

ISSUE 3 - JUNE 1991

ONLY £ 2.99
FOR AN ACTION-
PACKED CASSETTES

C64

Fun

FREE
COMPUTER
Fun
FULL COLOUR
GAMES MAGAZINE

NEW
RELEASE!

ON THE CASSETTE:
2 MEGA GAMES

INTRUDER
RHYSKA

READ IN THE MAG:

THE LATEST

REVIEWS

PREVIEWS

HINTS'N'TIPS

NEWS • SPECIALS

ACTUAL SCREENSHOTS OF GAMES ON CASSETTE



C64 FUN - A FREE MAGAZINE WITH EVERY GAME YOU BUY.

GO AND GET IT
NOW !!

ISSUE 3 - JUNE 1991

ONLY £1.99
FOR AN ACTION
PACKET! (MSX)

FREE
Fun
FULL COLOUR
GAMES MAGAZINE

**NEW
RELEASE!**

ON DISK:
**FANTASTIC
MEGA-
GAME**

PREVIOUSLY UNRELEASED

+ 100 pages of
**REVIEWS
PREVIEWS
HINTS 'N' TIPS
SPECIALS**

ACTUAL SCREENSHOTS OF "VTIME"

PC FUN - PREVIOUSLY UNRELEASED GAMES MAGAZINE



ON SALE MAY 30th

Editorial

At the end of every month there's a particular task the person sitting in the top dogs chair has to perform. Since I intend to be reclining here for the foreseeable future, the task of writing the editorial is all mine. There's a trick to making people read what is usually either pretentious, officious, sanctimonious or most other long words ending with ious. Dreary and boring also comes into it. After all who wants to read what the Editor has to say when there's the contents and hopefully some stonkingly stuff to dive into. So readers, instead of saying hello and hoping you are well or some other glib and shallow phrase, I'm going to say, "It's blood, gore, murder and mayhem time again." And if you know which review in this issue that phrase originates from, send a postcard to the usual address, with the name of the game review on it, and don't forget your own address, by June 30th. The first correct entry out of the Editors hat wins #50. Yes, there's a trick to getting people to read the editorial, and a damn useful one is bribery. You can expect similar mini-competitions every month here on the Ed's page so remember to tune in even if you couldn't give a toss what I have to say. What I have to say this month is that if you check out the contents list you'll see a cou-

ple of general entertainment features included, and the news pages don't just cover the computer biz. Like everyone else we concentrate on giving you the games reviews you need, in depth info in the various columns and tasty news and previews. Computer Fun boasts more reviews than any other games magazine in Europe, even the ones which 'appear' to be bigger because of all the adverts. However, we don't stop there. The Computer Fun philosophy is one of entertainment regardless of the medium. If we think you'll get a kick out of something then we'll run a feature on it. Equally if you want to see something that no-one else will touch (profile of a rad skateboarder for example), drop us a line and we'll do the biz. You can certainly expect a wide variety of entertaining and fact filled features in the upcoming months. Right then, enough of me, check out the contents pages and get your teeth into some serious Fun.



*Duncan Evans
Editor-in-Chief*

NEWS

Kerry Evans brings you the low down on the latest industry news and views. And not just the computer industry either!

EVENTS REPORT

It was one of the biggest shows of the year, but trade only, so we tell you what happened.

UP PERISCOPE

Cripes, what a lot of previews. Hydra, Atomino, Armour-Geddon and, and, (looks for piece of paper) oh, yes, Rolling Ronny.

VIRTUAL REALITY

Some people have accused Adrian Pumphrey of already living in an alternate reality. We got him to do it for real.

POCKET CAMERAS

Everyone likes to snap the odd shot on your hols or at the beach. Andrew 'where's me money' Banner guides you through the latest in pocket technology.

COMPETITION

Your chance to win 1000 pounds worth of prizes. If you submit 36 winning entries anyway. Check out the goodies that could heading your way.

SUBMARINES

Who else but the man who fell asleep in his bath could we get to write our article on submarines and the games you can play. Adrian brings you the details.

TROLLS BOTTOM

Mark Ulyatt has been at work on Trolls Bottom again, this time plunging into the pillowy depths of Elvira.

GAMES REVIEWS

More games reviews than any other magazine. We guarantee it. Twice the fun at half the price (unless you bought a mag with a disk then it's three times the fun for twice the price)

GAUNTLET 3D

MEGA TRAVELLER1

SHADOW WARRIOR

COUGER FORCE

SKULL & CROSSBONES

BLUE MAX

SUPER CARS 2

FAMOUS FIVE

MERCS

MONSTER COMPILATION

GALACTIC EMPIRE

6

8

12

16

20

22

23

26

28

28

30

32

34

35

36

38

39

40

42

44

CONT

COMPUTER FUN • ISS



SUBMARINE SPECIAL Page 23

JOE MONTANA FOOTBALL	46
HEART OF THE DRAGON	48
METAL MASTERS	53
INTERNATIONAL ICE HOCKEY	54
LEXICROSS	55
DAS BOOT	56
QUEST FOR GLORY 2	58
GODS	59
POWER UP COMPILATION	60
BATTLE SCAPE COMPILATION	61
WINNING TEAM	62
COIN-OP HITS II	64
SARAKAN	66
KILLING GAME SHOW	67
NAVY SEALS	67
DUCK TALES	68
GOOFY's RAILWAY EXPRESS	69
MICKEY's RUNAWAY ZOO	70
DONALDS ALPHABET	71
4-D SPORTS DRIVING 72	72
VIRGIN TOP TEN	74

Um, aaannd top of the stonking all new, vaguely representative of what's might be selling in central London, Virgin Mega Store Chart, is.... Er, dunno, you better turn to page 74 to find out.

EVENTS

ISSUE 3 • JUNI 1991



DUCK TALES on page 68

ENTER THE TWILIGHT ZONE 76

The surreal and vaguely plausible Adrian Pumphrey pays homage to Rod Serling and the Twilight Zone which is now available in four episode packs in the shops.

CROSSFIRE 78

It's our man in the desert, Mark 'Light Shower' Ulyatt in the A-10 Thunderbolt.

BARGAIN BASEMENT 80

This month's budget collection seems to have come exclusively from Mirrosoft (with some CLASSIC releases) and Action 16 (get North & South if you know what's good for you).

MAKE MY DAY PUNK 84

Ooer, it's one of those light gun thingies. Great for frightening cats and next door neighbours. Especially the selfish bleeders who decide to burn all their rubbish next to your open window. Fah.

HINTS`N`TIPS 86

PUBLIC DOMAIN 88

More cheap software for your delectation. Or whatever you do with it.

MAST HEAD

COMPUTER FUN
MC Publications Ltd.
Alban House
24a White Pit Lane
Flackwell Heath
Nr High Wycombe
Buckinghamshire HP10 9HR

Editor-in-chief: Duncan Evans
Features Editor: Adrian Pumphrey
News Editor: Kerry Evans
Editorial Assistant: Simon Dale
Contributors: Mark Ulyatt
Andrew Banner
Director: Christian Geltenpoth
Distributor: COMAG Magazine
Marketing
Tavistock Road, West
Drayton,
Middlesex UB7 7QE
Advertising contact: Duncan Evans
Tel. 0525/373881
Printer: Cooper Clegg,
Gloucestershire

**DISC/ CASSETTE DEFECT
or GAME UNPLAYABLE?**
Send your disc/cassette to:
MC Publications Ltd.
Alban House
24a White Pit Lane
Flackwell Heath
Nr High Wycombe
Buckinghamshire HP10 9HR

We regret we cannot reply to individual enquiries, either by phone or letter. We need all the time to let you even have more fun with COMPUTER FUN. No part of this magazine or the disk/cassette may be reproduced without written permission.

ON SCREEN 93

Flashing sabres and swirling tartan. It must be Highlander 2 me hearties.

RAT ON A STICK 94

Gawd, what's he bought now. Our Mark keeps his local pixie shop going by buying up the latest releases and writing about them, just for you. So be grateful.

F.B.I 96

Otherwise known as hints and tips, and that full set of passwords for the flippin' difficult Brat.

LETTERS 98

INew

Watch this space for the latest in home entertainment. Kerry Evans saves you from turning into a couch potato and provides a few ideas on how to become an active funster instead! [I can hardly wait, Ed.]

As the company has recently released a cluster of Sega games with more to come, it seems quite sensible to set up a Sega Cartridge Helpline. Open 24 hours per day, 7 days a week, there's no day of rest there the wicker it would seem. Initially the games testers will give hints and tips on Indiana Jones, Impossible Mission, Paperboy and Gauntlet.

US GOLD SEGA HELPLINE

In addition there will be information on up and coming releases, promotions, events and competitions. So if you are stuck on level 5 of your favourite game at 3am in the morning, why not give US Gold a buzz on 0839 654 274? Just hide when your Dad gets the phone bill in if you know what's good for you.

TOYS FOR ALL

If you have a little sis and want her to play in a realistic world, or even a brov who is man enough to play with dolls, watch out for Shani in early 1992. Sadly Shani will probably become a collector's piece in years to come, as the manufacturer Mattel describe her as, "...the first realistically sculpted black fashion doll." Despite the fact that dudes of non-white origin make up a large part of the world's population, there are relatively few black role models for them to play with and model their views of the world on. Apart from that it would nice to see a more varied market with reflected the multi-cultural world we live in. Unlike previous token black dolls such as a black Barbi doll which has Western European features coloured black, Shani comes from an original mould and is expected to be more representative of black culture.

MINDSCAPE WORK MIRACLES

If you're all fingers and thumbs like me when it comes to playing the piano, the Miracle piano tutor from Minds-

cape (see European Computer Trade Show Report for more details) will put you on the straight and narrow. The Nintendo version will be launched in September and PC and Amiga versions around Christmas time. There are joint TV ad campaigns planned for Xmas 1991 in France, Germany and the UK, so if you behave you never know what Santa may bring you in your stocking.

PSYGNOSIS No. 1 IN EUROPE



Lemmings in psynosis story.

Software publisher of the year, best computer game (Lemmings), best graphics (Shadow of the Beast II), best sound for the Beastie also, best action game (Killing Game Show) most original game (Lemmings)... the list of awards heaped on the company with stunning artwork seemed to be endless. The European Com-

puter Leisure Awards were presented on 14th April at the Hippodrome, London, and it was a night worth turning up for as far as Psynosis was concerned.

DUELING WITH MICROPROSE

Although the Ed tells me it bordered on being a fiasco. The awards were judged this year by 32 international titles drawn from twelve countries, though a majority of the UK mags came from just one publisher. Psynosis received just deserts, but the award ceremony itself proved to be a bit

of a shambles this year with the winners of several other awards having no-one there to collect their booty. More confusingly, Masashi Hirabayashi, Editor of Log-In, announced that the winner was 'Powermonger', but his English wasn't up to telling us what the game was winner of! Next year bring a phrasebook pal.

CITIZEN MAKES AN IMPACT

If you're into arcade-based simulations, then Microprose's first attempt at a dogfighting flight simulation is worth mis-

come ACE at flying and knock for six anything that is hurled at you. Just blast them with your machine guns, missiles and laser guns, but watch out. Fail to refuel and you end up like a bowl of jelly being thrown out the top window of a tower block. The 3D views as you fly across the landscape are realistically proportioned as are the



Citizen's new Swift 9x computer printer, joins the narrow carriage Swift 9, offering wide format printing to all Swift printer enthusiasts.

sing your summer holidays to play. In addition to the usual one player versus the computer mode, Air Duel has a number of different two player modes. Two players can play side to side on the same machine and can opt to have the screen split vertically or horizontally. If this still doesn't entertain you enough then you can link up two machines with a cable and view the full screen. The aim of it all is obvious; to be-

aerobic stunts, so give Blackpool, the Rhineland or the Italian Riviera a miss this August and spend your hols playing this game instead. You won't have to duel with Microprose to bring out a version that runs on your machine either as you will be able to fight it out on all four formats. Make sure you keep your bedroom tidy and do the odd piece of housework here and there. Apart from thinking you are

on drugs or something, your Mum will be so shocked that when you ask for #329 to buy the new Swift 9x impact printer, she'll agree on the spot. Ideal for all you budding artists and publishers out there, the printer features a high resolution of 240 dpi which equals detailed drawings and illustrations with quality near to that of a 24 pin printer. An optional colour kit consists of 256 colours to brighten up the dullest of days. This will add #41 onto the price, but you could also offer to do a spot of ironing as well! Standard IBM and Epsom emulations have been incorporated into the machine. This means the product is compatible with most machines on the market at the moment. As I'm a bit of a technophobic, what I really like about this machine is the fact that it is easy to operate. All functions are selected through a slide-action control panel which lets you know what tricks the printer is up to at any stage in the process. You'd better make a start on your bedroom

though as the 9x is available this very merry month, so ring Citizen's Customer Response Desk on 0895 72621 and they'll let you know where to part with your parent's lovely dosh.

Fans of the highly successful

FUN SCHOOL 4

Fun School range produced by Mandarin Software might be interested to know that they are among friends as this high quality education package has sold a quarter of a million packages to date. Fun School 4 is going great guns and should be on the shelves this Autumn. The latest Fun version will offer six further programs across the three main age range groups, and the challenges will naturally continue to run in line with National Curriculum guidelines. By the time the product is launched Mandarin will have changed identity to become Europress Software, with Chris Payne still at the helm. So now there's not an excuse to avoid buying a copy, is there funsters?



This is the Fun School Development Team: Chris Payne (Managing Director Green Tie), Richard Vanner (Development Manager Glasses) and Peter Lee (Project Coordinator).

CTS

R

O

P

E

R

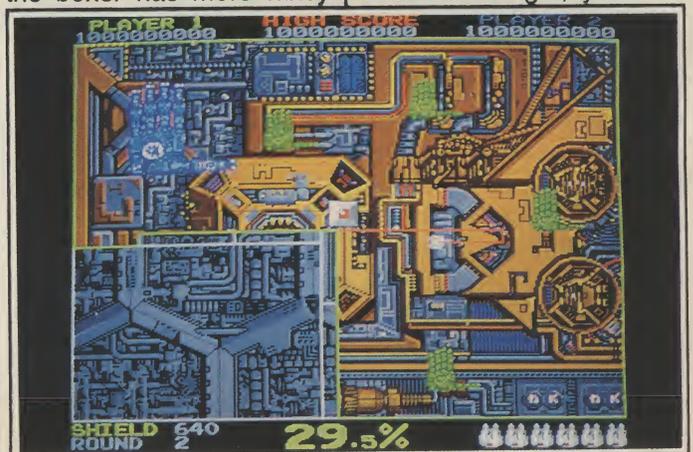
Kerry Culbert survived the European Computer Trade Show with a clear head this year, so please excuse her if what follows sounds a little serious.

The latest in games, peripherals, trade gossip and PR gurlies' mini skirts seem much more interesting through the neck of a bottle as you're about to find out. (Only joking, honest!) Despite the fact that there were 25% more new products on display than was the case during last year's parade (250 items were launched this year), when asked if I'd like a drink as I plodded from stand to stand, imagine my shock when glass after glass of mineral water was placed in my hand. Fussagrussum! Alcoholic drinks may have been few and far between, but you'll be pleased to know that there was a flood of products worth savoring. Let's kick off with Super Kick Off on the Sega Master System. US Gold, despite being a bit confused about who does their PR now the lovely Pam has moved on to Mindscape, let me have a peak at this realistic football game which will hit the shelves in November of this year. You'll need all the speed,

tactical skill and control you needed to play the original, and now there is on-screen text in eight different languages now. German and Italian are featured as well as double Dutch (most Dutch spoke English when I was there recently though, so this enhancement was a bit of a time waster really). I left US Gold to sort out their press releases and was relieved to see that Pam Griffith was sensibly dressed in a pleated tartan skirt which

went down to her ankles (you can't believe a word I say you know). Actually she looked good, and so did the sound of Captain Planet, due out on the Amiga, ST and C64 sometime in October. Based on the World's first Green cartoon series which has already swept America and is currently being screened in this country, the game features five youngsters and the Captain, an environmental hero out to save the World's resources. The Turtles and Simpsons are in for some competition it would seem. Next month I'll be giving you more info on the game and a sneak peep at the finished product. To keep you amused in the meantime, Sports 4D Boxing will be out on the PC in sizzling August (knowing my luck though it will probably rain). Simulated on real human movement, the boxer has more fancy

footwork than Ali ever had. The realistic polygon graphics will knock you for six. All that fighting made me thirsty and after three hours wading through other Journalists in their scruffy jeans and Japanese, French and German buyers and sellers togged up in the latest designer clothes, (not to mention the stunningly thin PR girls who made me feel like Tommy Tucker), I decided to rest my weary feet and discover what stale sandwiches and over priced drinks were on offer at the Finsbury Business Centre's Restaurant. With my new found energy I was prepared to hack my way through the crowds to the Psygnosis stand and become a Barbarian. Barbarian II will be ready to wage war in the Autumn, and the graphics seem to be shaping up well with 2,000 frames of sprite animation in the making. Wow! With fifty different enemies to fight, you'll be



Empire: Volfiev

eying up more warriors with evil intent than Future Publishing employees who I kept bumping into (accidentally on purpose). ST and Amiga versions will be available for £ 25.99 a piece.

Talking of Empires and all that, Empire the company announced that **Volfiev**, a coin-op conversion of an alien strategy game, will be blasting the shelves later this month. With 16 backdrops on every screen you'll need a microscope to see all the detail in this game.

Empire's first CDTV release, **Wrath of the Demon**, may have a sexist plot, but the stunning graphics make



Wrath of the Damon

up for that. With 3 Megabytes of data and the use of 100 colours you'll find the dull decor of your living room walls hard to adjust to after this colour overload. I thought it was effecting my sensibility seeing all that brightness though. A nearby telephone was red rather than silver, but it turns out

that I'm not crazy after all and that there was an old style BT phonebox installed in the middle of the hall. I was waiting for Dr Who to leap out of it or something, but the only strange thing that happened was that I saw another flash of red and realised I had arrived at the Virgin desk. Nicole brought me back down to earth by telling me all about Realms, a strategy simulation set in a fantasy world where money and people have to be manipulated to produce a society any fantasy Government would be proud of. I wonder if Margaret Thatcher will enjoy playing this game now she's retired from the fantasy world which she created? If she doesn't own a home

computer I'm sure she could sell one of the silver salvers she was presented with during her days as PM to raise the necessary dosh for a PC, Amiga or ST. Look out for Realms in your local store in September. For those of you don't want your own realm, check out the Magnetic Scrolls Collection

which amounts to three games for the price of one. You can be a scaly anarchist in Fish, cheat your way through Corruption and as a passtime train to be a criminal in The Guild of Thieves. The good news is the PC version has just come out and costs £ 34.99; the bad news is the Amiga and ST versions won't be with us until early August. Things were getting just a little bit too exciting for me by this stage, so I decided to take a look at some of the more serious stuff on offer. Naksha, a leading UK mouse manufacturer, unveiled the Naksha Bus Mouse. With three buttons your sticky little fingers will have plenty to keep themselves occupied with, and with a mouse mat thrown in you and your PC will live happily ever after. Buy an Upgrade Mouse and



Roland stika.

you'll get a #5 voucher which will knock a fair whack off US Gold and Electronic Arts software. On the first day of the show (April 14th) Sir-Tech Software signed a distribution agreement with Rushware GMB of Dusseldorf, Germany, for several different products. I know this must

be true because as I was standing at the Naksha stand someone wafting past said as much. First in the line of releases will be Wizardry-Bane of he Cosmic Forge, which will be available on the PC and Amiga this Autumn. A version of Freakin' Funky Fuzzballs will come out in Germany around the same time - a must for all arcade strategy fans. Oh no, not more games gossip

I muttered to myself, and decided to head for the **Roland** music stand in the hope that there would be something to calm my nerves there. I then discovered Roland produced more than music when I was introduced to the Stika. Con your Art teachers into buying one for your school as this hand held scanning and cutting device which is just on the market now can digitise

hand-drawn signs. At £ 599 the price is a little high though, so unless you intend to start a small sign-writing business when you leave school I'd give this one a miss. I did manage to stumble upon a music package eventually though. The Miracle Piano Teaching System teaches you how to

play the piano and have fun at the same time. As well as monitoring your progress it provides a musical accompaniment to spur you on to greater things. Just plug the Miracle keyboard into your Nintendo for hours of music fun. This package sure worked miracles on me as my aching feet ached no more and I was eager to find out what else was happen' in the games section. Accolade were giving a bash after the show so I thought if I went to see them next and wasn't rude about any of their games I might get an invite. It never worked, but I did get lots of gossip from them. Apparently they have signed a deal with US Gold

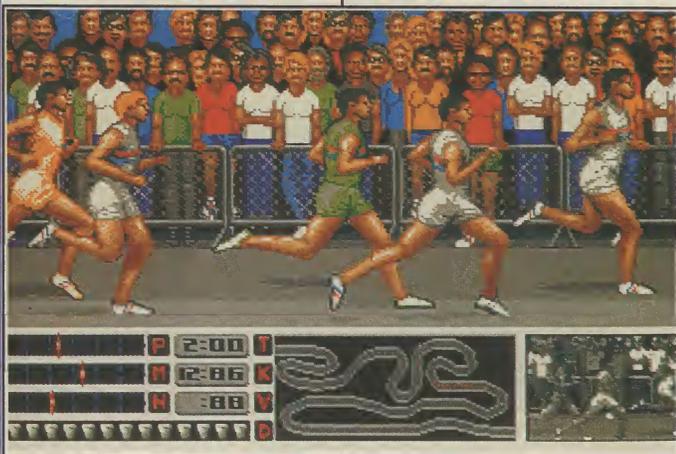
which will allow them to distribute US Gold computer software products in N.America. This won't deter from the company's usual wide range and multi-format home releases though, so don't panic! The console version of Star Control, a game of spaceship combat and galactic conquest, is available at the end of the month for #35.99. A thriller in Hitchcock tone also comes out this month called Conspiracy: The Deadlock Files. The company can sure mix business with pleasure though, as they also told me that they had recently made sales agreements in a number of European territories, including Switzerland and Turkey. I next hit on a not so well kno-

wn Newcastle-Upon -Tyne based software house called ID. What ID lack in fame they make up for in quality, and I'm sure we'll be hearing more from them in the months to come.

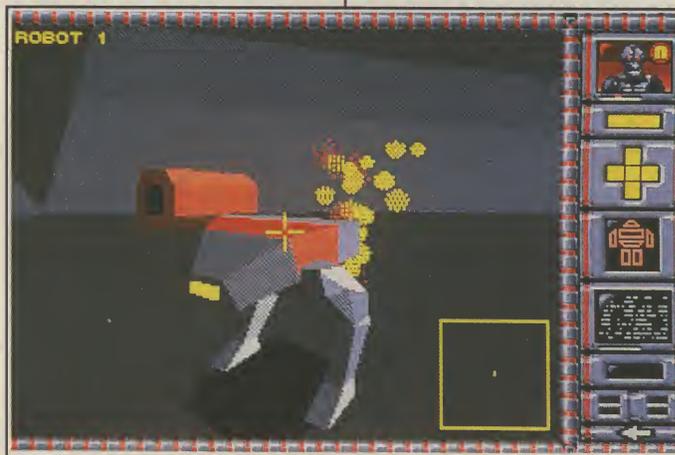
Summer Sports Challenge is seven sports events for the price of one, from Spring Board Diving to a Marathon which makes the London Marathon seem like a piece of cake. At only #24.99 for PC, Amiga and ST versions and #14.99 for the C64 format, you'll have some pocket money over to go to the shops on a chocolate frenzy (can I come too please, UK Ed). Palace software can also be located in the North, only North London isn't the same as 'up North I suppose. I would like to have hovered at their stand a little longer than I did, but I spotted a pic of the awesome baddie of the recently released game Demoniak (see issue 2 of Computer Fun) and so my nerves only let me stay long enough to spot Swap, an addictive puzzle game to be released later this month on ST, Amiga and PC. The concept is simple enough (clear a board of coloured ti-

les by swapping pairs around to create a cluster of the same coloured tiles), but the tight time limit imposed makes it all terribly exciting. The cheery Claire Edgley of Domark managed to calm my nerves by telling me all about an addition to their 3D Construction Kit. A tutorial video is now included which shows how the kit can be best utilised to create objects and make games. Also available in French and German, a club has been established in Wales to answer users queries and offer support to boot. The kit is now available on all formats. Domark are busy at the moment working on a pile of coin-op conversions including Pifighter which has been at the top of the American and European coin-op charts for some time. The game provides you with the chance of kick-boxing, wrestling and practising Karate chops, and you can fight other gamers to snatch Amiga and C64 versions off the shelves in October.

