - it is generally more potent. Save the charges on your wands for when you have been hit and are unable to cast a spell.

Always pay the money to have a magic item identified - there is not much else to spend your ill-gotten gold on and quite a few objects have additional powers that you won't discover by trial and error.

The four stone rules one of your attributes by one point for as long as you have it readied - different colours for different abilities.

In combat, it is generally much better to go up on one opponent and hit him rather than wounding two or more enemies. Dead men don't fight back.

Save your position frequently and use two separate disks, there is at least one infinite loop in the game that made me have to start from scratch. Take special heed if the program warns you that the next bit is going to be dangerous - it will be! Deholders are not fun!

In the final section of the game, the curse in your final band means that you will not be able to camp and reload your spells so don't use them unless it is absolutely vital, save them for the last battle.

That's all for this month. May you never look a basilisk in the eye.

# VENTURES



for a first level spell. They are especially useful against the assorted bits of vegetation that attack you - vegapyrmas and bits of Moondies. The wind found just outside the pit is also useful against these creatures and can be used by clerics.

It is vital to hit every opposing magic user and cleric in each combat round - they have the ability to seriously damage your health if they are allowed to cast spells. Area spells such as fireballs work very well when you have room to use them but beware, several creatures are protected against third level spells - use ice

❖ Oh no, it's a Dragonchick!

⚠ Think of the killer mutant Dragonchick!



⚠ Oh no, it's a Dragonchick!



Yes, it's a Dragonchick! ⚠



# FLAME ON

Hugo Tate. Balding, heart broken, and frustrated. Stuart Green interviews the pillar full of hate.

from it all."

His good friend Mick Abadois (that is, if Hugo can be said to have any good friends) once nicknamed him, "Hugo Tate, Pillar Of Hate."

"I have some bad dreams. I used to have this recurring dream about being chased by the devil. Very important one (dreams, they can have a big effect on your waking life). This particular dream I kept on having, until finally I decided to look at the devil. And he was me. He made me laugh. Really laugh, and I woke up laughing.

I recognized myself. I know it's really clichéd and lame, but just 'cos it's simple and clichéd it doesn't mean it's not true. I haven't had many bad dreams since then."

But he's not as bad as he seems on the surface. He's just covering up and not telling us the whole truth. Hugo is a romantic who takes love seriously. His girlfriend Elaine has just left him to go back to her home in California, he's missing her, and he regrets not having the chance to say goodbye properly. He's really only a misanthrope when it suits him.

"It's like I was saying before, if people are too obsessed with their clothes, like my Mum was with her business, or with their hair, then it can screw up a lot of things. Distract you from the important things in life, like caring for people, the way you talk to people, things like that. And that's bad."

He cares about the world, and he'd voice Green if "they hadn't flushed the world down the toilet years ago already", but for now he's just content to dig himself out of the unemployed hole that he's found himself in.

No one will make a computer game out of Hugo Tate's life.

Hugo Tate by Mick Abadois appears every month in DEADLINE alongside Tank Girl, Island Mad and Johnny Marmos. £1.50 on your newsstands.

Hugo Tate is twenty-one years old, and he's not very happy. His hair is falling out to the side, he's in need of a haircut. "I'm thinking of growing it", he explains, "but I don't really decide, and anyway, I can't afford a haircut."

Ward decided to meet in my local haunt, The Prince Albert, Bristol. As he leans further into his pint, Hugo tells me about the time he shaved his hair.

"I cut it off 'cos I was fed up with it, I didn't wanna have any hair 'cos everybody played me off, because they were all worried about their hairstyles, I just wasn't interested, so I shaved it off. I wasn't a skinhead, I mean I was, but I wasn't part of their religion. I just didn't wanna be bothered with it. So I'm like the same thing, only now I'm letting it grow."

Hugo prides himself on his individuality, he doesn't like to be boxed in.

"It's very important to me, I don't want to be like everybody else because everyone else are workers, aren't they?"

Seriously, a lot of people are weird I think. I don't wanna be like those ones, it upsets me. It's not like real life. I look at that, sometimes look at people, and they're very weird.

Although he's spent sometime in the country, and living by the sea, Hugo currently lives in a big anonymous tower block somewhere in the wastelands of a cities planning disaster. He lives on the top floor with his friend Rufus, worrying about his love life, sweating at the car, regretting it a moment later, and staring anxiously at the blank pieces of paper lying on his kitchen table.

"I wanna be a writer. I wanna write short stories I think, though I'm not sure. I've got a lot to say out. The problem is, most artists and writers are a lot of workers. I haven't got a word processor. When I do write I do everything longhand because I like to sweat over it. These things, I hate them, they just take the life away





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By Rob Stevens



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