In the meantime browse at **Thunderjaws** which comes out this month and get thrown in at the deep end watching Lizard women with



Summer sport challenge.



Thunderjaws

more wrinkles than Joan Collins. Electronic Arts occupied a busy corner stand at the show, but the friendly Sara Shrapnell and foetus still managed to find time for Computer Fun.

We discussed sleepless nights, changing nappies and **Cyber Fight**, the first

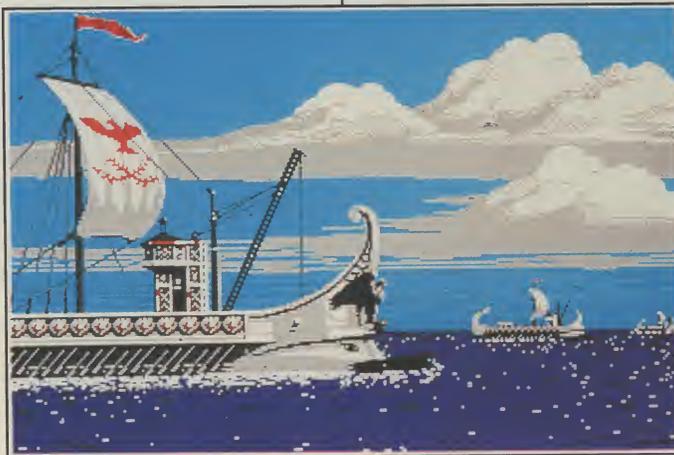


Cyber Fight.

virtual reality combat game. Adrian "I've just seen a poisoned Dwarf" Pumphy explains all about virtual reality (pg's 16-19), and the game is set in the future where sport is all there is worth living for (some football fans already think this is the case). In true Running Man style millions look on while five contestants fight it out to the bitter end. Out on the PC during the Autumn and on the Amiga at a later stage, the subtle shading of the graphics adds realism to the game.

Sega games will also be flooding the market as EA are releasing a role playing game (Might and Magic), King's Bounty (an adventure combat piece), **Centurion**, Faery Tale Adventure and the coin-op conversion named Blockout. Mirrorsoft were handing out very impressive press packs with all kinds of games covered in it. Waterloo is to be re-re-

leased this month, and its 3D scenes of battle are undoubtedly worth coughing up the dosh for. TV sports Football will hit your screens in lazy July once more, a game which many players would consider to be one of the finest simulations of American Football ever produced. Dusty will hit the shelves at around the same



Centurion

time, but is all about an agricultural colony set in 3,800 AD rather than focusing on a cultural ritual of the C20th. Amiga, St and PC owners will all have the opportunity to take on the role of A bug hunter; I just hope I don't have nightmares about all those mutant creepy crawlies!

Devious Designs are what I have on the game of the same name. The Prof is de-



Xenon

BTTF



clouds, Reach for the Skies (a realistic flight simulator) will also come out during the summer. Recent Sega releases include Speedball, BTTF II and Xenon II. Finally I dragged my weary carcass to the Gremlin stand. Apparently they have jumped on the bandwagon and founded a budget label called GBH. Some of the first products to be released will be Supercars on the ST and Amiga, and Venus Fly Trap on the ST, Amiga and C64.

termined to make the world as zany and square as he is. Basically you race against the clock to rebuild structures in this fast moving puzzle game. PC owners who are also Tolkein fans will enjoy a strategy version of the classic epic called Riders of Rohan. Based in the Rings trilogy, there's never a dull moment with sub games and arcade sections.

With your heads still in the

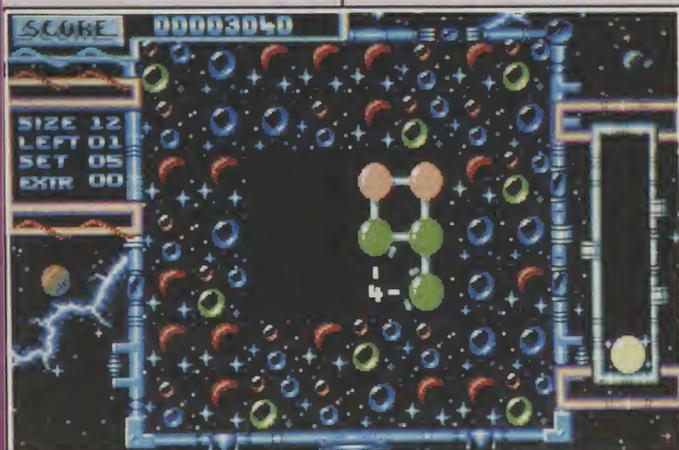
The first products will be released sometime in July. Three days of the CTS and my feet ache, my head hurts and I haven't had a decent meal in days. Still, just think of all that hot news I would have missed otherwise [and her wage packet would have been as empty as her head - Ed.].

PREVIEW

Up periscope

ATOMINO (Psygnosis)

Hot on the heels of the innovative Lemmings, Psygnosis is soon to release Atomino which is both unusual and imaginative. The philosophy behind the game sounds pretty dull but is actually both fun to play and surprisingly creative.



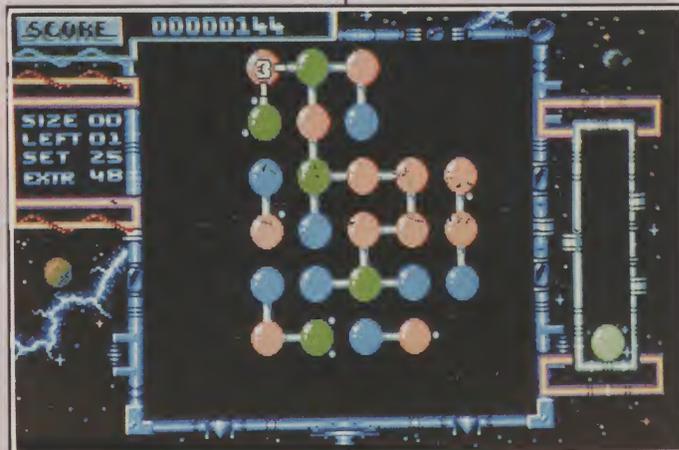
I failed chemisary at scholl



With a teacher like Tals you'd fan too.

Loads of blue, green and red coloured balls appear on the right hand side of the screen which turn out to be atoms. You have to join these atoms together to form molecules and so on. I was never very good at chemistry at school (I nearly blew the lab up once), but luckily you don't have to be good at science to play this game so it doesn't

along the way. When several atoms are in the play area, again make sure the atom that appears at the right hand side of the screen is of the opposite colour to the one you click on or you'll spend all day changing the colours of the atoms around and take millions of light years to create your first molecule. When you feel there are enough atoms of the right sort on the screen to make a set, click on the atom of your choice and watch



It's all a bit like marbles. Sort of.

exclude all you arty types out there You are given a single atom to start with, just click on this and the chemical reactions start to roll. When a red atom appears at the side of the screen make sure you click on a different coloured atom, as opposites seem to attract in this game, and the blue or green sphere you click on with the mouse will suddenly change to red before your very eyes. Here's another trick I picked up

them attract or retract each other depending how social they are feeling at the time. If you manage to get the combinations right (which isn't easy) and successfully form the correct chain of atoms to make a molecule, you can progress to harder levels and who knows at what chemical level you will cease to create at. You could create the perfect body yet. Atomino reminds me a little of puzzle games like Ishido by Accolade and Shanghai by Activision. You

have to plan your moves in advance and juggle the components around, but the colourful appearance of Atomino and the fact that you can't create your own scenario from scratch makes the Psygnosis game a more cheerful if less sophisticated option. The control is extremely smooth however, and the play area has been well designed so you can see at a glance where everything is. With graphics as colourful as Pang, requiring the foresight of strategy of a game like Ishido and the fact that the concept of the game itself is imaginative, I'm sure Psygnosis has backed a winner yet again. Atomino is available soon on PC, ST and Amiga formats for those of you who are interested.

Kerry Evans

HYDRA



Hum, well yes, this was going to be only a preview, but the actual complete game arrived just before we finished this issue, so rather than review it two months after it had appeared in the shops, Hydra gets a review in the strange place of the previews pages.

Those of you who have guts as tough as an old boot and are mad enough to actually

enjoy travelling to France via Hovercraft or Hydrafoil will be able to keep those pilchards and boiled eggs down that you had for breakfast, and take to the waterways like a fish does to water, in the recently re-



leased game by Domark called Hydra. You will sure get to see a bit of the world as you skim across waters near and far, ranging from locations like Colorado to the North Sea, but you'll have to do more than sightsee and I'd take out a life insurance policy if I were you. You may not benefit, but at least someone else will! Your task is to deliver some very dubious cargo to various ports of call, but it won't be quite as straight forward as it sounds. Mercenaries will be lunging at you from all sides, so stay alert or die. The racy Miami vice like music which accompanies the game adds to the fast pace of it all. The graphics aren't that stunning on any of the versions

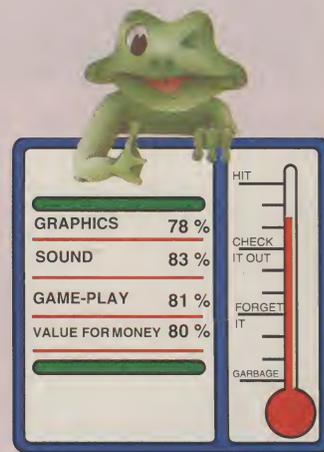
I saw though (C64, ST and Amiga), but there were aspects of the game which I found interesting and the action is virtually non-stop. The action is also varied and takes place on the ground, in the air and in the water. You can be attacked

at any time in any of these locations which adds to the excitement and mad pace of this game. There are 31 levels to wade through - a work load which our postman and couriers just couldn't hack the strain or maintain the pace of and that's for sure. Luckily your deliveries aren't as ill fated as it would appear that you have a wide range of effective firing power, from missile to nuke options, so one way or another you'll manage to keep your head above water for most of the game. Score enough hits and make enough deliveries and you'll be able to buy additional weapons in Ziggy's Weapon Shop. He sure is a cool dude and just wouldn't seem right in the



sweet shop at the end of my street somehow. You'll need all the extra firing power you can muster if you are to make full use of the six way firing capabilities of Hydra. Complete every third level and you get a reward similar to a dog biscuit if your name was Rover, you had sharp teeth, a wagging tail and dribbled everywhere in sight. In Hydra the motivation to keep on performing to the best of your ability is your entry in a Hydrafoil competition where you can amass points to use for weapons later. Hydra scrolls smoothly horizontally, but this is definitely a game to prepare for in advance by putting on your wellies and a dry suit before you set out your deliveries.

Kerry Evans



ARMOUR GEDDON

The end of the world is nigh if you try to take this game to its limits. With the deadly and varied fire power at your disposal, the computer had better watch out if he wants to survive the conflict and live to play another day.

Selecting the appropriate weapons to mount on the vehicle you have singled out to wield your deadly po-

PREVIEW

Up periscope

such a varied choice that you are bound to find something to suit your objective. Lasers, missiles and rockets are all at your disposal - just match the weapons to the vehicles by clicking on the mission roster. If you've played Battle



Just the thing for cowards.

ment screen and take your pick of vehicles ranging from helicopters to ground vehicles like light and heavy tanks. The range is quite surprising really. There's even hovercraft, fighters and bombers. The weapons can be selected on the same screen, and there is

Command you'll be used to this type of control and gameplay, so I'll try not to waffle on about it too much. Up to six vehicles and accompanying weapons can be utilised in one throw but needless to say, you can't repair or reselect a vehicle once it has been taken out



Twin dots dead ahead!

of the conflict. The night-sight is useful in most environments and is easily activated by pressing the appropriate key on the keyboard; you'll know which one to press when the conflict begins as you are fed such instructions on the control panel ready and waiting at the bottom of the screen. This area also gives you other vital low downs like your vehicle's velocity, gun elevation, radar range and shield information. I'm not generally a fan of ga-

ROLLING RONNY (Virgin/Starbyte)

When I chugged my way along the ECTS stands in April I talked to a friendly bunch of people from a German software company called Starbyte. I just love their futuristic logo with a sci-fi back drop, and I'm not surprised that Rolling Ronny is as original a game as the company's logo. Ronny subsequently rolled onto Virgin's desk,

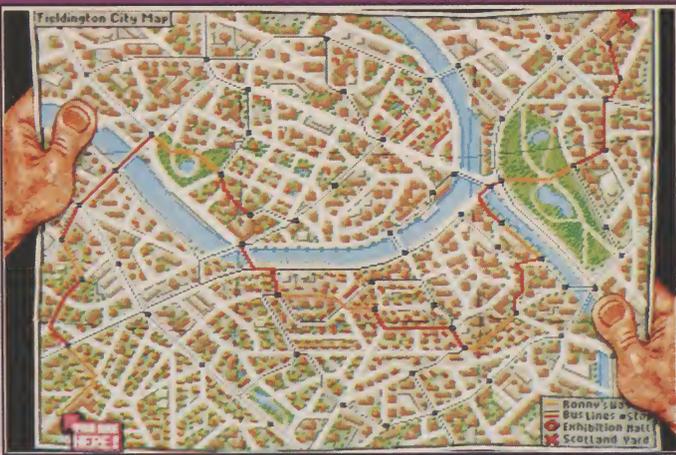


Let's take to the skies.

mes of this type, but I can appreciate the realistic 3D graphics on display, especially when you are given the option of being able to experience external views of your weaponry. You can also switch from one vehicle to another with relative ease which is not normally the norm for this type of game. The fact that you can design your own army rather than have it dictated to you beforehand calls for mental input from all you gamers, so you'll be forced to get that old gray matter working. With training, single, multi and surrender modes you're bound to win some kind of battle-even if it's only the pride of an honourable surrender.

Kerry Evans

thanks to a UK marketing agreement, which explains why the mega company is now releasing the game. In fact, when the Ed was chatting up the Virgin PR girlie at the Virgin stand [I was not! That was the Mindscape stand - Ed], I saw the Director of Starbyte disappear into the conference area with the Virgin boss, so who knows what deals were being hatched for our future pleasure? Anyway, the menu screen which enables you to activate the action, continue playing an existing game, show scores or give a few pointers on how to play the game which is a fun way of kicking off and demonstrates that at least some thought has gone into the presentation of this game. Each letter of the option



Can I catch the metro?



Aarg, I hate computers.



Last of the big spenders.



Huh, some people get derks.

screen which make up the words of the game selection are encased in a dinky green bottle of their very own. Ah! Ronny, like the hero behind the wheel of the Hydra powered sailing dingy, is a glorified messenger boy whose single purpose in li-

fe is to deliver all kinds of strange objects. As he moves up and down, left and right, he must shoot at the opposition like hostile balls and ensure he follows the arrows pointing in the right direction to avoid travelling aimlessly to that big deli-

very shop in the sky. Shoot at the hostile objects randomly and too often though and you'll run out of power and get wasted anyway. The trick of surviving past the first level is to learn when to jump over and duck under the right objects, so I hope your timing is up to scratch! Every now and then our Ron stumbles across an object which he is asked to deliver. He has the option of choosing to deliver the object or being an awkward bugger and refusing to do so, which at least suggests his job requires a little thought. There are a lot of hostile objects to avoid, so it's just as well that there are time and health bonuses to be scooped up along the way. Your state of health is represented by how much fruit you have in

store in a section set aside especially for this purpose at the bottom of the screen, so the more fruity you are the better. Rolling Ronny is worth rolling through to witness the unusual graphics if nothing else, and the full screen parallax scrolling was impressive, but you'll have to wait for the finished article which is due out in September. Should be worth waiting mind you, as everything from the control to the excellent sound and graphics is right on the nose.

Kerry Evans



The only thing missing is Nancy.

VIRTUAL REALITY

LIVING THE ILLUSION

Abandon all hope all ye who enter this realm. The laws that have nurtured you throughout your life no longer exist, you are in a world of fantasy, you are in the computer generated world of Virtuality.

Virtual Reality as a concept has been discussed at length, now the reality has arrived and it's a brave man who turns his back on what could be the future of computer entertainment. It's not a new type of game, more a new way of playing the game. For some the reality of a game can take precedence after many hours pounding the joystick but Virtuality cuts to the core of the matter, if it looks and sounds (and soon feels) like a real world, all the more believable it will be and all the more enjoyment you will receive in playing the game. Immersing a person in a computer generated world where anything can happen is not as easy as it sounds but the last few years have seen great leaps in processor power, 3D object manipulation and a whole host of ancillary hardware developments such a



the LCD colour screen. To achieve this the Virtuality system employs the Visette. When this helmet like device is clamped (reasonably comfortably) on your head it isolates the senses of sound and vision and substitutes its own versions. The sound is simply quadrasonic speakers which rely not

only high quality sound but directional sound. The vision is handled by two colour LCDs, one for each eye. This may not sound too different from the average video game but the real plus is the nature of the world you are visiting. If you hear a sound to your left, you look left. Unlike conventio-

nal computer games the view changes to accommodate your new perspective. Simply put you can look around and see any point in the computer generated world as you would see it in real life. This includes looking over your shoulder to see if anyone is creeping up behind you. The concept is similar to the Freespace world of Driller and Total Eclipse but here your head movements control the direction in which you are looking. As you can imagine this adds tremendously to the realism of the games. The basic arcade





model of Virtuality is a slouch-down unit with Visette head unit and two joysticks with accompanying firebuttons. At the time of launch (about two months ago) two games were available for the Virtuality system, VTOL and Battlesphere. VTOL as you may have guessed is all about the exploits of the Harrier Jump Jet. As aircraft sims go this one has more in common with Afterburner than F-19 but then it was designed as an arcade game. Blast your way through five waves of bandits stopping now and then to refuel from airborne Hercules C130 and aircraft carriers. One of the advantages of the system is the ability to link machines. This means several players (the number can be as high as twenty five) can play together in the same airspace and communicate with each other via hidden microphones in the Visette. The Virtuality system gives the old flight sim one or

two new wrinkles. You can now look around your cockpit, down at the controls or out through the window trying to spot potential targets. Surprisingly despite the simplistic nature of the game with the Virtuality sy-



stem the games feels far more realistic and eminently more enjoyable. Battlesphere takes you to the outer limits as two battle cruisers lock horns and spew forth the dedicated legions of fighter craft, of which you are one. Once again you find yourself flying but this time the two joystick control system requires a little more practice as the number of options increase. You have a number of shot types, plus hyperspace, and the ultimate weapon the chaos char-

ge. Combine these options with the movement of your craft and things really start to get confusing, thank heavens for the the practice scenarios which allow you to shoot it out in hostile asteroid environs before at-

tempting the full game and the enemy motherships. The big difference the Virtuality system offers this game are your gun sights. Wherever you look the sights of your laser/torpedoes remains in the centre of the screen. This means that as you hurtle through space when you encounter an enemy you simply look them squarely in the eye and start blasting. Don't get too carried away however and try to blast someone who shoots across your

field of vision for the Visette is not entirely weightless and too sudden a head movement could do you a minor mischief, especially if wearing glasses. More games are planned and not just using the two joystick control method. For racing fans there will be (or probably is by now) an add on steering wheel which replaces the joysticks. This sums up the Virtuality system. The whole thing is modular allowing new developments to be easily added to the system. One future development to look out for is the Visette II which will allow eye tracking (you can change your view just by moving your eyes as you do in real life). Taking a step away from the arcade game is the stand-up unit. In this version of Virtuality you see not only a great potential for games but the more serious application the product is capable of, such as the building of molecules by hand, computer design as you've never seen it before and just about everything that is currently being done by a computer that requires some form of human input (artistic or otherwise). So what is so different about the stand-up unit. For a start you can walk around. This is achieved by sensors in the helmet which register your position in a magnetic field (at the moment that is generated by a ceiling mounted unit. The range is not great as yet, about 1.5



meter from the central position but again that will be increased in the very near future). Now you have the ability to walk around in a computer generated environment what can you do there? There are a couple of in and on hand devices that allow the manipulation of objects. The Space Glove creates a virtual hand within the computer generated world with which you can pick-up, throw and generally do whatever you can do with your everyday flesh and bone hand. On show was a room around which you could walk containing several airplanes. These models could be grasped, rotated and thrown. The bouncing ball simulation gave you the same room containing a bouncing ball which could be caught, thrown and bounced off walls and other surfaces. As yet the stand-up version sounds rather dull but the technology works, it's just a question of developing the right

software. Sight and sound have already been conquered by Virtuality the next step forward is touch. Pain would seem fairly easy to simulate, a few thousand volts through the Vissette each time you crash, but for the mass market perhaps a subtler approach is needed.

own textures) but you know your hand has hit a solid object. Even in its primitive pre-production state the glove was sensitive enough to let you know which fingers were actually in contact with an object, ie. you could poke things. The sense of touch is still in its



Bring on the Virtuality Force Feedback Glove. The version I tried was a little primitive but in was in the early stages of development. By using little airbags which inflate on command from the main unit the glove simulates contact with a solid object. It does not feel like the object touched (that is to come with a technique known as texture mapping which allows different surface areas of a solid to have their

early days of development but don't be surprised if you see an exo-skeleton with full touch capabilities before the end of the year. And then as one newspaper journalist put it 'what about virtual sex?' Speaking of sex one of the developments you are likely to see next year is movement. Not the old hydraulic system that lurches from side to side occasionally in time with the graphics but the smaller

more dainty pulsations of compressed air. At first this did not sound to hot until an explanation was proffered. The human system is fairly easy to fool and if you have a movement, not necessarily that vast, that is synchronised to the information offered by the graphics then the body does the rest, the secret lies in the synchronisation not how big a bruise the machine can give you each time you crash. All this technology has to be leading somewhere and the most likely short term experience is the Virtuality Centre, and as you read this the wheels at W Industries are turning to that effect. So far we've seen the positive side of Virtuality, but what about all those nasty little germs that can pass from head to head as each person clamps on the head unit. Something like this and the possibility of losing your mind and becoming a virtual junky are all aspects considered by the health and safety people. The high density foam the makes up the head unit is a new polymer developed for the Vissette. Unlike conventional materials bacteria and other nasties are unable to adhere to the surface and thus spread from person to person. As to losing a few marbles that is up to you, the health and safety people have passed the machine but as I'm very fond of saying the possibilities are endless. One such possibility is explored



in a forthcoming Steven King film *The Lawnmower Man*. In this you see the darker side of human nature manifest itself through the abuse of the mind and virtual reality. All good stuff but would you have enough pound coins to reach this heightened state, probably not. Technology unlike babies is not born under gooseberry bushes but comes from many years dedicated research and a fair amount of luck. It all started long ago with the birth (it probably started a little earlier than that but this is a family magazine so just use your imagination) of Jon Waldern. A graduate of Loughborough University with a degree in Industrial Design and a Phd in Spatial Imaging. Jon decided that the every day computer aided design program lacked a little something, like 3D and decent object manipulation. This coupled with work in '82-'83 with IBM and their

tests into human/computer interaction brought about the idea of a virtual reality design system. From there Jon developed a simple virtual reality machine in '86. It looked like something from an early *Doctor Who* episode with a TV perched on a stalk. By moving the set



around the room it would act as a window through which you could view the computer generated room. The graphics were simple line drawings and the hardware cost half a million pounds. This led to the creation of W Industries in '87, a company dedicated to bringing virtual reality to the mass market. Early products included the Super X bounce around and rattle your bones simulator and a very

odd virtual reality machine known as the giraffe. This early version of the Virtuality system won W Industries the Design award and a twenty thousand pound prize, which was promptly reinvested in the company. Half a million pounds is a little much for an arcade sy-

stem (no matter how innovative) but thanks to the wonders of modern technology you can now pick up your own Virtuality sit-down unit for around #20,000 pounds, a bargain if ever there was one. Nick Harding, one of the people that actually buys machines for arcades, was one of the first people to set up and use the Virtuality system in conjunction with the grubby little paws of you the public (and

there is no use denying it, I've been in arcades before, I know all your vices plus a few undocumented ones). When asked how easy to set-up and use the system was he simply said, 'very easy.' Short and to the point, maybe a telephone interview is not such a good idea when one of the participants is belting down a motorway. As to the public reaction that seemed to be good with the Virtuality system equalling the output of the best selling machine from the word go. When asked what he thought of the Virtuality system Nick said, "it will revolutionise the arcade market." Well that seems as good a way to end on as any, but if you want more information (or the machines themselves) you can contact W Industries on tel: (0533) 548222.

Adrian Pumphrey

Pocket Cameras

Photos in a Flash

Andrew Banner gives the low down on this years camera best buys. To many people, the art of using a camera is limited to picking it up, pointing it at a subject and pressing the button.

Many cameras available today dispense with the need to know anything about exposure or even focusing, and most fit snugly into your pocket. Pocket cameras, like more sophisticated Single Lens Reflex cameras, have become very intelligent recently. Many offer auto-focusing which ensures that the picture is sharp, and most also offer auto-exposure and a built-in flash. Without having the need to carry around bags of equipment, you can get satisfac-

tory results from something that's all in one and small with it. If you are looking to buy a new camera and aren't really into photography, you should be looking for a 35mm compact camera. These start at about £30 and rise to the insane prices at about £500. Naturally, you won't get much for £30, and for £500 you get a damn fine bit of kit. So, if you've got the money, you should be looking at spending between £80 and £240. If you have less than this you should still be looking for a 35mm compact, and don't be tempted to opt for a 110 camera. 110 cameras are fine for rank amateurs, but there's not getting away from the fact that the pictures are not very good. This is due to the very small negative size and the camera's inability to judge the lighting levels. Starting at the low end how about a disposable camera? Both Fuji and Kodak

make disposables and are priced at under £10. Various models exist from the very basic to a flash model and even an underwater camera which can be used at

you've forgotten to bring it as these cameras are often available from chemists and certain newsagents. The one thing to remember from here on is to buy a camera which is made by a company with a good history, Minolta, Canon, Praktika,



depths of up to 12 feet. These cameras contain a 400 ASA film (reasonably fast but with larger grain particles). The film is advanced by a thumb wheel and both exposure and focus is fixed. They're great for parties where you feel that your rather more expensive camera might be damaged or just when

Pentax, Konica, Olympus, Ricoh, Yashica, Fuji or Panasonic. One rule is to not consider makes such as Hanimex or Halina. Whilst there is nothing actually wrong with these makes, they are, on average, less reliable and not cost effective to repair. If you are intent on buying one of these, opt for the most basic units where there is less to go



Sigma 35AF Zoom



Sigma 50AF Zoom

wrong. Good buys in the £15 to £70 bracket are the renowned Olympus Trip S with a wide angle 35mm fixed focus lens and flash at £41, Canon Snappy V at £48, the £18 Fuji FZ-5 and Minolta Riva AF35 with an auto-focus 35mm lens and flash - exceptional value at only £70. Between £70 and £100 I would recommend the Pentax PC505 with au-

models the zooming function is limited to between 35mm and 70mm. At 35mm the lens will grab more of the scene - it gives a wide angle. At 70mm the lens shows much less, the image is closer and larger which is better for portraits or cropping the scene. However, on no account should you use the zooming features of the lens to avoid you moving closer to or further away from the subject.



to-focusing and auto flash at £90 and the Canon Sureshot EX at £75. Once you start to spend over £100 you are beginning to get into the more sophisticated models. Most offer auto focusing and also zooming features which allow you to adjust the focal length of the lens to make the subject appear larger (closer) or smaller (further away). On many

For the happy snapper who wants good quality pictures whether at a party or on the beach in Spain you should be looking towards such cameras as the Nikon Fun Touch 2, Samsung AF-Slim, Canon Sure Shot Traveller, Sigma 28AF Zoom and 50AF Zoom, Minolta Riva 105i and Canon Epoca. The Nikon Fun Touch 2 is backed by Nikon's reputati-



Wide-angle Zoom Sigma

on for quality worldwide. This small, versatile camera offers a fixed 35mm lens with auto-focusing and two flash operation modes. At just £100, it represents quality rather than value for money. But, quality is what it's all about. The Samsung AF-Slim is exactly what it is. A fixed focal lens with superb auto focus, versatile flash modes and at a size which will lose itself in a small bag. For £100 it's amazing value and more versatile than the Nikon. The Canon Sure Shot is a bit long in the tooth

from the company that first brought auto focusing into commercial production. The Riva's competition is stiff and at this price point you have to make choices. With an auto focus system which keeps moving subjects sharp and a flash which prevents red-eye, this sporty number also offers a 38mm - 105mm zoom lens and an on switch which requires no pressing - just lift the camera and look through it. It's certainly a very sophisticated unit which will take fantastic shots. It's a real bargain at £200. Finally the Canon Epoca. I never wanted



now, but new models are still being released. The Traveller version offers two lenses, a wide 28mm and a near standard 48mm. It also sports auto focusing and at £110 offers fill-in flash and an automatic flash mode. It's also incredibly light. The Sigma 28AF, 35AF and 50AF Zoom camera are recent entrants into the world of compact 35mm cameras. Sigma, traditionally a quality interchangeable lens manufacturer, entered the compact market with three stunning little performers. At £170 the 28AF offers a 28mm - 50mm zoom lens with a built-in flash and a hot shoe for a separate flash. The 35mm version offers a 35mm - 70mm lens and the 50AF a 50mm - 100mm. Both 35mm and 50mm versions retail at £180. The Minolta Riva 105i isn't the latest sports coupe but one of the more recent compacts

to own a canon camera until I saw this beast. There have been many hybrid cameras around over the past few years but this one is going to survive a lot longer. The Epoca's unconventional shape makes it look more like a video camera. It has a built-in flash, intelligent auto focusing and 35mm - 105mm optics, lots more besides. For the recommended retail price of £240 it's a bit pricey, but who sticks to RRP's anyway? If you are really serious about the quality of your photographs, and you shouldn't skimp on your own memories, then splash out on a Riva 105i or Epoca. Alternatively, look at the Sigma range. If that's too expensive, go for the AF Slim or Fun Touch 2. And never load up with poor quality film. [Or you'll end up with pictures like Andrew's - Ed.]

COMPETITION TIME

Yo dudes, party down with some seriously cool Xsezoris, courtesy of consumer fiddly bits producer, Alfa Data.

Yup, this is your chance to make your mouse march, your balls track and your RAM mega (two mega in fact). In conjunction with Alfa Data, Computer Fun is giving away no less than 30 top quality mice worth £25 each, five hunky trackballs worth a handsome £35 and our super soaraway top prize of a RAM board plus RAM chips totalling a massive two megabytes of memory. No more out of memory errors on your DTP, no more, 'sorry that game won't run an unexpanded machine,' and no more messing around when you've got a stonking RAS-2MB RAM board stuffed inside your machine.

30 OMM-MT MOUSE

The mice for great performance has reliable micro-switch buttons, is ergonomically designed, offers precise smooth point-to-point



control with 280 dpi resolution, and doesn't consume much power by using the CMOS chip. A great little squeecker to have beside your machine. And the good news for Amiga and ST owners is that their version of the mouse is switchable between the two machines, and comes with a holder to keep it safe. PC owners get a dedicated mouse of their very own.

5 TRACKBALLS

If desk space is limited, if you'd rather play Missile Command the proper way, and if you've just won one in our competition, then a

trackball is a great prize. Compatible with the ST, Amiga and PC this is our second prize for five lucky readers.

RAS -2MB RAM BOARD Cripes, it's an easy to install mega stonking RAM board worth over £200. For ST and Amiga owners, all those one meg games are now playable. You now have the RAM to get into serious digitising and sampling, and no more out of memory errors if you want to develop a new STOS or AMOS game.

THE COMPETITION

It's easy. But then I made the questions up so I would

think that. Simply jot down the answers to the following questions, and send them with name and address and computer make, on a post-card, to

XSESORIES COMPO,
COMPUTER FUN,
20 DUDLEY STREET,
LEIGHTON BUZZARD,
LU7 8SE, BEDS, ENG.

(1) How many different versions of this magazine are there in the UK?

- (a) 5
- (b) 6
- (c) 57

(2) The original 4-player arcade dungeon game was called ?

- (a) DungeonMaster
- (b) Castle Quest
- (c) Gauntlet

(3) Which of these is not a Psygnosis game.

- (a) Deep Space
- (b) R-Type
- (c) Menace

SUBMARINE SPECIAL

Run silent, run deep

Adrian Pumphrey disappears beneath the waves for his latest sub-aquatic investigation of all things submersible.

Dive, Dive, Dive For most people their first introduction to the submersible craft was Jules Vern's 20,000 Leagues Under the Sea, with Captain Nemo and the fabled Nautilus. The exploits of this intrepid Captain created myths of under-sea civilisations with fearsome technology, a similar theme was to be found in the later but equally classic Stingray series by the puppet master himself, Gerry Anderson. Jerky they may have been but when it came to underwater combat few could surpass the destructive power of these wooden heroes. But the real story was not so romantic as one might hope but a struggle to use primitive technology to realise a dream. When man creates a new toy its not long before someone finds a destructive use for it. As in many cases the submarine was once a peaceful invention. It all started way back in 1578 when an Englishman by the name of William Bourne sat down and produced plans for the often dreamed of, but never produced submersible boat. He solved a lot of the basic problems but propulsion

was not one of them. Forty six years later the Dutch physician, Van Drebbel introduced oars and the submersible boat now had motion. Its use was peaceful, mostly underwater construction and salvage until 1799 when the American Robert Fulton built the first armed submersible craft. The craft was still hand powered and failed to receive popular support from either the French or the British. The idea of the submersible boat as a weapon was now firmly planted in the minds of the powers that be and the next step in underwater warfare came when in 1850 Bavarian artillery sergeant Wilhelm Bauer produced Fire Diver, a working submarine that unfortunately sank after one month's operation. But this did not deter him, he went on to build another this time for the Russian Navy. During the American Civil War the submarine saw action in the form of Davids. These Confederate submersibles were costly in both lives (they sank a lot) and money. They did however have one advantage, steam power. The next great leap came in 1878 when English clergyman, Reverend George Garret built several steam powered craft that stored latent heat in special storage tanks. With finance from

Swedish arms manufacturer Thorsten Nordenfelt Garret sold the machines to Greece and Turkey. However, the main innovation was the Whitehead automobile torpedo which gave the submarine the much needed long range killing power. Steam power worked but it left a lot to be desired, the electric engine solved many of the problems but as in most major developments the process of refinement took several years. It started with a young Spanish naval officer in 1886 who used an accumulator battery to drive two electric motors. The French followed with their own versions but the submersibles had to return to port to

charging of the batteries by the operation of the steam engine, a feature that remained with submarines until the nuclear age and the production of the all sensor, no signature hunter killer. A SHIP OF YOUR OWN

SILENT SERVICE II Microprose

This is the sequel to the granddaddy of all sub sims, Silent Service. The playability is just as good but the game has been beefed up with better graphics and sounds effects, not to mention a whole new set of scenarios.



Silent service II

recharge their batteries. The French by now had faith in the submarine and organised a competition in 1896 to find a new design for their fleets to be. The winner was a Frenchman by the name of Maxime Laubeuf who designed a vessel both steam and electric powered for surface and underwater modes of operation. The big plus was the

You take control of a number of American submarines (one at a time I'm afraid) and stalk your designated patrol area. Find the enemy and it's all hands to battle stations. The armament may be primitive but it is amazing what you can do against a fleet of tankers with a bunch of torpedoes and a deck gun. There are a number of views ranging



Silent service II

from the map screen where you can plan your strategies, to periscope, bridge, bridge with binoculars, damage control and the gauges screen. By flicking from screen to screen you gather your data and attempt to sneak up on the enemy. You need to get fairly close as the torpedoes and deck gun are not noted for their range. If in battle things should start to go wrong your only hope of distracting the enemy is to launch debris and hope they think you sank, otherwise it's down to skillful manoeuvring. There are a couple of animation screens for when the sub is firing torpedoes or under attack from depth charges but these tend to get in the way, especially when launching large volleys of torpedoes, so are best turned off. A classic game that is a must for all fans of the old style sub combat.

WOLFPACK
Mirrorsoft

The submarine lends itself surprisingly well to the computer simulation, but what era to emulate. What better place to start than the hey-day of the

U-Boat with Wolfpack. This fairly recent offering from Mirrorsoft took a new approach to the sub sim. In this game you not only command a submarine but several to form a Wolfpack.



Wolfpack

You can of course put the shoe on the other foot and take control of the convoys but that is not as much fun and totally irrelevant to this article. Controlling several vessels simultaneously

could cause a few headaches so each submarine has a commander who is displaced when you visit. Commanders can be given simple orders such as attack convoy, shadow con-

voys or patrol an area but no matter how good your organisation sooner or later one of the computer controlled subs is going to do something stupid and get itself sunk. When switching from



Wolfpack

vessel to vessel the graphics change to suit the craft in question. The hardware is limited to around the Second World War but this does place some interesting restraints on the



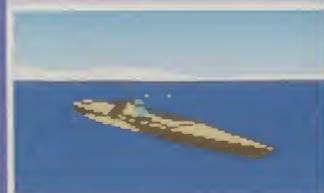
Silent service II

strategies. The only grumble is the control method, by clicking on certain parts of the dials and on small arrow indicators you control your submarine, this is far too fiddly for those panic situations.

DAS BOOT
Mindscape

Staying with the U-Boat we have Das Boot (you may remember the TV series) from Mindscape. Although billed as a simulation it plays like a string of arcade games.

Solid 3D graphics are used throughout and some very artificial compromises have been made to make the 3D system work for a computer simulation. The anti-aircraft gun section works better than most. Blast away at the



Das Boot

planes as they fly over your submersible dropping their deadly cargo of bombs. In high detail mode this can be quite impressive although the gun moves jerkily and if not for the high fire rate you wouldn't be able to hit the side of a barn let alone an attacking aircraft. The deck gun works in a similar manner except it fires slower and you have to move it with the cursor keys if you want



Das Boot

any chance of hitting your target. Its hard to say where the simulation part of the game comes in, I suppose most of the elements of the game are found in other sub simulations but they do not feel so arcade orientated. There are however several sections of the game that are nothing more than arcade subgames. When avoiding mines on the surface you drive your sub through the gaps as you would on many a racing game, the underwater combat section show an external 3D view of the sub and its enemies and you rotate you sub and fire the missiles. The only innovative feature is the radio room where you can receive coded messages, decode them and then send coded or uncoded replies.

RED STORM RISING Microprose

Red Storm Rising is by far the oldest offering here and this is very much reflected in the presentation of the game. But true to the simulation ethic of Microprose you'll be surprised how many novel and quite valuable features exist in this aging offering. Graphically this game sucks. It has one or two nice animated sequences showing missiles and other death dealing devices striking their targets but apart from that nothing more than a very small periscope view showing a few blobs and some tactical displays and

well perhaps there are a few more graphics than previously thought but most can be classed in the early wargame genre. The game revolves around World War III and the super subs which dominate the oceans. As commander of one you must seek out the enemy and destroy, destroy, destroy. As previously mentioned the periscope view is fairly dismal but the game is played mostly on the maps. You can't actually fire from the periscope screen either that also has to be done from a map. Steering and depth control is done by entering bearing and the



Red storm rising

depth in numerical form but you can in the case of emergencies swing the sub either left or right or resume a straight course using the keyboard controls. Combat both defensive and offensive is done on maps, a different one for each. On the offensive map you select your weapon to be fired, then the target and watch the traces. An animation scene will show whether or not you hit your target. Similar actions occur on the defence map as you use your emergency manoeuvres and decoys to avoid incoming torpedoes. In the WWII scenario you see a large map of the World with the war taking

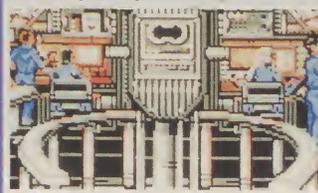


688 attack club

place upon it. Newscasters interrupt to bring war updates as you move the symbols of your submersible across the world seeking out hostiles for which the game will jump back into its normal mode. Dated but still a great sim, so if you don't mind the lack of pretty pictures it could well be worth checking this one out.

588 ATTACK SUB Electronic Arts

Finally we have 688 Attack Sub. Modern warfare is the order of the day as you move silent-



688 attack club

ly through the murky depths relying upon the edge your technology gives you and your skill in using it. This is not an all out blast but a subtle challenge as you attempt to move silently whilst using your very high-tech equipment to identify and eliminate your targets from the many vessels and other large sea users encountered. Interestingly you can play either the American or Russian forces.

The sub layout changes accordingly as does the equipment and if not disabled the style of text (I found the Russian style script almost unreadable). Each station has a digitised picture for the operator, which helps with the presentation but what really makes the game is the flexible nature of your craft and the uses you can put it to. You have a number of displays to work with as well as missiles, torpedoes and noisemakers (used to distract the enemy). For perilous travel underwater you can have a computer generated view of the ocean bottom plus any objects therein, you can work totally from maps or you can use the periscope and watch your victims burn.

The whole point behind this fascinating simulation is to use the technology to remain unseen and to get the job done. Not to mention having a whole lot of fun at the same time. If you have yet to enter the world of the simulation perhaps it's time you tried. The submarine simulation has its tension as the destroyers stalk you, the elation as the torpedo hits home on a very large cargo ship and the satisfaction of knowing that the outcome rests on your skill alone.

TROLLS BOTTOM

After being stuck with *Dragon Wars* last issue I was quite relieved when the Ed. allowed me to actually write about the game I have been playing for the last few weeks [Hey, am I nice or what ? Ed].

vage, heaving bosoms and cute way with words. If you recall my review a couple of months ago, I was quite taken with the game and after playing it some more I am a definite fan. But enough of trumpet blowing [Thank god for that. Ed]. Beating the

keys, open a chest (no not Elvira's, get down boy!) and knocking off the vampire queen (that is the female vampire - I'm getting worse than Elvira here). Anyway where was I, oh yes, finding keys and things. Unfortunately each key, and there are

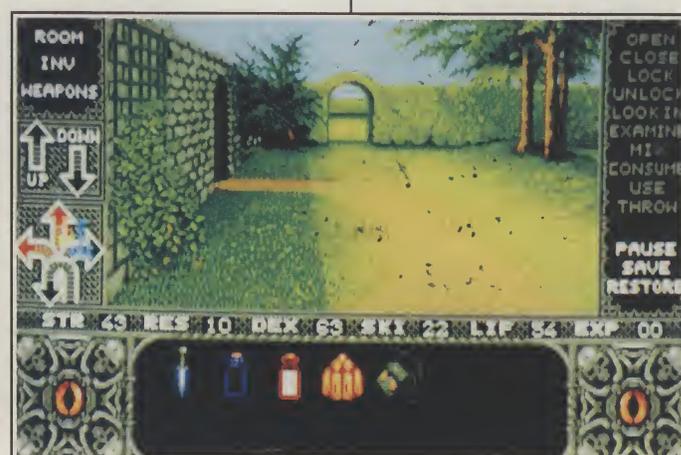
Now what you want me to tell you is where the keys are, right? well I will, 'cos I'm a nice guy (and all that). But I'm going to be really mean and only tell you about a few of the keys, and even then I'm not going to tell you how to deal with all the monsters



I guess you don't complain about room service.

But then I always did say he was a humane and compassionate man [When exactly was that Mark ? Ed]. So, this week it's all about the lady with the deep clea-

bad guys and saving the day is quite a puzzle but solvable with a little dedication and lots of blood and gore. Generally the aim of the game is to find a bunch of



Well this looks safe enough.

six of them, is guarded by a very special person (for person read thing, it, monster, creature from the black lagoon etc..) and some of them are pretty (?) ugly.

you'll find (the maniacal laughter here is not a monster, it's me). Before you can go after the keys its weapon collecting time. First stop should be the armoury, guarded by a wimpy human that you can defeat with a tiny knife. The armoury is in the castle keep, on the first floor and is the second door on the right. Here you can collect a sword (or axe if you prefer), armour, shield, crossbow and pistol. You can only carry some of these and the best choice is probably sword, armour and bow. Next stop is the library, where Elvira's spell book is hidden. The library is also on the first floor of the keep and is the first door on the left. Elvira herself can be found in the kitchen which happens to be on the ground floor of the keep, but you



Pillow time.

need to go up to the first floor, and then down the next set of stairs to get to the kitchen. Next stop is to the castle courtyard where you can wander around and knockoff a few guards to boost your weapon skill be-

you next time you enter her room), a crucible, a weapon and a forge. Don't burn your fingers, and timing is crucial. You will find the werewolf in the stables. Next in line is Key Tertius (three to thee and me) and involves a bird,

me to tell you how to get this one as well, shame on you, go and do your own detective work. Mind you salt will help considerably, and salt can often be found underground (but not in the catacombs - except for what's in

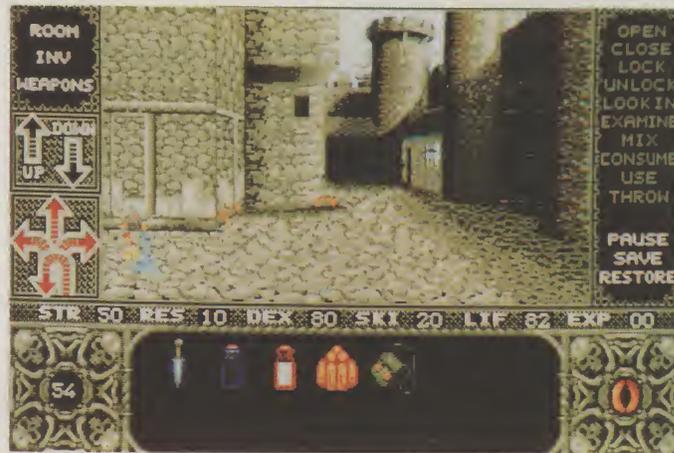
which some of these are not so easy to spot, like the spiderwebs in the dungeon. But then that's what makes it fun, the challenge and the danger, Eh? This leaves a number of places you haven't been. The maze only

fore entering the castle gardens. Don't try to mix it with the creatures in the maze, or the falconer, you'll just regret it. Instead find the old shed and collect the crucifix. Then its back to the castle keep, this time to the second floor. Its safe to enter any room up here, and the monks aren't difficult to kill, so just wander along killing monks and collecting bolts and other goodies. This gives you lots of equipment, so it is now time to collect some keys. The easiest to get is the key labeled Primus (all for one and one for all) but it also requires the most skill [So why is it the easiest then? Ed]. Gomer Pyle has this and all you need is a weapon skill of around 50 to beat him. Key Secundus (two to you) involves silver (and remember that if you use the crucifix for this, the vampire may well decide to have a go at

a bow and a butt (cryptic or what) but you've got to shoot at the right time. This is actually the easiest to get [Make your mind up. Ed], so why not go for this first. The next key is of course Quartus, and for this you will need courage, resolution and skill. What! you want

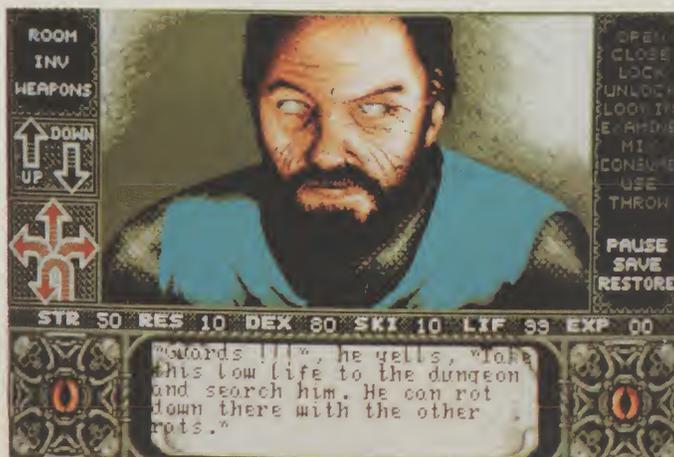
your blood). Then there is always Quintus and Sextus. but they are another story entirely. While you are doing all this remember to pick up everything that you can see, since it always easier to collect as you go, particularly the various spell ingredients. Talking of

contains various spell ingredients, but you will need missile spells for the denizens, otherwise they'll suck off all your strength. Bolts will work, but you lose them. The dungeons (which are underground - now there's a hint for you) contain more spell ingredients, and the



Eye, eye, what's going on here then.

The coast is clear let's get out of here.



undead guards are easy to dispatch with sword or axe. The well has one exit to the catacombs (which needs to be opened from the other side) and one locked grill. The key is elsewhere. There is also a secret passage in the kitchen, but Elvira won't let you go in, and merely complains about the dark herself. Finally there are the catacombs. The less said about these the better, 'cos I have run out of space. Have fun, kill lots of nasty baddies and don't forget - a trusty two button mouse wins every time.

Mark Ulyatt

GAUNTLET 3D

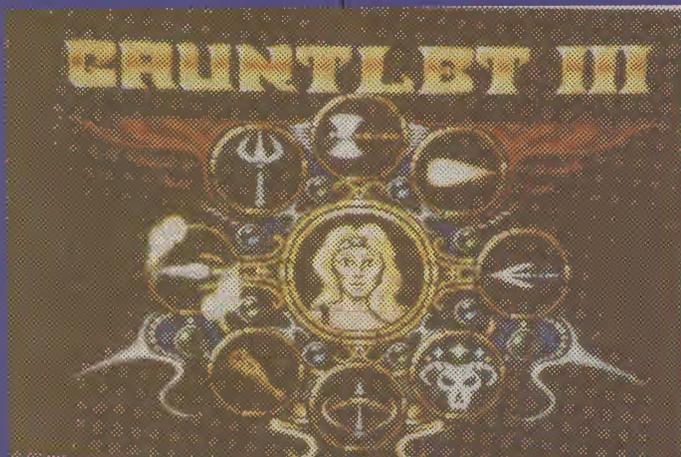


Take a peaceful isle and set loose the devil, add a couple of heroes and the fun begins.

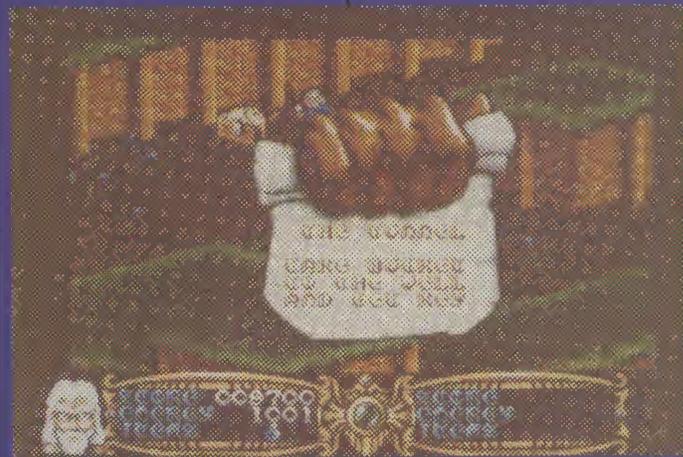
and valkerie are all here but this time they have four new friends to help them in their heroic exploits. The lizard and the rock barbarian know a thing or two about bashing heads but for a more subtler approach the ice warrior and the trident slinging merman can be called upon to enter the fray. You can have two of the eight heroes battling side by side if you have the extra joystick

have changed, now the world is fully 3D and you have quests to perform. You start in the centre of the once peaceful isle of Capra with about three seconds before the first wave of monsters assault your character. What particular type of monster that is depends upon the character selected at the start of the quest. Weave between the trees blasting the isle inhabitant,

monster free passage. Well almost, there is this branch like tentacle that has a nasty habit of popping up and groping around at the most inopportune of times. Besides monster generators you will encounter chests of treasure (always good for a few additional bonus points) and food, this being essential to the well being of your character. I didn't find any on the first level [You didn't

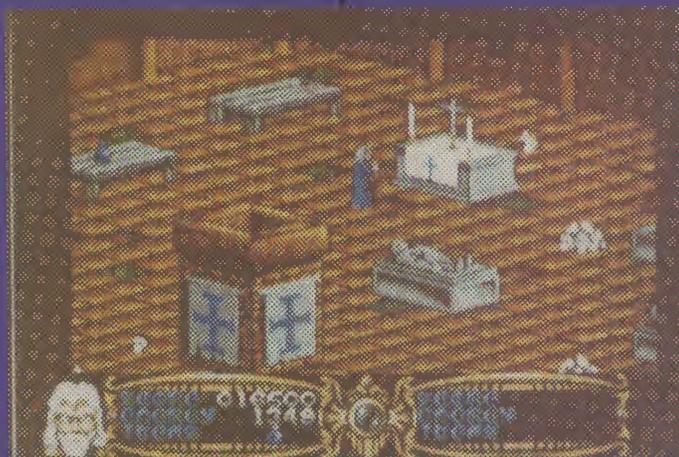


I'll have this one please.



Huh, it's easy when you know how.

The ultimate peacekeeper, mess around with him and he'll set free the devil. It worked fine until a race known as Vellons started a war in order to free their evil master. The head wizard good to his word unleashed the hordes of hell and now he needs a couple of warriors to coax the evil minions back behind bars. Having nothing better to do than quaff (similar to drinking only you spill more) a few pints between leching you decide a little monster bashing and the odd bit of looting sounds like fun so off you go, axe in hand. The heroes of Gauntlet 1 & 2 are not to be left out of this little escapade. The wizard, elf, warrior



Playing for a nubile assistant.

and player. Many may remember the previous two Gauntlet escapades as endless dungeon bashing with the occasional laugh all presented in semi-3D. Well with Gauntlet 3D the rules

searching out those dreaded monster generators. Destroy a generator and the monsters have one less source, destroy all generators in a particular section of the isle and you will have

look hard enough then 'cos I did - Ed] but each character starts with one potion. This magical brew can be used in times of dire emergency to obliterate all foes or at least as many as that character's magical ability allows. The river that splits the isle can be crossed at tow places leading you to two small landmasses. On these you will find more monster generators, treasure and that most precious commodity, food. You will also come across a couple of guardian type creatures, rather similar to orcs and goblins in appearance. These nasties wander from point to point, not hard to avoid but often placed in in-



Eee, where's the post office gone?

convenient places. Add to this the hero chomping plants and you have some real serious bashing ahead of you. Having cleared the land before you it is time to give some serious thought

sn't sound much like a hero type task does it but then it is guarded by the most fearsome of monsters). You have three possible exits from the isle, one leading to level two which can only be open-



What bucket?

to the first task. Hitting the Help key brings forth a fist containing a scroll upon which is your first task. On the first level this is the collecting of a bucket, (doe-

ned after completion of the first quest. Through the church you find an underground realm and oddly enough the bucket. Upon collecting the bucket you



That's waht I'm looking for.



Who are you calling dead wood old man.

will be given the next task in your quest. You find retrieve a key from a well, and then proceed towards a dodgy church. Here past heroes lie in state and you may also find the odd monster. Exiting from here takes you to the haunted wood. You know it's haunted because all the trees have faces with non too pleasant expressions. With the layout of the first level firmly in mind you undertake to complete the last two stages of your first quest. Upon completion of the third task a timer appears and you race for the exit to level two with those all important bonus points in mind. Hit level two and the landscape takes a turn for the drastic. You get no more handy little signs pointing to the various exits and the maze like structure of the land hinders rapid flight from monsters. As the path is raised a fall would be fatal but the kind hearted programmers (you owe me a pint for that one) have made it impossible to fall off the edge. Find the right rock (the one with the hole in it and a distinctive minty taste) and you are ready to brave more dangers as the landscape takes a turn for the weirder. More maze like paths compete to mislead the unwary or more pointedly the players who can agree on which direction to go in because the screen can only scroll along one path and if both players can ag-

ree then neither is going anywhere. It can only be said that this is a bold departure from the Gauntlet formula and a vast improvement. Purists may argue that this is no longer a true Gauntlet but what the heck it's a good game. The 3D is tastefully done and the graphics very atmospheric. It's not as monster laden as previous exploits but then you also have the quests to deal with. They may not be as in depth as some role-playing games but this does not purport to be such, just a good old bash down memory lane with all the thrill of a nineties product.

Adrian Pumphrey



MEGATRAVELLER



After the success (??) of TSR's Dungeons and Dragons foray into the world of computer role play games it was only a matter of time before other systems from the world of RPG were also ported over.

The first was Tunnels and Trolls, with a good if rather basic translation of the system, drawing heavily on



Now you see me, now you don't.

good for reality (although I would question this) but it tends to be a problem when it comes to identifying with your character, not to mention the fact that you may

course the skills you gain may not be the ones you want, but again this is faithful to the original [I'm surprised you don't simply set all your stats to maximum - Ed]

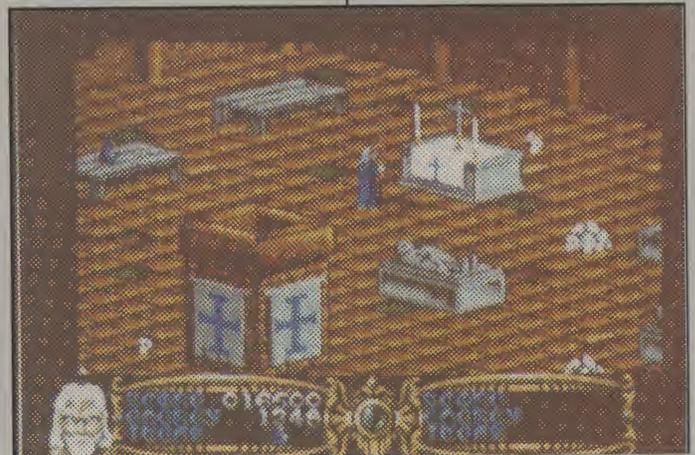
At which point the bad guys arrive and a firefight ensues. The plot and action both develop from here, suffice it to say that your mission, should you choose to accept it, is to save the universe from the evil Zhodani. The plot is done, now for the play. Characters, surroundings and the opposition or help are seen from an overhead view a la Ultima, with a general menu of conversation, movement, party and game. The party menu allows you to split up (when under fire) or regroup. The game menu simply access various game and disk commands. Each of the characters may be dealt with in detail in a separate



Who needs MTV when you can have MT?

the pre-published solitaire dungeons. The latest is GDW's sci fi game Megatraveller. For those with little knowledge of RPG systems, Traveller is a departure from the more normal start young, gain experience, gain skills and age as you play type. Instead you start young, gain age, gain skills and then play. Thus the norm is forty year old adventurers. This may be

well have reduced stats due to senility (hey, I'm not kidding). Anyway, the system has not been changed in the computer version. So don't be surprised if your characters are forty or more by the time they start adventuring. So, you start by picking a character, then enlist in one of the services (or get drafted if you are unlucky) and gain skills, money and equipment. Of



This place has more canals than Amsterdam.

You need several characters (up to five in the party) and at least one must be able to fly and navigate a spaceship, after all this is a sci fi adventure, and the main action takes place all over the galaxy. Having picked the party and characters you start the game proper in a tavern. Here a woman rushes in, dumps some stuff in your laps and tells you to go to some planet or other.

menu. This includes skills, equipment, weapons, and armour. In all a character can carry two active weapons, and a multitude of other kit. When the party is split any character can be made to move or fire individually, and orders can be transmitted to the group so that they act in concert. After dealing with the firefight it is necessary to find the starport (fairly easy actual-



You'll need as much armour as you can.

ly) and the ship that the rather trusting lady has let you have (incidentally the lady has disappeared). This then gets you into space where you can have a fine old time finding out just how weak the ship is compared

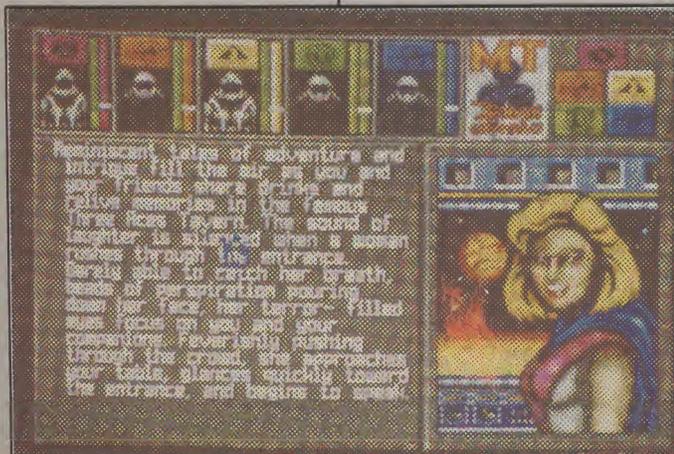
se are fairly straightforward and simply involve travel. The in-system travel is based on piloting skill and simply allows the ship to move between points within a solar system, either between planets or if piracy is afoot,



I thought he starred in beauty and the beast?

to the local naval vessels. There are three major ways of using the starship Interloper (who comes up with these names?). Two of the-

between a planet and a victim. The out-system, or Jump, travel is much the same except that it is only possible to move interstellar di-



You can fly with me anytime darlin^ (Wohuh).



There's more K-Bends here than under my kitchensink.

stances this way. The other way of using the ship is to pirate other vessels. This involves finding a target, doing enough damage to disable it, and manoeuvring close enough to board and plunder, all the while keeping a lookout for other pirates or escort vessels. The Imperial navy is also a hazard, but only if you are a really persistent pirate. The whole game is controlled with the mouse, with no keyboard use at all. In fact the only time you touch the keyboard is when naming a newly created character. This means that you can sit back in an easy chair, relax and take on the galaxy, right on man! The control system is really easy, although it is a little annoying to have to switch between individual and group control for combat. There are the usual features of adventure games, including shops for the purchase of various items of equipment, bars where drink and information is available, and miscellaneous places (like a natural history museum) where you can never tell what might happen. It is also possible to increase skills in the game by visiting the starports where training facilities are available. The game graphics are nicely laid out, and differ very little from the Ultima style, except for the fact that they have a futuristic appearance. On the other hand the

spaceship is completely different (well it would be, Ultima doesn't have spaceships) but is similar to those found in other space games. Sound is limited to various beeps, but there are a nice series of screams when a character or opponent is killed, and there are a range of sounds for the respective guns. There are no sounds for the conversations that occur. As a conversion of Megatraveller this game is very nicely done, and as an adventure game it follows in the traditional footsteps of Ultima (except for that spaceship). It is nothing very new, but is a perfectly acceptable new addition to the ranks of adventure role play games. For more on this game see Trolls Bottom in the next months Computer Fun.

Mark Ulyatt



SHADOW DANCER

SHADOW DANCER



Take control of a young ninja and his faithful pet dog in this new release from U.S. Gold, "Shadow Dancer".

You as the youthful ninja are in the center of a violent city, were a group of terrorists are committing every imaginable atrocity known to man kind, including the planting of bombs. you and your dog must gather up the explosives and destroy the terrorists that put them there. Shadow Dancer is the latest in the line of fighting games, barring more than a small resemblance to Shinobi, you must run from the

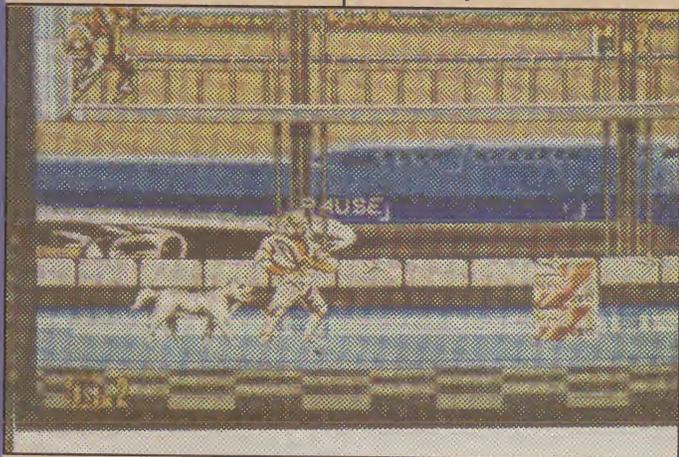
left of the screen to the right right, picking up bombs as you go. Like Shinobi there are not too many fighting moves, only firing ninja stars and any other similar weapon you might care to pick up along the way, this is a great pity because ninja stars tend to get quite boring after a while and all you want to do is lay into the baddies with lightning fast punches and kicks. You start the first level with three knives and four credits and your dog at your heel awaiting your command to attack. Loads of baddies armed with knives, punches and kicks running towards you, but as you're armed with an infinite supply of ninja stars you should have no problems annihilating those few foes. But just around the corner clever baddies hide behind packages firing guns and throwing knives at you, this is where your faithful Fido comes into the action. All you have to do is



What no dogs allowed.

squat down and fire a ninja star in the direction of the unwanted thug and Fido promptly take it upon himself to distract your enemy by jumping up at him and looking playful, then with a quick shot of a ninja star the thug will be history. If you are too slow with your ninja stars when Fido is attacking a baddie, you will find that he shrinks for some reason and runs back to his master to hide behind him. But not to worry Fido grows back within a few seconds of his mishap is back to his usual

loyal form, but this means valuable bomb collecting time is lost, so it is not wise to let Fido suffer too often. If you have ever played the original Shinobi perhaps you found as I did, that jumping up on to higher platforms is quite a problem, especially when trying to avoid weapons hurling at you, as the controls to do so are a little strange. Well exactly the same applies to the Shadow Dancers and this annoyed me as this is really Shinobi III, it is hard to see why the bad points of



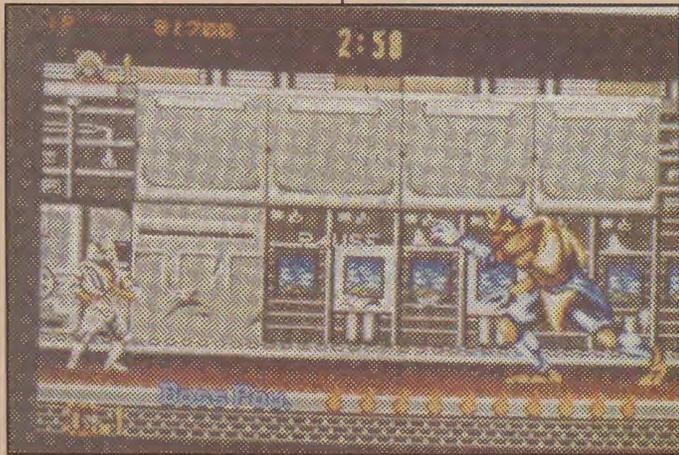
Shooting at a harmless box.



There's nothing like a fresh bit of human for tea kover

Shinobi weren't edited out. Although your dog seems tougher than you are, as he can quite easily take a bul-

any one hit you take will have you sent back to the start of the level. The non existence of energy has been replaced with loads of continue options instead, this



Watch out for the big bosses ball.

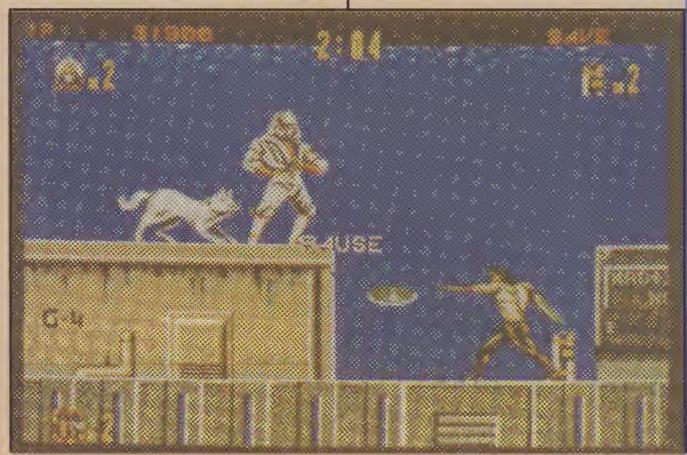
let or a knife which would maim you, he will shrink instantly if try to send him after a weird looking guy chucking what look like green frisbees. Although he will not come a cropper as long as he is not hit by one, these vicious frisbee flingers are usually guarding bombs and when you kill them they do not return, even if you die yourself. Another annoying point about Shinobi which has managed to, surprisingly find it's way into this game is that you have a complete lack of energy,

does not make up for having no energy at all and was a bad idea. One thing that I really hate about some fighting games is that once you have killed a bad-die, when you wonder back onto the screen he was situated before you killed him he is by some weird form of magic, reincarnated, so if you find you have missed one of the bombs when you reach the exit you will have to go back and fight reincarnations of your old foes. After level two has been completed you meet a me-



Who parked these cars?

an looking massive creature called Boss Pow. He bounces very lethal balls in your direction you must dodge these and destroy the monster with ninja stars. The balls take on two patterns one bounces up and



Go on fido fetch the nice mans frisbee for him.

down high and the other bounces up and down low. This stage is very hard, but worst of all Fido is hiding somewhere and he won't help. Eventually you will get the knack of this stage as Boss Pow is very predictable. Bullets and knives do not fly fast through the air so when Fido has shrunk down to his minute size and the level time is running out then it is best to try dodging them and shooting the culprit rather than waiting for Fido to grow again and wasting valuable level time. Many types of terrorists will try to eliminate you, all with different levels of strength. These include, ninjas, who try to kick and punch you to death, terrorists with black detective hats and shades try to stab you with knives, terrorists in American army uniforms throw knives at you while they squat down behind boxes and other obstacles, and mean looking terrorists with guns, who also hide behind boxes, frisbee throwing mad men who can only be dispo-

sed of by shooting the when they are throwing a frisbee at you and many more to find as you progress through the fifteenth stages and four rounds. The graphics for Shinobi III, otherwise known as Shadow Dancer, are quite good with reasonable back ground

pictures of Concorde's and other aeroplanes on level two. The animation is smooth, but not as much animation has been put into this game as could have been, while playability is good, but it is a pity that you are sent back to the start of the level every time you die.

Simon Dale





Couger Force

Couger Force is a multi level game working on the basis that if you put enough useless games together in one package it will make up for them being less than state of the art.

The mission is to escape from the prison, climb into a handy jet plane and fly off to factory-laboratory, confront the scientists and their defending cyborgs with a gun, take a booby trapped boat to a pygmy village, cross a village avoiding native arrows, choose between two booby trapped vehicles, either a motorbike or a hovercraft, fight the occupants of an abandoned mine with

you can beat them up while they are behind you even if you are punching the air in

speed of your character is rather sluggish. The hard, adventure-like puzzles



Do you have four arms?
Or is you sweet just going solid?

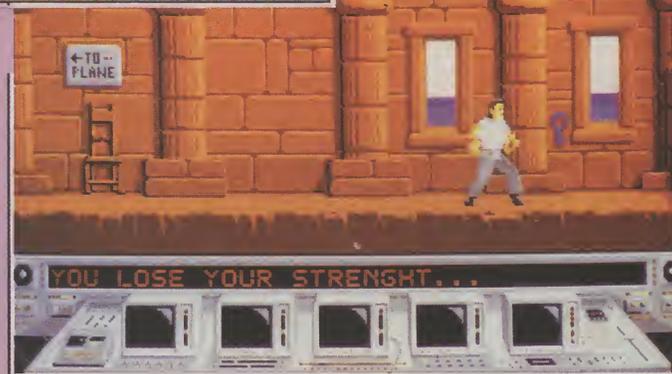
front of you. Quality sprite detection at work there I'm

that you must solve to complete this first level are find two keys to open two doors. One of these amazing doors is actually invisible, which I am sure must have been hard to program. The second level changes style drastically but is still no better. In this level you take control of a jet plane in a poor attempt at a flight sim. This took a long time to sus out how to work as the keys



Or are you just glad to see me?

your bare hands, attack the monsters of your own nightmares again with your bare hands, escape from a labyrinth and tunnels, patrolled by aggressive cyborgs, and crash your jet into the bad-dies headquarters after ejecting yourself from the cockpit. Gasp ! As you can probably tell your mission is rather large, but it is quality not quantity that makes a good game. In the first level you must start off by killing loads of bald headed bad-dies, which is not hard, as



sure. Your secret agent cannot stop moving, even when you are not touching you joystick your agile agent hops about as if he hasn't been to the toilet for ten years. Also due to this constant leg wagging the

mentioned in the instructions for the acceleration were wrong. I'd tell you which is the correct key, but since I don't advise buying the game, is there any point. Okay, if someone gives you the game you need

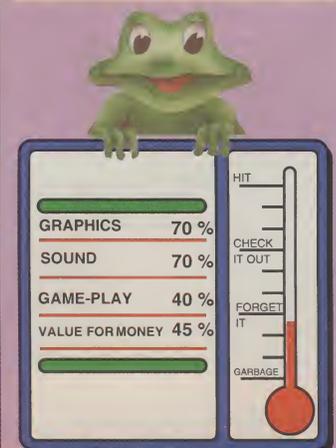
to press the + key on the keypad. Basically in the second level you must try to shoot down enemy planes and send out a flare every time a missile is locked on-to you, as the missiles always go for the flare rather than you. The graphics for this level are virtually non-existent, only miles and miles of barren green grass and a few buildings thrown in here and there for variety. The rest of the game follows in much the same mode, offering shabby sub games that are not really worth going on about as they are just as bad as the first two. If you are the type of person who would buy ten copies of useless computer magazines every month rather than buying Computer Fun, Couger Force is the game for you.

Simon Dale

AMIGA

Oh dear, considering the extra power of the Amiga, this is an extra disappointment.

The sound effects were quite reasonable but nothing else was. 42%





SKULL & CROSSBONES

Well shiver me timbers here we have a new slash-em-up style game in which you and a friend play the parts of to vicious pirates called Red Dog and One Eye.

head hunting, there are eight different destinations, including a ninja island, merchant ships and a island full of Spanish guards. The movement for your pirates is reasonable, if a little slow, especially if you've got

lors, giant bats, skeletons, Spanish guards and even ninjas, which seem to play a part in just about every game you can lay your hands on these days. Each baddie you manage to slash to death disappears in a puff of

at the beginning of the game you wouldn't be able to until you had chopped all the baddies on that level. This can be annoying when playing a new level, as you will not know in what order to complete it in. I was loo-



I didn't mean it when I said pink ships were for softies



You two need some new clothes...

Being a pirate isn't an easy business; in fact it is quite dangerous and even more so when you bumped into the evil sorcerer who stole all your valuable treasure. You as One Eye, Red Dog

blood spurting out of an open wound. Only four attacking moves and three defending moves are available, which I found a bit disappointing. Personally I found the moves virtually all

smoke, which I hate as it shows that the person who wrote this game couldn't be bothered to draw a dead body so he drew a puff of smoke instead. Also as a sort of token of good will when you have decapitated a baddie he will chuck you gold coin. Three credits are generously given to you for a higher possibility of completing the game and energy is added by consuming loads of grapes, grog and meat. At the end of each level you must defeat one of the sorceress faithful henchmen, who are the hardest type of enemy to defeat. Skull and Crossbones is unusually and annoyingly different from any other fighting game I have played, in that you cannot jump unless there is a red cross on the floor, which will make you jump automatically and you must enter different parts of a level in order. For example if you

king forward to playing Skull and Crossbones and was quite disappointed after playing it. The gameplay was quite slow in places and not being able to navigate your own routes was very annoying. Skull and Crossbones had great scope for being a very good original fighting game, but didn't quite hit the right standard

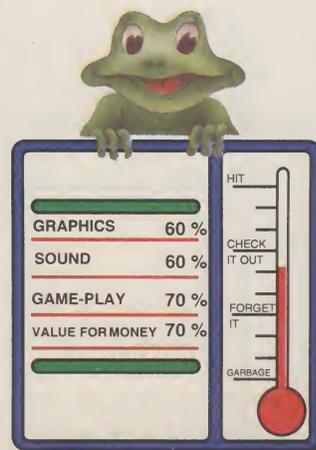
Simon Dale



Stay back or I'll be forced to kill an of you.

or both must venture into many wonderful and magical lands in order to find the evil sorcerer and get your treasure back. Your ship will arrive at pre set locations, at which you get off and go

the same, as it did not seem to matter which one you used to inflict wounds on your opponent. There are plenty of advisories to keep you occupied during your voyages, these include sai-



Blue Max: Aces of the great war



The range of aviation simulations is really quite daunting these days. There are sims of the second World War, Korea, Vietnam, the Gulf War, helicopter sims, plane sims and even hypothetical dogfights between pilots of the future.

But to date the one missing has been the first world war, when men were men, women were women and little green furry creatures from Alpha Centauri were nothing but a twinkle in the eye of Jules Verne [Er, I don't recall Jules Verne writing about small green creatures from Alpha Centauri - Ed.] But Lo! there is now a flight sim entry into the world of World War I with Blue Max from Mindscape. And it is quite an entry too. Not for them the pleasures of wandering around the sky on your lonesome ownsome, rather they have gone for a choice of one or two players, with the players being allied or on opposing sides. There you are, stooging along at 3,000 feet (low altitudes these early planes) when all of a sudden there is the rattle of machine guns and the sound of tearing

canvas. And it's not even the enemy, it's that so-called friend of your's, shooting at the wrong plane, deliberately, I might add. What's even worse is when you are winning a dogfight and the

prompted pick a side, a plane and a one-to-one dogfight. Then it's up into the wild blue yonder to trounce the dirty swine threatening the freedom of the world. The controls are so easy all you need to know is key 5/6 to speed up or slow down



Am I dreaming or did I drink to much kirsch?

moron takes a potshot at you (all unknowing, of course!). Ah well such are the vicissitudes of life, you can always get the swine next time. Starting up in Blue Max couldn't be easier. Simply load up the disks, and when

(but you are best off at full revs) and the joystick to control movement. After all the genuine planes themselves had no more in the way of controls, forget all the HUD displays and radar and ECM and chaff and



Ace is my name; winning my aim.

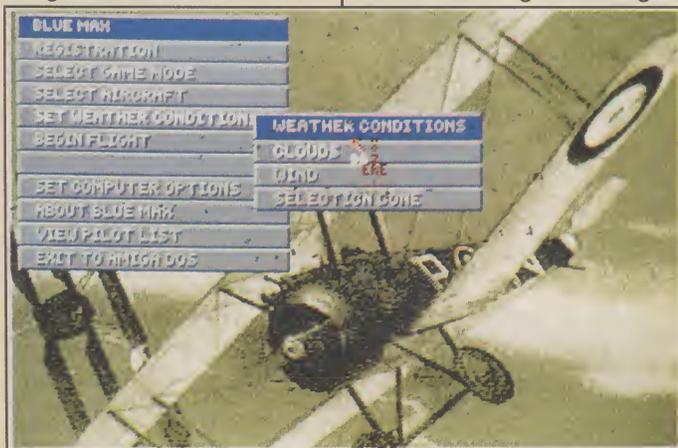
weapon selection. All you have is a joystick and a fire button. But don't get the idea that it is easy for all that. These were not easy planes to fly, and if you want to loop the loop you'll find yourself hitting the ground more often than not. Remember that the top speed was only about 100 odd mph, unless you were diving, in which case you may well find yourself with no wings, unless you count the angelic variety. Skill in flying one of these planes is dearly bought, they are idiosyncratic, unreliable and fragile. And it isn't as though there is just one plane to master. There are eight in all, each with a different feel and characteristics. Flying a Sopwith Camel is entirely different to flying an Albattross DIII, or even an SE.5. So after you have mastered one plane you will need to start almost from scratch to master another. Then of course there are the scenarios. The easiest is practice, back in dear old Blighty (or wherever else you hung out before the war).

Here you can practice flying (what else) and learn just what your plane will or will not do. Then there are the dogfights, pick the number of opponents and off you go, get lucky (or skillful) and you'll win. Otherwise they'll be shipping your remains back home in a bucket, since hitting the ground at around two hundred mph will tend to smear you. But that was the risk you took wasn't it? The last of the scenario types is the campaign. Pick

this and you will be sent on a series of missions, win and you get a medal, lose one, and you die. Of course any of these can be combined with another player. If there are two players then you can choose to fight on the same side, in which case you get to help each other beat off the enemy. But if you choose opposing sides, well that's a different story, but the interesting thing is that the screen is

split down the middle so you each have your own viewpoint.

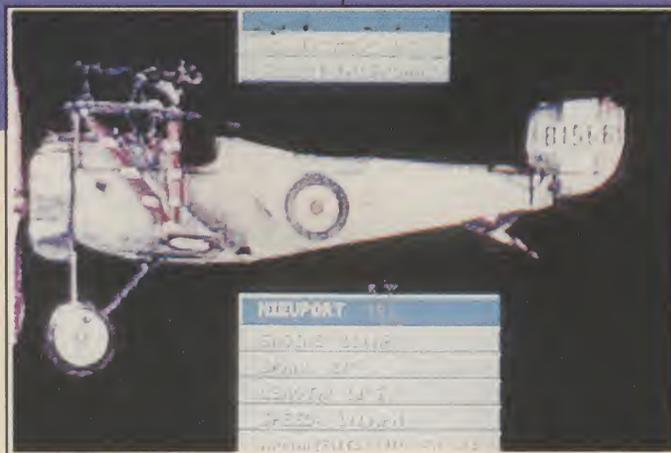
So much for the standard flying stuff. However Mindscape have included a strategy option. This allows one or two players to plot battles using a hex map. Rather than actually flying the planes you plot the moves to be made, hopefully closing your plane in for the kill. The moves available include all the standard manoeuvres such as changes in height,



Outlook - sunny - ^cause I^m at the throttle honey.



I^m cracking up...

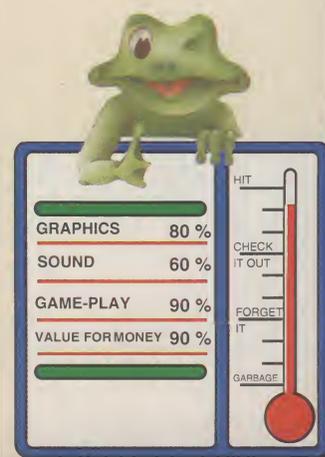


I^ll bi if you will too.

turns, twists, loops, and the good old head to head charge. Each player takes it in turn to examine their position, and then move the plane by entering a height change, direction and other information. Thus there is no actual flying involved, rather the computer flies the plane, and you fly the computer. Neat Eh! What this means is that you can get a feel for the sort of manoeuvres needed to kill the opposition without having to wrestle with the plane itself, then when you do get in the cockpit you at least know were the plane should be moving. This is an excellent

little game. The graphics are very simple but clear, with nicely drawn planes, both the one the the player flies and the ones the the opposition flies, but at the same time the game fairly moves along, and some of the planes are very responsive to any sort of movement in the joystick. The sound effects mimic the sound of the engines increasing or decreasing in speed very nicely, and the machineguns are also well done. The best sounds though are definitely when a plane takes that final dive to the ground. As flight sims go this is certainly worth getting. No high tech gadgets here, just the wind in your face, oil in your eyes, and if you are not careful bullets up your Sopwith.

Mark Ulyatt





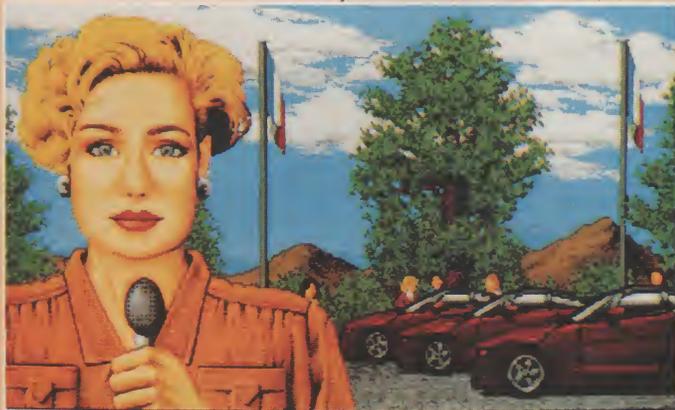
SUPER CARS

If at first you make some cash, improve and do it again. Thus the immortal winning formula is applied by Gremlin to its top down, screen scrolling game, Super Cars.

that came out at the same time. Since then we've had the utterly marvelous Nitro, which shows you how to really program a top down racing game, so has Super Cars II delivered the goods? Well the immediate an-

swer, after playing for an hour is, no. The control of your car is poor. It's sluggish and tends to over steer so that simply getting the car to drive in a straight line down a straight road is not easy. Naturally all the goodies of the original game are here - repair the various car bits, add bumpers and new engines and turbo (though the poor manual doesn't tell you

how to actually use this), and the new commodity, missiles. Forwards, backwards, homing and revolving are all there, and boy do you need to make sure you have at least three of the forward and backward



Thanks Harrison. It's been a great day at the track. Just look at these Super Car super scores

What's that she's holding?

The original game had the luxury of offering various tracks, a shop to refit and upgrade your car, and even a salesroom where you could buy an entirely new car. Some neat static graphics were allied with a largely dull playing area and pretty uninspired road action. God only knows why it did well, especially when it was based on a Sega game

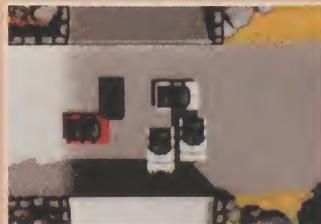
swer, after playing for an hour is, no. The control of your car is poor. It's sluggish and tends to over steer so that simply getting the car to drive in a straight line down a straight road is not easy. Naturally all the goodies of the original game are here - repair the various car bits, add bumpers and new engines and turbo (though the poor manual doesn't tell you



Player one - player 1

You find yourself in the local police station trying to talk your way out of parting with lots of cash...

Please don't take my cash officer.



Eek, some grey cars



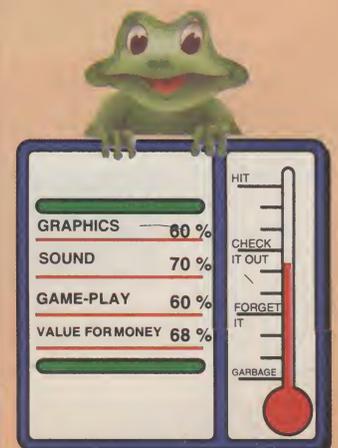
broom - broom

firing ones. What is missing is the opportunity to change your car to something more desirable. The game basically puts you and 14 other cars (two humans can play at once thought splits the screen if you do) in a championship for points and cash, but the really, really, stupid thing is that you have to finish in the top five in every race otherwise you are eliminated. Why?

This isn't a get-the-cash-quick arcade game. There's no need to eliminate someone who could be leading the championship table, just because they got unlucky. And with every other car armed with loads of missiles it's very easy to get unlucky. For this stupid reduction in playability, I'm knocking 10% off the score, so if you are reading dear chaps at Gremlin, take heed if there is to be a Super Cars III. The tracks themselves offer little in the way of graphical excitement, even if they are an improvement on Super Cars I, and certainly by the time you get to tracks three and four you'll need to be stocked up with engines,

boosts and missiles. Since a game like this doesn't take up much memory, you are also treated to RANDOM EVENTS (TM). Will it be some old fogey asking you questions about road safety, will it be an interview in the local rag, or will it be an interview in room 2 at the police station. This is your chance to earn extra cash, get fined, and either lose or gain championship points. To be honest sometimes the answers available to the questions are guaranteed to get you into trouble. Which is what stopped my final game of Super Cars II dead. Losing on the race-track I can handle, but being deducted 5 points and #7000 is not a fun way to lose a game.

Duncan Evans





Golly aren't adventures fun," says Anne, ad nauseum in this fairly standard text adventure game from Enigma Variations.

The game is based on the first of the "Famous Five" series of novels by the children's author, Enid Blyton, and you soon find yourself in the bygone world of ginger-beer and sandwiches, where anyone can be bribed with an ice-cream! The game begins at the end of the hols. in a railway carriage (first-class of course!) with you travelling to Kirrin Cottage for the first time. Sounds familiar? There really isn't really much new

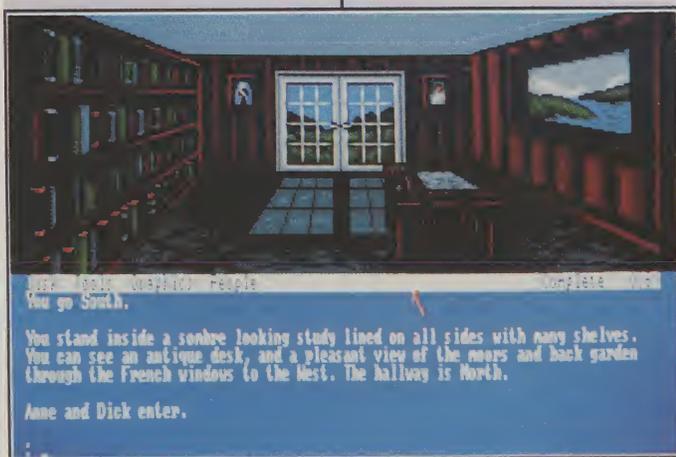
any are brave enough to own up) will be thrilled at the chance to play their favourite character as by hitting the "become" command you

can choose to play any of the "Five". Become the strong, silent, if slightly spiky, Julian, the greedy Dick (no comments, please), the

newcomers have to win-over the sulky George (really Georgina, of course! Oh, come on! There must be someone out there who hasn't read the book, or seen the TV !), liberate Timmy, who's been banished as he's not allowed in the house, and manage to land on Kirrin Island without having to call out of the Lifeboat. There's a Mystery to be solved, and I don't think I'm giving too much away to say it's to do with a dilapidated castle, a ship-wrecked galleon and gold. Although offering the bog standard text adventure game "Five on a Treasure Island" is refreshingly different. The game's strength is nostalgia, it's a return to classic schoolboy adventures, so if you're fed up with orcs, dungeons, aliens and zap guns, this could be the one for you. Of course, if you hate middle class public schoolchildren of the 1930s, you can have fun anyway putting words in the mouths of our saintly heroes! It's a very gentle game in a very different world, where shopkeepers call you "young sir", no-one gets killed, and wits are more important than a quick trigger finger.



Some "Cottage".



Uncle Quentin sure is flamboyant.

feeble Anne, or get to scoff all those ices as Timmy, the dog. You can change between characters at will to gain more information from people or situations, though it gets really interesting when you have to split the group up to solve certain problems and send the characters to different locations. Sounds complicated? Yes it is, but there is help if you forget who or where you are. The plot is very faithful to the book. The three

here, either in the story or game-play. The usual range of commands are available, and you are given the option to view pictures or not. The pictures themselves are fairly good faithful illustrations from the original books, and appear at key locations. Members of the Famous Five Club will be scandalised though, as some of the characters have been brought up to date with Julian looking almost punk! Fans of the books (if



Follow Fanny in search of bom George.

Mark Ulyatt

GRAPHICS	60 %
SOUND	0 %
GAME-PLAY	70 %
VALUE FORMONEY	72 %

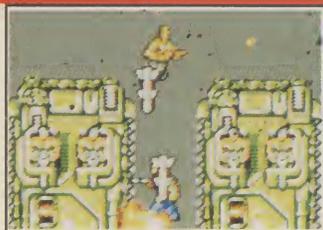
HIT
CHECK IT OUT
FORGET IT
GARBAGE



MERCS

It's blood, gore, murder and mayhem time once more as you charge into the enemy forces, screaming a battle cry and hurling death to all sides in this vertical and horizontally scrolling shoot'em up from US Gold.

Rambo eat your heart out! As is now common with this type of game the sprites are large, the colours are, well colourful, and the action is far too hectic unless you happen to be Sly Sty himself. But then who cares 'cos



184 down; a million to go.

playing a quiet game of patience), when the baddies come along and do something absolutely despicably evil. being the only true hero still alive you are naturally recruited by the govern-



What a whopper.

the biggest tank you've ever had the misfortune to meet, before nipping on board the ships and skipping lightly from one to another. At this stage they decide to throw a Hind attack chopper at you,

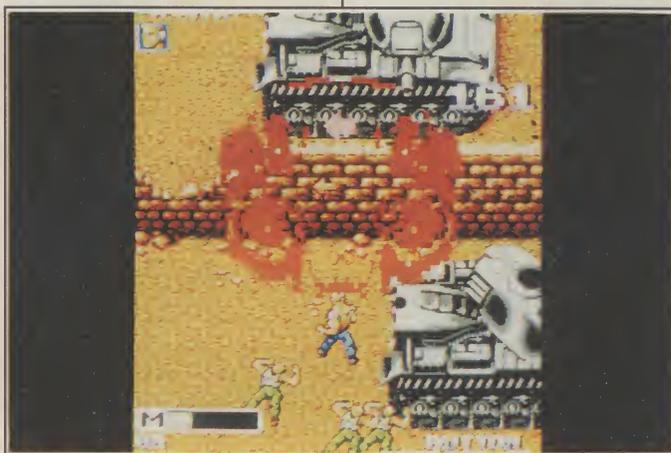
directions. Then of course there are the medical kits left lying as the enemy run screaming from the onslaught. After all no sensible hero would fail to take the opportunity to bandage wounds. Now if you have even the slightest acquaintance with shoot'em ups in this day you'll realise that what this means is that you start on a beach area, blow away the usual run of the mill opposition before coming up against the end of level plane. This is beaten



Hit me with your rockets.

you've got a bigger gun, more ammo and about five hundred times as many lives as the opposition. Mind you by the time you've creamed the opposition you'll probably only be hanging onto life, of the computer variety at least, with your fingernails. Anyway there you were, quietly minding your own business, chopping a few logs for the fire, or whatever it is that hero types do when they're not off dealing death (probably

ment, or whoever it is that fronts for the goodies, and before you can say 'How's your father' you are stuck in the middle of it. It wouldn't be so bad but they don't even pay overtime. So, to start you land on the beach, shoot up a few of the nerdy bad guys and then blow away the Harrier they send. Even if it does take a few lives and a lot of smart bombs, smart idea those smart bombs. Then it's on to penetrate the tankline with



Are these tanks from the gulf war?

but even this is no match for your superb combat abilities, so it's on you go. Boy! those baddies don't stand a chance. Of course you do have some aid along the way. Those gooks (or whatever) are terribly careless and tend to leave odd bits of ammunition and weapons lying around, and like any hero worth your weight in gold, you can use anything that comes to hand, even if it does shoot bullets as big as eagles that go in funny

by standing well to one side and moving inside the fire. Then its one to the next level which ends with an over-large tank, and the third level is boat based, with the aforementioned chopper as the end of level opposition. All well and good. But along the way you get various weapons and ammo to collect, including double and even triple shot guns, rocket firers and even the odd smart bomb. Then the obligatory med kits are also



If I fall over the edge I'll be lost forever in the twilight zone.

there. Wonderful things these, all you have to do is walk on them and they instantly heal you. Bet the Allies wish they had a few of those in the Gulf war. So much for the plot (plot?), what about the graphics, and sound and gameplay, and control, and does it come with real leather upholstery. Of course it doesn't come with real leather upholstery, it's a game not a car! But the graphics are another matter.

tronic beeps and bangs signifying various missiles in flight, not to mention the rapid demise of thousands (well alright, several tens) of the opposition, and the whole affair is dignified with a stirring martial tune (eh, I think I meant a loud, raucous tune specially designed to aid in the obliteration of whole battalions of the foe). Gameplay is pretty good. It is just about impossible to avoid all the missi-

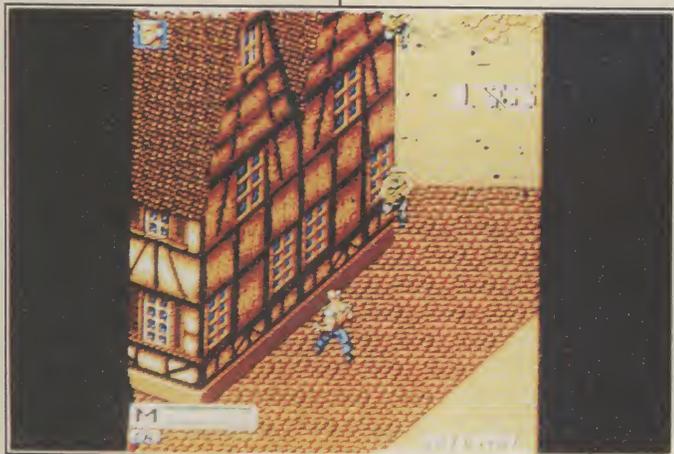


My flying instructor is fergie you know.

recruiting some help doesn't go amiss, but that means you have to share your credits and continue options, rather than use them all yourself. Make sure you're playing with a decent gamesplayer and you should kick some serious ass. The scenery is varied and tends to change constantly, and this can cause some trouble, particularly if trying to reach the enemy. Some blocks to movement

ge and impressive graphics. Mercs is not about to win any prizes for originality, but it is an excellent game, offering all the frantic action and hectic pace needed to relax after a long hard day wherever you spend your days.

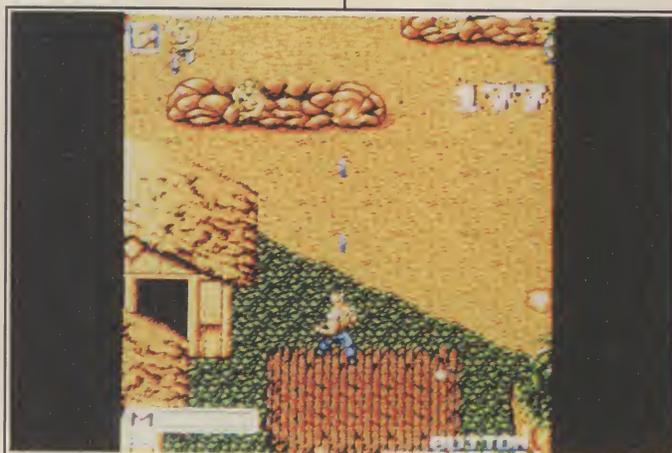
Mark Ulyatt



I wonder if they've paid their polltax yet.

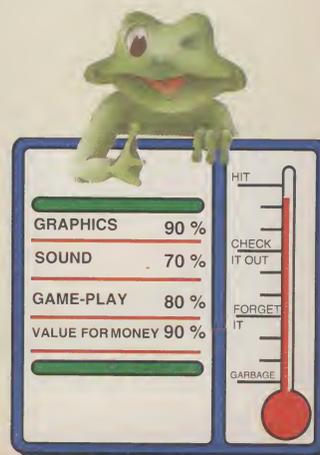
The sprites are large and clear, with well detailed, well, erm, details. The colours tend to the pastel end of the spectrum (eh I thought this was a game review not an art review) but the high tech bits of equipment have a bolder and stronger colouring. The end of level baddies are extra large (around one sixth of the screen) and are rather difficult to avoid, but it can be done. The sound effects are the usual range of elec-

les hurtling about the screen, but the five lives, reasonable energy levels (or even small energy loss caused by being hit) and occasional medikit make the game quite playable. The only difficulty comes in dealing with the end of level bad guys (machines), but careful observation of their movement and fire patterns will result in minimal damage when attempting to waste them. Since this is a game for one or two players,



Is that a pile of sandbags or the Ed's intestines?

are not noticeable at first, just as some ramps are not immediately visible or apparent. But then you're a hero, and it wouldn't be right if it was easy, right. The really strange thing is that with your smart bomb you can blow away obstructions (along with everyone else) and follow the flashing arrows as they take you vertically at one point and horizontally the next. Still, some of the backgrounds are pretty damn good, with lar-



Monster Pack V1



Compilations do not normally appeal to me but in this collection from Psygnosis I found three games which, at the least, could be described as wonderful, and at the best classic.

The pack contains SHADOW OF THE BEAST I, INFESTATION and last but by no means least NITRO, and I can bet that unless you live in Mongolia (and Outer Mongolia at that) you will have heard of at least one of these games at some time or other! Well for all of you Outer Mongolians [Er, sorry to disappoint you Mark but there is no such place as Outer Mongolia - Ed.] I'll give a brief description of the games, starting with Shadow of the Beast, which is probably the game for

which Psygnosis is most famous. Beast was first seen in 1989 when it was praised by all who played it, prize-winning features consisted of superb graphics, brilliant sound and hack'n slash gameplay. The second game is Infestation, involving exploration of a 3-D, environment with the aim of destroying a hoard of alien life-forms before they hatch from their eggs and eat you. Based very obviously on ALIEN and featuring some pretty complex gameplay, this game can absorb you for hours. Finally there's Nitro, a totally different style again, an overhead racing game with over 32 different tracks to complete, the biggest attraction of this game is its sheer addictiveness. When played alone this game is very difficult to leave, and with up to three people able to play at the same time, you may end up with 24 hour rallies, and we're talking real time here! Now that you know what the games are, heres a bit of patter on each one. In Shadow of the Beast you must fight your way through several

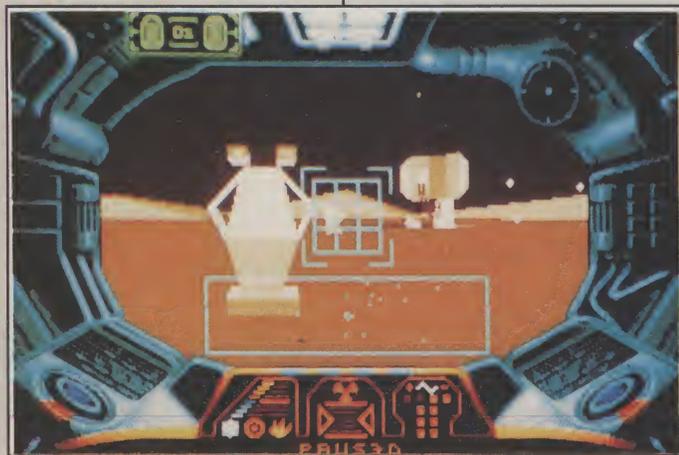


Infestation: Will your fly be undone.

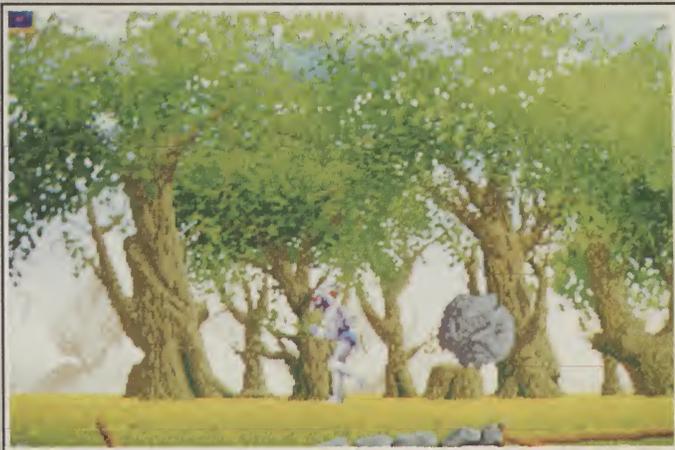
scenes, which include a forest, castle, dungeons etc, in order to do battle with a rather large and nasty Warlord.

An army of creatures, the like of which you could hardly imagine, stand in your way and with only 12 hit points your task seems impossible. And it is - nearly ! The gameplay follows a familiar pattern, fight your way through a host of baddies and then kill the end of level monster, eventually ending up at the end of game monster. One difference that makes this game more interesting than most of its type is that you are not continuously scrolling to the right or left. To explore you must travel in all directions, also objects must be picked up and used (if you can just figure out how) and decisions must be made. The puzzle solving element is quite simple and not enough to fool anyone for more than a few tries, for example - find key, kill monster, open door using key and so on. The hard part of the game is simply surviving, the monsters come at you without

mercy, and although a swift punch will often dispatch a baddie there is always another one to take its place. All in all Shadow of the Beast is one of those games that is almost essential to any collection, it maintains lasting interest as you just cannot wait to see what is around the next corner. And there's no chance of you finishing this game overnight either as it is incredibly difficult. The next game Infestation gives you the view out of the helmet of a space suit, and what a nasty view it is. You start out on the surface of a moon, having just been dropped off by your spaceship, and unfortunately you are surrounded by a vicious breed of giant insects and a patrol of security droids. First thing to do is leg it as fast as you can away from that nasty bunch, and then find your way into the complex beneath the moons surface. Once underground penetrate the bases defenses and poison the incubating eggs, having achieved this go on to the main power source and set it to explode, then leave by



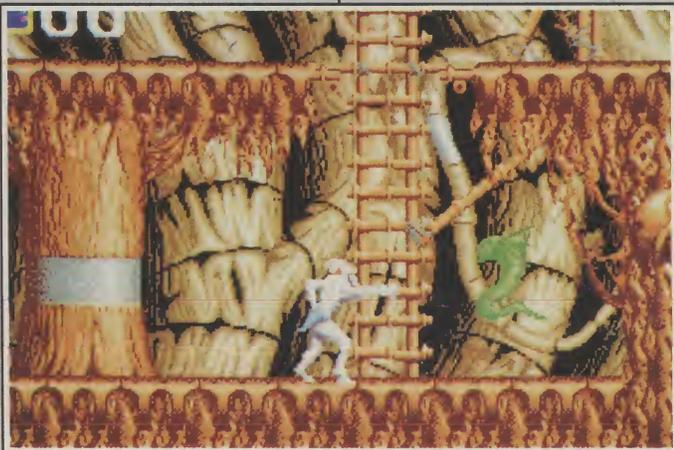
Infestation: Hello bug eyes.



Shadow of the beast: A rolling stone - squashes you flat!

the nearest exit or be the first person to witness a mon on explode first hand! As I mentioned earlier the complex you must explore is a series of 3-D rooms and corridors which must be

various bits of equipment lying about with which you can improve you spacesuit even further. Infestation is a very good arcade/adventure, with some nice visuals and a good story line, alt-



Shadow of the beast: So where's the shadow then.

mapped if any progress is to be made, the complex is made up of loads of doors, lifts, shuttles and terminals etc, all of which must be used to make progress.



Look what crawled up of the woodwork.

Your spacesuit is fitted with hoggins of gadgetry, including a pulse rifle, manned manoeuvre unit (this just means you can fly about - at least as long as the fuel lasts) and seven different HUDs, and there are also

though a touch difficult and needing persistence before achieving satisfying results. Well worth while putting a bit of effort in though. Nitro is the next game in the pack and the simplest to understand. Drive your car up a vertically and horizontally scrolling track trying to beat your three competitors to the finishing line. The green light signals the start, four engines roar and then it's off, fighting for position around a winding course, trying to dodge other traffic on the road and picking up bonuses. An added complication is that every fourth race is run at night and with only cats eyes and a circle (representing your headlights) visible it provides a very en-



Nitro: This is madness!



Nitro: Who said goats could race?

joyable twist. At the end of a race, depending on your finishing position, you will be awarded points, if enough points are scored over all the races then you will win the championship, which is a lot easier said than done. Also if you picked up any dollar bills which happened to drift across the track you will be able to upgrade your car with better acceleration, traction, top speed etc. Once you've finished then it's on to the next race, and every time you race the computer controlled cars become harder and harder to beat and so upgrading your car is crucial if you are to keep up with them.

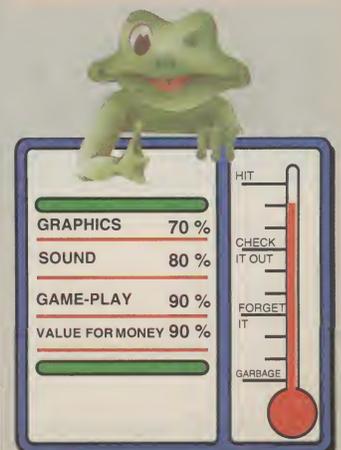
The game is very basic and that's what makes it so playable, an excellent contrast to the other two games in the pack.

Mark Ulyatt

AMIGA

Just as good value for money as the ST pack, the Amiga versions are equally as stunning with Beast impressing graphically, Infestation offering long term gameplay, and Nitro being somewhat easier than the ST version.

Also the cars don't quite race the way they should, but hey, it's a fab package whichever you look at it. 91%





GALACTIC EMPIRE

Yet another surface based space trading game I thought when I first got my grubby little mits on this one.

But I was wrong, [Hmm, is that a blue moon I see outside - Ed.] because it's really a surface based space spying game. Being a spy-

ture, two actually. The first is that an extract of muscle (sounds a bit like a spell to me - eye of bat, extract of muscle etc) helps prevent rejection in organ graphs. Eh, organ graphs, what are they? Oh I see, sorry, organ grafts (there are more typo's in the manual than in

ar you say 'So what' ? Thought I did, well the problem is that the Etherians have decided to have a little civil war, and one side favours isolationism (I thought they were Etherian not American). So there you are, the prime agant of the empire, having a bit of fun,

Only one problem mate, Ether is a 10 g, toxic atmosphere world and the closest you are likely to get to a nice Etherian girl/boy is through about ten feet of armour plating. Unless you count the native life, which is about the size of a dinosaur, with the disposition of

Reviews



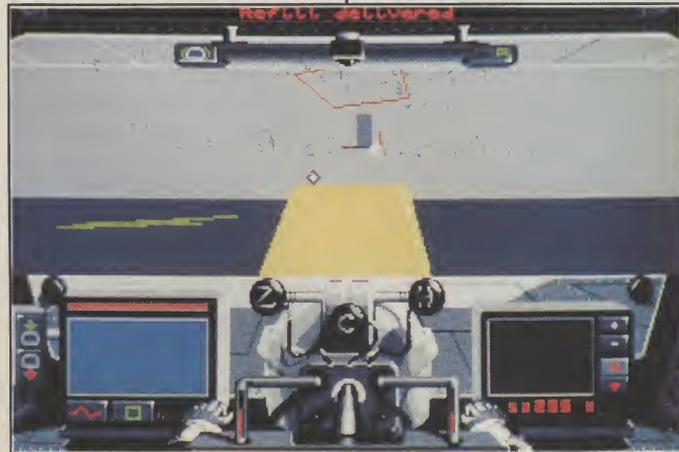
ing game there has to be somebody to spy on and of course there is. The planet of Ether is a rather important planet as far as the empire (galactic) is concerned, The animals which live on it

the first issue of Amiga Fun) anyway a bit of muscle and hey presto! no more rejection, (you too can win girls, simple get your Etherian muscle extract here). The second use for Etherian ani-



when M summons you, hands you a cover and packs you off to Ether to find out who is doing what to whom, and why, and if there is an enemy of the empire behind it, and all sorts of bo-

good ol' T. rex and the firepower of a fusion gunned hover tank. The indigenous forna are separated from you by a mere five feet of armour. Then there are the various Etherian factions,



are particularly interesting to a biologist since they show a total disregard for normal patterns of genetic inheritance. However for the usual run of the mill galactic citizen they have a much more important fea-

mals is much more interesting (no, it's got nothing whatever to do with sheep!) and involves the drug Peredine. Peredine has the interesting property of bestowing eternal youth. While you take it anyway. Do I he-



ring things like that. So off you go to Ether, never been there before have you, looking forward to meting some nice Etherian girls/boys (your choice depending on your preference) on the beach, that sort of thing.

not to mention the hunters, (of course the hunters are dangerous - they go round hunting the dinosaurs and you can't get much more lethal than that!). Oh happy days! you've been conned by M again. Of course you



do have some things in your favour, if I can just think what they are. There is the formec of course (five feet of armour and life support systems), a multitude of

to something with the formec. On the other hand the landscape and all the objects are colourful, filled three-dimensional polygons with the formec (read tank)



guns and shields (if you can find them), and various other useful items like credit cards, energy refills etc. But what's it like to play? Pretty good really. The sound is a little limited, obviously all

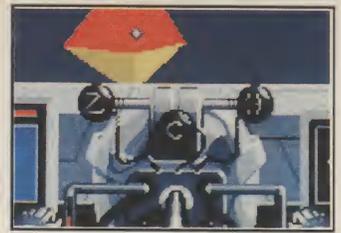
being clear and easy to use. There are two basic views. The first is from inside the formec, but although pretty this has a lot of drawbacks when playing the game. These include not being ab-



that armour plating, and is mostly a set of beeps/bips when controls are used. But there are also a number of weird noises when talking to something, or when you hit something with a gun, and a crashing noise if you run in-

le to see what is sneaking up behind you, and missing some of the objects which may be hidden in odd places. The second view is above/behind the formec, and gives a view of the entire area surrounding the for-

mec. This is much better since nothing can sneak up behind you. And you don't even have to move to the internal view to control the guns and such, since all the controls are accessible in both views. Talking of which the movement is handled using the keyboard, with all other controls being mouse or keyboard. The latter include weapons, shields, radar, energy and oxygen refills. The guns are particularly easy to use. Simply select one, point to the target with the mouse and fire. Unfortunately most opponents will take several shots



Will American Express do?

info. Well there you have it. Galactic Empire, a game for one person, blasting dinosaurs and talking to aliens. Nice graphics, rather basic sound and a quest for information, not to mention prolonged life.

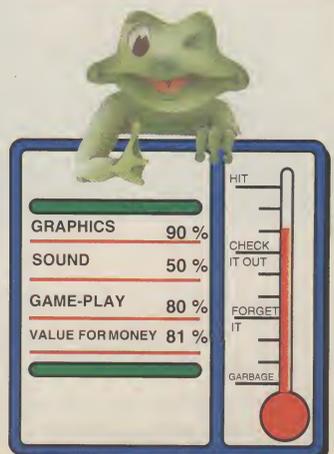
Mark Ulyatt



to kill. Funnily enough the weapons all have the same ammo, so if you exhaust the supply for the gas lance don't bother to change weapons, 'cos they'll be empty too. So much for killing, but since this is a spy game you need to be able to talk to the native Etherians (the human and alien that is, not the dinosaurs, they just try to eat you). Talking is through a rather basic dialogue box. Simply wander up to a prospective source of info and click on the dialogue function. You then have nine faces, each with a different expression, which represent various styles of address (you know, 'Hello gentle and fair maid' through to 'See you, jimmy'). If you get lucky, and I'm not talking about the maid here, the other party will respond in some way other than blasting you, and you might even gain some

AMIGA

Not a lot to say here. Much the same except for slightly improved graphics. The plot's the same (well what do you expect), the sound's the same and the gameplay is the same. 'Nuff said. 82%





Joe Montana's FOOTBALL

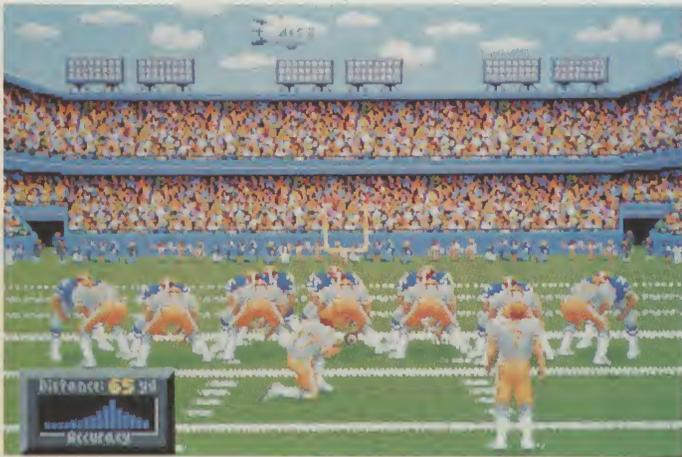
Reviews

The mind wanders, drifts on the sea of time. It is January in new Orleans, raucous merriment washes the streets, sweeping up revelers with high excitement.

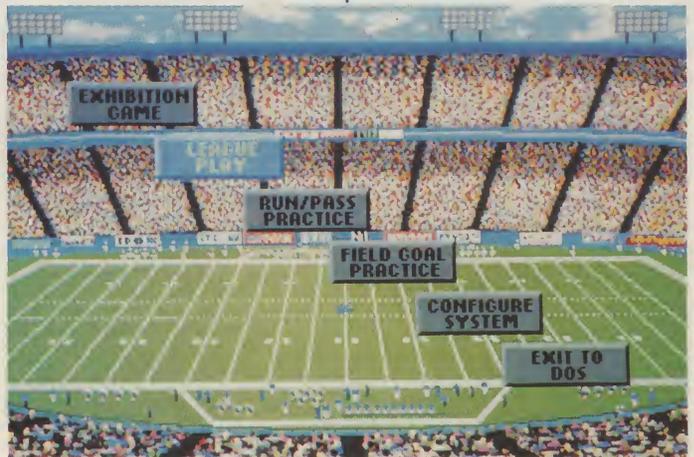
Francisco 49 'ers to punt. John Elway, a two time big day loser has the ball in his hands. The Broncos trail 3-7, and Elway knows that if his name is to be writ large in the record books, under any heading other than fai-

free a crunching tackle sends him to the ground and the ball is jarred loose. Fumble ! The 49 'ers take possession, as John Elway disconsolately sits down, the man whose name will be writ large, who will assu-

about the game then ? Well, if you cross John Madden's Football with TV Sports Football you'll probably be somewhere close. The depth of what is ostensibly an action game is quite incredible, offering you the



Aren't these posts just a little far away?



Options about.

It is January 28, 1990, and it is the time of the Superbowl, the greatest event in the American sporting calendar, watched by millions

lure, he must drive his team down the field and score. The moment of decision arrives, pass or run ? Dan Reeves, the head coach calls

me the mantle of demigod, Mr Cool, Joe Montana takes the stage. And thus we have Joe Montana's Football rather than John Elway's,

chance to buy into any of the teams in the league. You can buy as many as you like so loads of friends can compete in a large sea-



Yeah, crush him. Hey, I got a leg over here.



I'll bet.

across the States and across the very world. Down, down there, on the gridiron, the Denver Broncos have just forced the San

a run. The ball is handed off to rookie running back Bobby Humphrey, he cuts through the line of scrimmage, but before he can break

and even if the 49'ers fell at the final hurdle in this years championship to the Giants, Mr Cool has achieved footballing immortality. So what

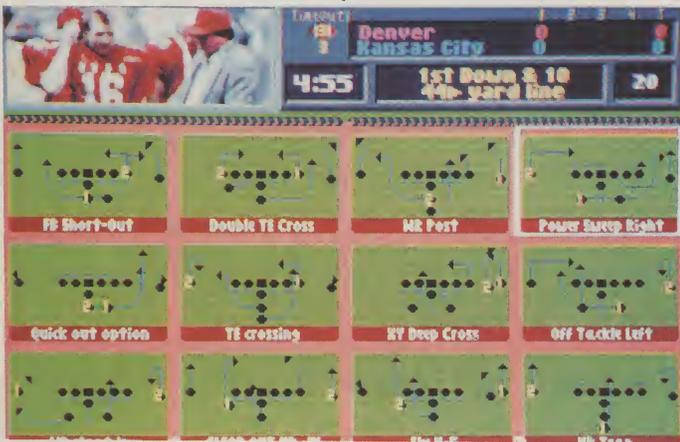
son long campaign. If you do however, I'd advise that you don't play 15 minutes per quarter, because time management is quite reali-



Get ready to stomp.

stic. This means you can easily spend two hours playing one game, especi-

cially for the brief details of each player on the roster. They all have rating in three



You're scratching your head.

ally since the clock doesn't appear to aware of some of the rules of the game. Like a completed pass with the receiver tackled in bounds

key departments, which can be altered if you wish. After a first half against Kansas City and the concession of 18 sacks boy did I feel like



So who plays as the yellow blob?

and no time out called does not stop the clock. Never mind. In MCGA mode there are some tasty static pictures all over the place, espe-

changing some of my offensive lines stats. Before you get to your game, you can study the results and stats of the other games that ha-

ve been played that week. Even if they can be a little strange.

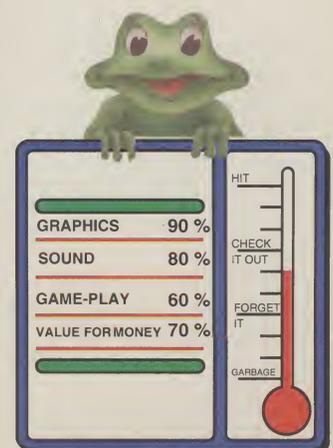
Also before taking the field you can design plays for your own personalised playbook. Since there are only 24 offensive and 12 defensive plays this is probably a good idea. The offensive ones are fairly average, but the defense lacks imagination. The actual play editor doesn't really let you create completely new plays mind you. You have a choice of routes for key personnel on any of the set ups. Thus they can be changed around, but only within the parameters of what the program decides. Once you actually get out and start playing, you're in for a shock.

The graphics are quite nice, and presented side on, and after calling your play all hell breaks loose. You can actually play any member of your team on offense or defense. Probably your best bet is to stay out of the way altogether, but that isn't much fun at all. The good thing is that once the two team lines up, if you are on offense, you can decide whether to run or pass, there and then. Everyone on the line, growling in your face? A screen pass or a quick out is called for. Believe me, you don't get time for anything else in those situations, because your offensive line tends to have more holes than a colander. You have blitzing linebackers and pass rushers quicker than 808 State can play, 'In yer Face.' It doesn't help that your QB has lead in his legs and putty in his brain. You frantically jab the fire button, pleading with the fool to just dump the ball, but no, he pulls his arm back, winds it up for that 40 yard TD pass, and wallop. Turf tasting time again. Yes, a score of 28-36 at half time with a total of 650 yards of offense is not what I'd call particularly realistic, especi-

ally not when it's Kansas city facing you, who are not known for a run and shoot offense. What is actually wrong with this game is the animation. There are three speed settings, but the game runs quickly on all of them, it's just that in MCGA the players appear to teleport 3-4 yards per screen update. With 22 men in a small area it is literally impossible to tell what on earth is going on. Sure your offensive player flashes, but you've got to keep sight of him don't you, and that I'm afraid is not possible. Just to be fair I tried the game in EGA at the slowest speed, and was pleasantly surprised. Only the excellent static graphics suffer in any way. The actual game graphics are almost identical, and the animation is somewhat better, but still far from perfect. To be honest, TV Sports Football on the PC is a better game, but Joe Montana's offers more details, more stats, more plays and generally more interest. The man himself may be pretty cool, but I'm sure his temperature would rise with some of the gameplay flaws here.

JM Football is quite a good game, but doesn't make it into the must have department thanks to the poor animation. I'd kill for an Amiga version though.

Duncan Evans





HEART OF THE DRAGON

Looking at the blurb on the back of Heart Of The Dragon is what you could call entertaining.

thought this was fantasy, not sci-fi monks of some temple or other. So the head of the order, in true 'turn the other cheek' style

various types of terrain. If you go to the right places you'll meet merchants and the like who will sell/give you goodies. If you go to the

so some special weapons to add to Tommy or Chi's offensive power. A neat little game that binds together a beat'em up and an adventu-



I wish to panic.

We out number him, but he has more legs.

I mean, 'As Tommy Lee, you know that growing up is lonely when you are different' and 'A world of magic and mystery brought to life in 4096 colours' not to mention 'Anatomation for anatomically true animation' (now there's a mouthful). But what have you got in the actual box, apart from four disks and a manual.

Well nothing actually, Oh! the program, well that's there, yes. And I suppose there is lots of colour, and some music and sound effects, not to mention a few monsters, and trees, and mountains, you know, all the standard fantasy stuff. Anyway this here Tommy L. is a bit upset at the wicked sorcerer Li-Kuan, who's nicked off with his girl. No silly, not Li's girl, Tommy's girl. So Tommy has decided to go get her back.

In the meantime in a totally unrelated bit of larceny Li has gone and pinched the Sacred Gold Statue Of The High Flying Purple Doodad, or somesuch, from the psi (I

decides to do for Li and get back the bauble in question. This means that brash young Tommy meets serene old Master Chi, and off they



wrong place, or just happen to meet one of Li's patrols, then you'll have to fight. the combat takes place on the an arcade screen and is

re. The graphics are nicely done, with lots of monsters, whilst there is a catchy tune. On the down side the control is rather poor, particularly in the adventure sections, and where some response to a screen prompt is needed.

The combat sections are okay, but could be a little faster in response.

Mark Ulyatt

If I levitate maybe it will go away.

set. But life isn't easy, especially for when Li is around and the gruesome twosome are going to meet an awful lot of really mean and nasty monsters. Quite a plot really, and the game also has two facets. The first is wandering around a world exploring. there is a choice of four directions to move and

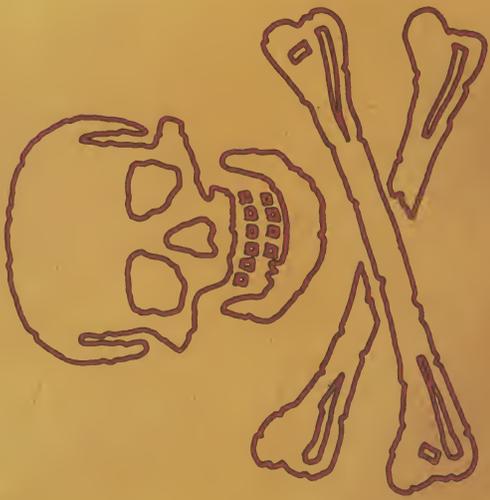
simply a beat'em up, involving Tommy strutting his stuff whilst Chi knocks off spells and things. Each character has a set amount of energy, and once this is exhausted they die. The energy is reduced by fights, but increases with time and also when various healing potions are used. There are al-

GRAPHICS	70 %
SOUND	60 %
GAME-PLAY	70 %
VALUE FORMONEY	71 %

HIT
CHECK IT OUT
FORGET IT
GARBAGE

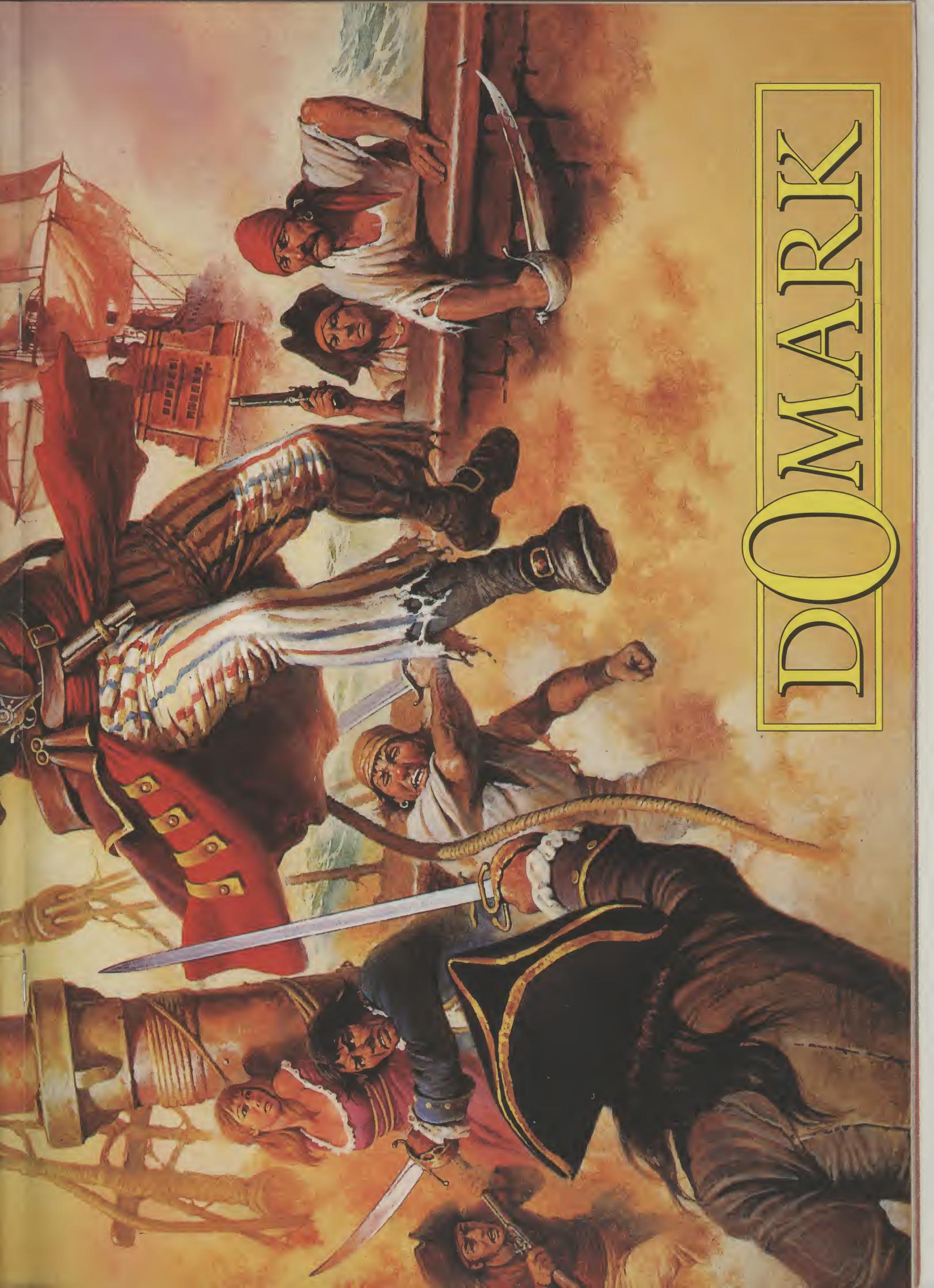
ザ・ブレイク・オブ・ザ・ブレイク



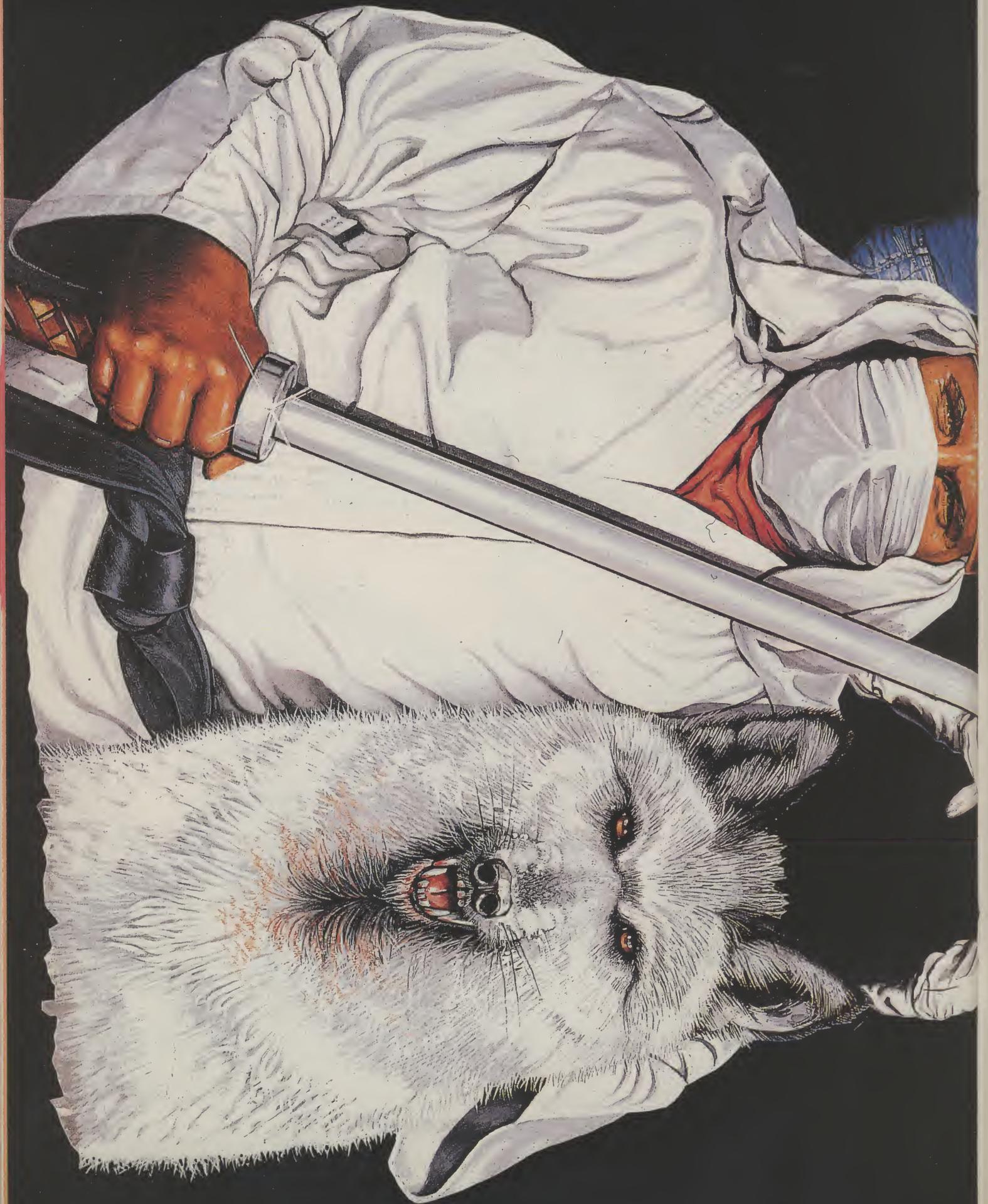


Stuffed Animals CROSSBONES™





DOMARK





METAL MASTERS

Metal Masters is a new style fighting game, in which you construct a sky scraper sized robot from a large list of spare parts.

These parts are priced according to their durability and power and you need



Follow that if you can.

four different parts in order to have a working robot. They list as follows, head, legs, left arm and right arm. Parts can also be sold back to the supplier for the price they were retailed at, but if they have been damaged the price will go down according to the level of damage. To stop the game becoming boring the list of parts is quit long, twenty nine in all, although the only difference with some of them is the type of weapon they fire, laser or missile. Most of the parts sold are weapons which come in a large variety of shapes and sizes, from a weak puncher with a laser to a heavy damage inflicting hammer.

The price difference between those two items is roughly #45,000. Cash is made by bashing the hell out of an opposing metal master and not taking too much stick in return. The tougher the opponents you fight, the higher your cash prize becomes, although the opponents on the higher

levels tend to inflict a lot more damage on your metal master than you would like. Especially if you can only afford to buy poor quality parts.

Each fight lasts four minutes long, with the winner being the one least damaged (unless you manage to hit the head of your opponent) until the damage indicator reaches full. Then he can no longer operate and



Resist their heat if you can.

you will win even if you have taken more damage than him. Just as a boxer who would have won on points can be knocked down in the last round and lose. If you

are battling with computer controlled opponents you will find that some of the parts they are constructed of are not on the parts list. One of them is equipped with a rather durable shield which stops you from hitting its head. He can be beaten but not easily. Every two levels you asked if you want to take part in a challenge. These challenges are each different, the first being de-

score accumulated during this challenge will then be converted into money after your time is up. Once you have reached the status of metal master there does not seem any point in continuing as you have become too good and your cash



Boy, what blasters; I love those muscly metal masters

keeps piling up. This is when the two player option comes in useful as you can train a friend to your high fighting standard and then battle with someone of your own ability.

Metal Masters is an excellent fighting game, which has a fresh feel to it with the original idea of creating your own robot. The graphics and sound are great, so what more could you ask for?

Simon Dale



Hit me with your laser power.

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

HIT
CHECK IT OUT
FORGET IT
GARBAGE

Reviews



INTERNATIONAL ICE HOCKEY



Welcome to tonight's exciting game between Belgium and Bulgaria!

Oh no it's another one, how many bad games is it possible to fit onto the computer market, I don't know but it seems swarming with them at the moment.

Well know for the latest one, International Ice Hockey, it could have been a reasonable game but the ref spoils it by stopping the Gameplay for whatever reason and taking too long over it, why the programmers could not have just given a smaller proportion of time to the ref I don't know. On loading the game you are greeted with a couple of option selection screens, the options on which are as follows, skill levels, speed, time length, action replay facility on or off, player selection, player control, players name, strategy (attack/defence) and friendly or pool (single game or league). Next you meet a T.V bloke who utters a couple of words, then you can get down to the action. You start off with one of your players facing one of the oppositions players and usually end up crashing into each other in a mad frenzy to get the puck first. Basi-

cally you zoom around on your skates trying to get the puck off the opposition or trying to score a goal. The puck is gained by crashing

into the player with it and then moving onto it before he can, once you have the puck it is impossible to lose it unless another player crashes into you, a foul is committed or you fire the puck yourself, in other words, you don't have to worry about controlling the puck with you slick apart from when passing or shooting. Passing and shooting is simply done by facing in the appropriate direction and pressing the fire button. You control the player followed by a spot light, this player will be the one nearest to the puck unless you have set the option table to either cycle or switch, in which ca-

se you will be able to choose which player is under your control. The control of your player is accurate although you tend to slide about a bit, but that is the whole point of buying an ice hockey game rather than a football game. You are able to skate a player behind the goal, even if you have the puck in your possession, I don't know if you are permitted to do that in a real ice hockey game because there are no ice hockey rules mentioned in the instruction manual. There are only two types of fouls to be committed in this game, the first is hitting a member of the opposing team with your hockey stick or crashing into a goal, as this will make it slide away and waste time, for both of these fouls your player will be sent to the sin bin for two minutes of computer, which is just a few seconds in realtime. International Ice Hockey is an average kind of game with a ref that uses up so much time it becomes tedious, I recommend you only buy this game if you do nothing but think about ice hockey all day night.

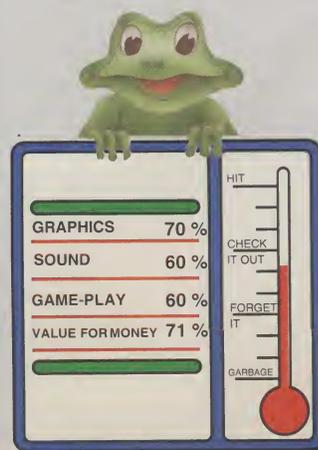


I thought I said "No spitting".



Grandad in goal tries to fend them off with his stick.

Simon Dale





LEXICROSS



My name is death. Mister Death.

Why television authorities buy American TV game show ideas I'll never know. Even before it's origins are announced, it's blatantly obvious where it came from.

Lexi Cross is a hybrid of many game shows without any original ideas of its own. But then again, what do you expect from Americans? Rolled into the game are portions from the Wheel of Fortune, battleships, crosswords and ideas from almost every word game you can imagine. Strangely, though it's quite playable, and certainly challenging. The game actually takes the format of a television show, with a presenter and back stage leggy helper. The helper, Pristine Mint, sits in her chair and asks you a few questions; your name, sex, and birthday and also prompts you to build up an image of your persona using a set of predefined body parts. This graphical representation is purely cosmetic for the show's set but it adds a touch of class. Essentially, Lexi Cross is a two player game but if you don't have a particularly lite-

rate friend then you can play against a computer opponent who is bound to beat you nine times out of ten



Hmm, yellow beads and blue beads - how interesting.

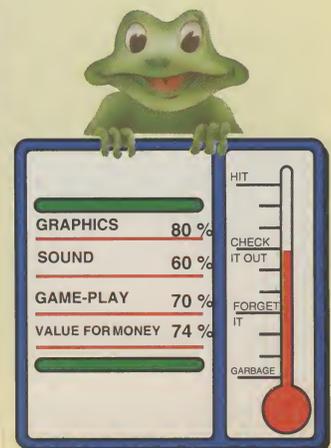


Certainly not!

[Speak for yourself Andrew - Ed.]. The screen is split down the centre and each half is devoted to each player's "board" with a common selection area down below. The boards are made up of tiles which are flipped over to reveal the character below. There are a number of different tiles on each board, many are blank, those which contain letters are grey and then there are special tiles which offer various facilities such as extra points (for you or your opponent), the chance to see what lies under a specific row or column and special tokens which entitle you to

another go. Once you have got a reasonable number of grey tiles available you can then go for the Hangman part of the game where you guess which letters are hidden. But before you can guess you have to spin the wheel to determine how much you're playing for or whether you are going to play at all. Once you have got a few words you might like to try for the common link word. The presentation of the Lexi Cross is very good for such a simplistic word game. It's graphical representation is very good, but again the graphics which are good are purely cosmetic and so only add to the atmosphere and do nothing to improve the gameplay. In fact, if anything they spoil the game play as it takes an age to load and run through them. Lexi Cross is a great game if you're the type of person who sits around doing the Times crossword and playing hangman. Also, if you intend running it on an Amstrad PC, try it out first as there are a few major problems on my copy running on an PC2086 system.

Andrew Banner





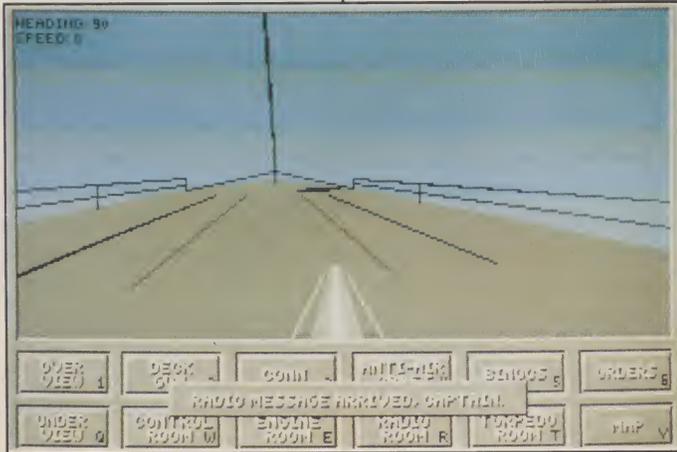
DAS BOOT

Convoys everywhere shudder in anticipation of the U-Boat attack, game players everywhere shudder in anticipation of Das Boot. Yep, it's that bad.

slow down the game and provide a good excuse for Mindscape to include lots of sub games and pretend they are part of normal sub operations. With the possible exception of watching

tant options relate to graphic detail. Both options sound similar but deal with different areas of the game graphics. One option lets you choose between digitised explosions and so on or

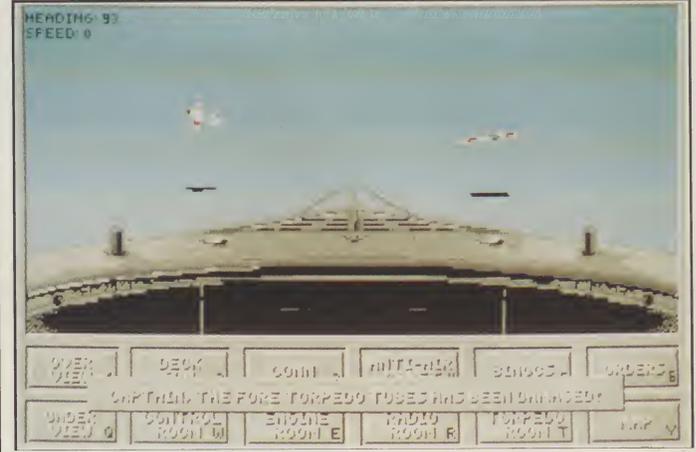
modelled enemies become nothing more than flying crosses and your anti-aircraft gun becomes a little circle that represents the end of the barrel. Having selected maximum detail



It says "You're sailing the wrong way".

Set during the turbulent period of WWII Das Boot (it is not, alas, the game of the series or film) places you at the helm of a U-Boat. Although billed as a simulation the various aspects of the game have a very much arcade feel. The 3D treatment doesn't help much, it may make the outside graphics look rather nice but they

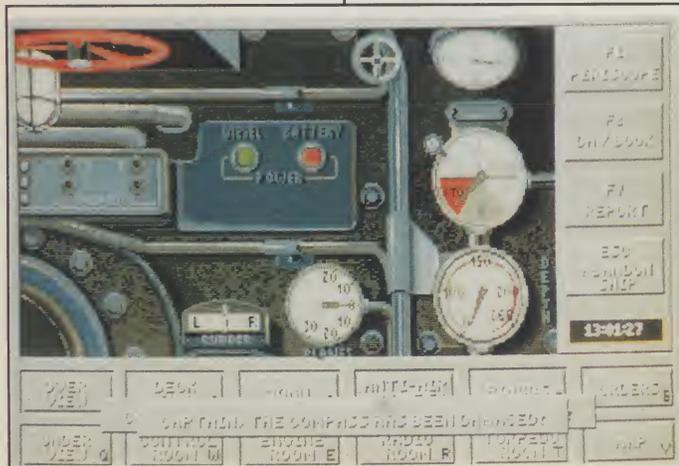
the demo or maybe even digesting the nine pages of keyboard commands the first thing you need to do is access the preferences screen. You have all the normal options such as method of gun control (ie push up to go up etc), if you want all sound effect or everything but the engine noises etc, but the two most impor-



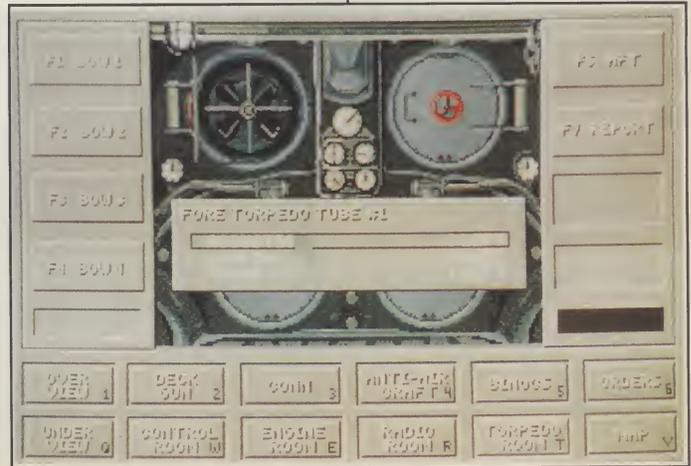
Under Attack, Dive, Dive, Dive

normal computer graphics. In reality this means reasonably special effects (even if the game does pause to load them in the first time they are used) or something more befitting a ZX81. The other option to control the amount of world detail is best shown in effect when combating the enemy aircraft. These quite well

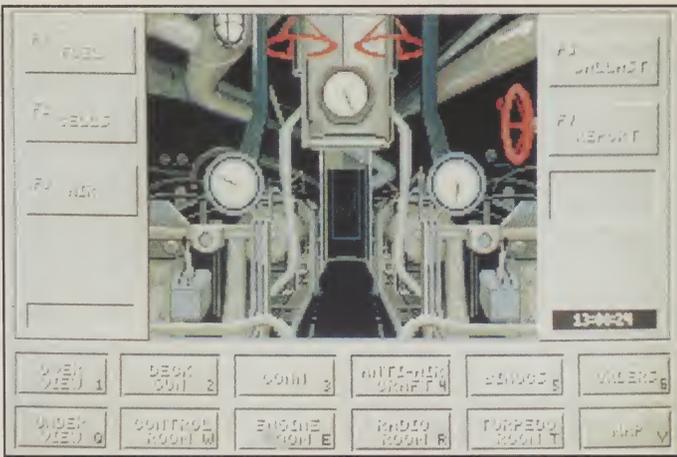
for both options (playing without these setting is just too dire to contemplate) you look at the vast array of sub-games you can practice. There are eight in all, four with the U-Boat on the surface, four with it below. We'll start with the two guns on the sub. The main deck gun is best controlled with the cursor keys if you want to



Ey, which is the submerge button?



The allies head for a watery grave.



Looks like a nice place to work...

maintain any form of control. You can of course click the right mouse button and take control with the mouse but the gun movement is very jerky and it is almost impossible to hold the gun still long enough to find the range of a target. This problem also applies to a lesser extent to the anti-aircraft gun. Here you have the opposite problem, the cursor keys are too slow to react in time to the attack of the planes and the jerkiness of mouse control is largely offset by the rapid firing of the gun.

Getting entangled in a minefield is any commanders nightmare but a little practice on your fave tank driving game should see you clear here. Why? You see the mines before you and you steer the sub in very much the same manner as a tank through the mines. Finally you have the torpe-

do practice which is ok but nothing to write home about. The underwater exploits are similar in concept but very different in implementation. Torpedo practice



No, no you Idiot, fire the other way!

is still ok but now when dodging mines you do so in a quite unique manner. You see a 3D representation of the sub in a blue void, the

mines float around you, rotate the sub, rev up the engines and attempt to guide it through the gaps. Dodging depth charges takes place in a similar blue void only this time the obstacles to be avoided come raining down from above. Finally there is the sub vs sub combat. You are once again the centre of the void but this time you are not alone. Through judicious use of camera angles and rotation of your craft you try and line up a torpedo shot with the other denizen of the deep, the enemy sub. With all these 3D sub games you tend to sail along for a bit, play a game, and sail on a bit more and so on. It's a shame really

because the game does carry one or two good ideas.

One of the more novel features of the game is the radio room. Here messages are received and sent between the sub and the various German commands. Often new orders arrive and need to be decoded before being acted upon. You don't have to worry about faulty parsers when sending messages as these are all selected from a long list provided. As mentioned earlier there are nine pages of keyboard commands, a hefty number for a game that has more arcade than simulation orientation. Thankfully the programmers have

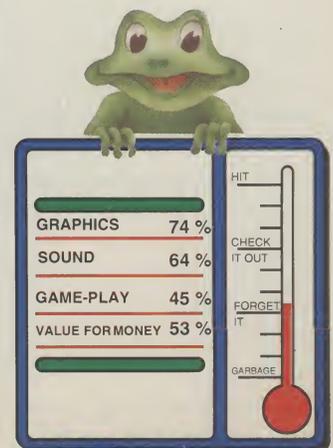
handled the command system rather well. When in the sub the bottom section of the screen contains a number of icons for the various posts which can either be clicked upon, or its letter (which is also shown on the icon) pressed. At each station you get graphic representation of the post as well as some more specialist icons at the sides of the screen. Although you can click your way through most of the game there are still a few keyboard combination to remember but these deal mainly with the detection of enemy vessels and the ranging of torpedoes.

There are five missions to attempt ranging from the sunny Norwegian Fjords to the frozen wastes of the North Atlantic. This gives the program scope to show off those fancy 3D graphics in the only place they really work, the scenery. When travelling down Fjords you have the green rolling hills dotted with gun emplacements, whereas in the arctic you have the brutal beauty of the icefields. Just too many naff 3D arcade games have been thrown in to make this a real simulation of any worth, and if you only have a half meg machine you don't even get the benefit of a lot of the sound effects.

Adrian Pumphrey



Give me defenceless merchantmen.





QUEST OF GLORY II

Do you want to be a hero? Well apparently a hero is needed to turn the evil city of Rasier back to it's friendly old self.

The reason for doing this is that another city lies just a few miles across the desert from Rasier and this city is beginning to show small signs of turning evil. In this sequel to Quest of Glory you can choose to be either a thief, a fighter or a magici-

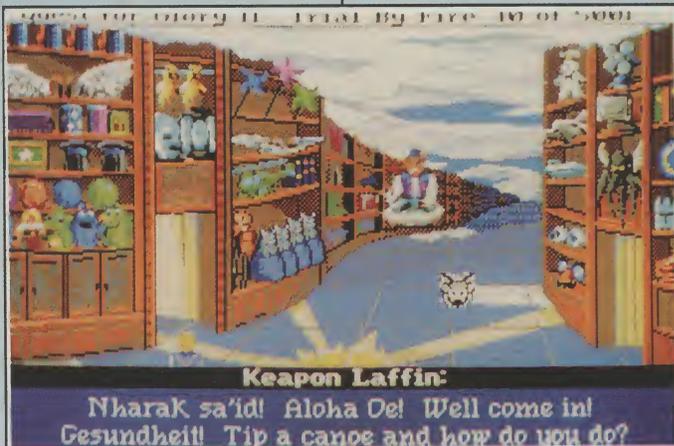


Twilight in the City

will be people always keep their doors locked and bolted in this area, but why do they when there is no one else but you wandering around here. Once I managed to get out of the passages, I was very pleased to see I had found a palace, I was just on my way to the gates when a guard told me that no one was allowed in the palace without the sultans permission. I then decide to kill the guard and was given



Give me half a dozen nubile scaves please.



This guy is high in something

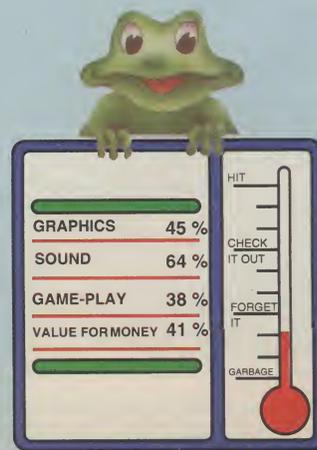
an, with all three willing adventurers looking surprisingly alike. The difference between them is that they have different abilities, for example the thief is very good at picking locks. The big question is why has this game been released, did anyone enjoy the first one that much that they wanted a sequel? The answer to the first question is, the game was released for one simple word, money. The answer to the second question is, not very many people. After you've chosen your hero and mucked about changing disks around in your drives you can then set about punishing yourself by playing an example of

pure boredom. The first problem is how do you start walking your little adventurer about, as you start off in a sitting position. The answer that eventually arrives in your head, to get up, is probably the most interesting puzzle in the whole of the game to solve. From then on it gets worse and worse. Moving about the game is done by either positioning the mouse cursor where you wish to go and you character will move to that position in what looks like a permanent slow motion replay. If you decide not use the mouse a joystick will come in just as unuseful. It is quite a decision to make choosing between using a

joystick or a mouse in this game, the joystick has slow response and reasonable accuracy, but the mouse is inaccurate but is more responsive. My personal choice was the joystick. Most of the game is made up of corridors which are all made up of brown walls with the occasional locked door appearing along the way. Nothing occurs during the game to keep you interested, all you have to keep you company is a frustration building up in your brain trying to break it's way out. During your travels around the passages of boredom you can tell your character to do certain things such as open door, the response to which

the response "you are aggressive today aren't you", at this point I snapped up all the eight discs, threw them away and started on this review.

Simon Dale



Reviews



GODS

Good God the Bit-map Brothers have produced another great game.

In this one you play the part of a previously undefeated warrior who has been placed in a city created by the Gods, full of gruesome monsters and fiendish puzzles. Gods is a cross between the platform game and the fighting game. Many games of this type have been released onto the Amiga market and flopped,

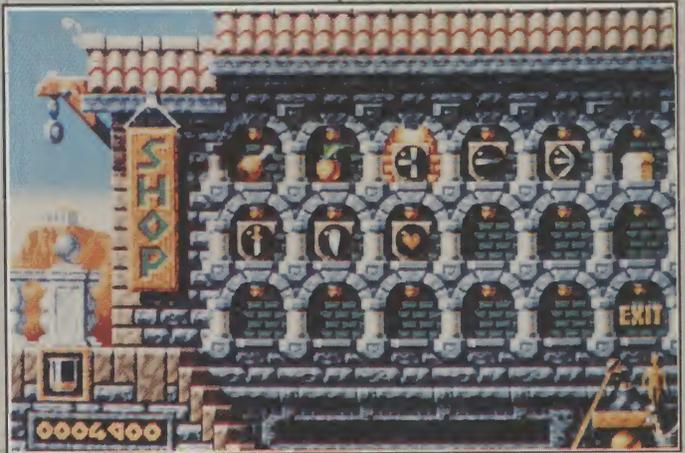


He who runs away, lives to run another dam.

worlds or even held by monsters. Keys can be found to open world doors, trap doors, teleport and many other places. Gods is definitely not be thought of as a simple fighting game as it involves many different puzzles, so if you are into fighting games in which little brain activity is involved Gods is probably not right for you. The excellent sound and graphical quality add to the addictive puzzle solving aspect of the game. Strangely



Is that a full bottle in front of me.



Since when did the gods have to go shopping.

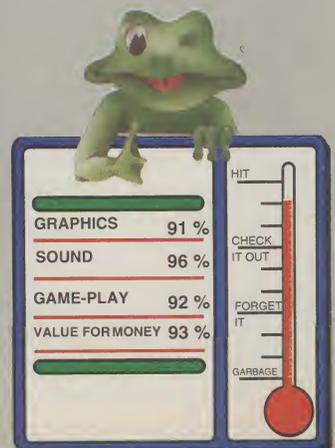
but flop is one thing that Gods will not do. The graphics are colourful well drawn and animated in a god like fashion. The sound is a great example of what can be done on the Amiga by people who know what they are doing. Your Warrior is a chunky character that defends himself against the attacking monsters with a variety of weapons. Once collected you cannot lose them, even if you lose a life. The weapons to be found in Gods are daggers, shurikans, fireballs and spears, and need less to say, your warrior gets extremely dangerous when he has a vast number of these in his possession. Not including the

four ferocious level guardians, there are three different types of monsters. The first is a killer who will simply try to kill you before you kill him [No kidding - Ed.], the flier is much the same as the killer but can fly [Are you quite sure about that - Ed.] and will be more successful at dodging your weapons. On the higher levels the flier will become more intelligent, the thief will try stealing any treasure you are carrying and if you have none he will try to kill you. All of the monsters get progressively harder to dispose of as you work your way up through the many worlds and levels. Each world has many well

thought out puzzles which usually include switches. These are used to turn off large grinding hammers that dispose of you smartly. You can just get past but there's no telling how many limbs you'll have left if you do. Sometimes just one switch will turn these off, but usually you have to turn either on or off a long row of switches in order stop the hammers. Most monsters when destroyed will drop a crystal which clicks nicely when it hits the ground. These are used to buy weapons, shields or energy from any shops you encounter on the way. Weapons and energy are also to be found lying about the

I can find nothing at all moan about in this game as it's status is definitely Godly, recommended to everyone with a brain in their heads.

Simon Dale



POWER UP COMPILATION



Power up is a new compilation from ocean made up of five great games from the past, these are X-Out, Turrican, Rainbow Islands, Chase H.Q Altered beast.

other weapons. After choosing your ship or ships and weapons you progress to a side ways scrolling screen in which aliens zoom around in their various pre set patterns, the general idea is to shoot everything that moves and even if you come across something that doesn't move it is still a good idea to shoot it. X-out has good graphics and sound, the usual speed of any good shoot-em-up and the ability to choose your ship and

blast your way through loads of alien creatures, use your wit to find new sections of the game and generally have a good time playing such a excellent game, good graphics, good sound, great game. Take control of Bub and Bob the heroes from Bubble Bobble in this sickeningly cute platform game. Although I dislike cute games this one defiantly is a good one, the idea basically is to get to the top of a level while avoiding the li-

ads after the evil villains escaping in sports cars. Your controls are what you would expect for such a game plus a turbo boost, once you have caught up with the villains a indicator will appear above them reading, villains here, you must then ram them off the road whilst being careful not crash into other vehicles yourself, when you crash instead of bursting into flames you just lose a considerable amount of speed. Chase H.Q has good graphics and sound, but the cars are perhaps just a little on the small side. You have been risen from the grave by Zeus and told to find his beloved daughter, you have been given supernatural powers to help you with your quest, so now you are known as the "Altered Beast".

Reviews



Power Up: X-Out

X-Out is a shoot-em-up in which you can buy your ship and weapons at the start of the game, you have a certain amount of money to do so, there is a choice of four different types of ships, three main weapons and an abundance of missiles and

weapons before you start is different. Turrican is a great game in which you take control of the only man who can save human kind, all you have to help with this task is a very powerful blaster gun and loads of courage. Really all you must do is



Altered Beast

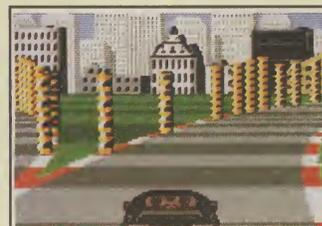
ttle innocent looking cute killing creatures. Working your way up the level you will find lots of sweets cakes and other yummy things. You have been given the amazing power to build a rainbow with your bare hands, so if there is a gap between platforms a rainbow can come in useful, also you can trap the cute creatures underneath rainbow and after short time the rainbow will fall down and squash the awful things.

With eight different attacking moves and enormously high leap you must fight all the many well drawn baddies and win. A great compilation release with the only problem being these games were so popular you may already have a few of the full priced versions.

Simon Dale

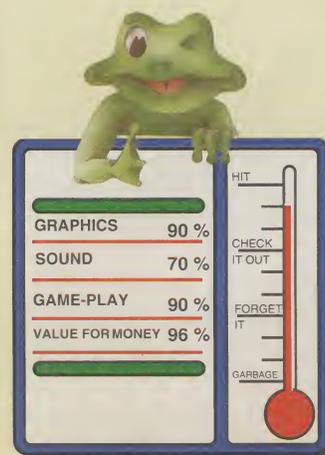


Power Up: Rainbow Island



Chase HQ

Colourful cute graphics and ear catching cute sound make this game a hit for cute addicts. Climb into your turbo-charged porsche 928 and begin steaming the ro-



BATTLESCAPE



involved the French and Russians, it was a land battle and a betting man would have tipped Napoleon and the French to win. In the event the battle was undecided. The Russians did retreat, but not until after inflicting casualties as substantial as they themselves received, and it can be said that the retreat from Moscow was prefaced by this battle. The system used by ARC for simulating the two

sengers may become part of the casualties, or the orders may be out of date (time) by the time they reach the unit, or the unit commander may just decide to ignore them. Obviously some orders are more likely to be ignored than others. The graphics are fairly basic EGA or CGA, but the various hills and depressions are clear. The main problem with the graphics is determining which units are friendly

ser very reminiscent of an adventure game parser. Each order must include a unit and action, and the majority also need a target destination (for fire or movement), it is also possible to include a start/finish time. There is actually very little difference in the orders given in Armada and Borodino, after all, if you order a unit to move or shoot it will, regardless of whether it is land or sea based. This

Borodino and Armada are two very similar games based on two very dissimilar battles.



Looks like a line of licorice allsorts.

The Spanish Armada was soundly beaten by the British fleet (and weather) commanded by Lord Howard. The British casualties were relatively light (for such a battle) and there is little doubt about it being a clear cut victory. On the other hand Borodino was quite the opposite. To start it

battles is fairly simple, but quite effective. In each case the player takes the part of one (or more) of the commanders. Orders are given to the staff, who then relay them to the respective units. However, just because the orders were sent does not mean they will be acted on, or even received. The mes-



At sea the armada emerges.

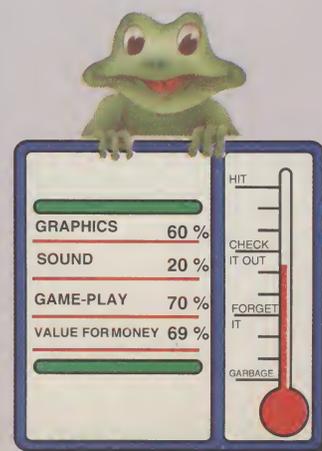
and which enemy. This is usually resolved by reference to the unit commander. If the commander is named it is a friendly unit. The system mimics real life in so far as the viewpoint and information available are limited to that which would be available in the actual situation. Thus the enemy is usually seen as a mass of men with no named leader, and the range is very imprecise. There is also a telescope function which allows the player to look at a particular unit to determine its type and range. There is no sound for the system (after all it is only a sim) but you can choose to have the cannon fire visible, in which case there are little flashes for the firing cannon and landing balls. Orders are entered by means of a text par-

double pack is an interesting pair of battles, with only half the time needed to learn the system, 'cos once you've become familiar with one you are familiar with the other.

Mark Ulyatt



A hush falls over the harbour



THE WINNING TEAM

Strangely enough when I hear the expression, 'The winning Team' what springs to mind are Arsenal, W.Germany, New York Giants etc. With a bit of prodding I might consider a software house under this moniker, in which case it would be Ocean or Psygnosis. Domark though, and it's associated products are not what immediately spring to mind. Needless to say this is a rather convoluted introduction to a compo package from Domark, called The Winning Team. It's also available on all the formats we cover in Computer Fun. For the 16-bit computers

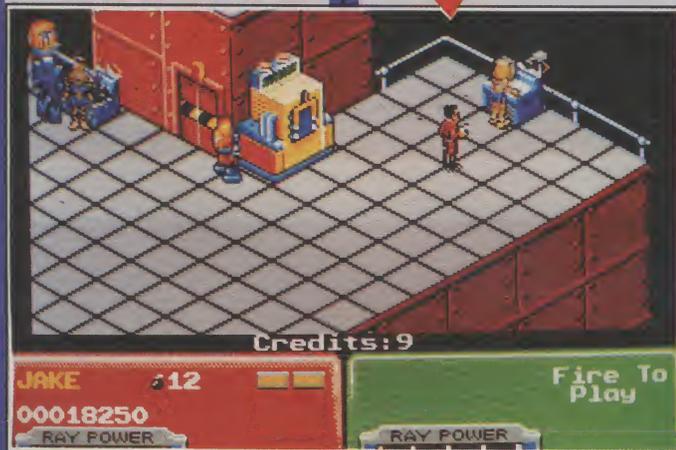


down memory lane for a couple of these, but in culling the best from it's entire and largely poor back catalogue, you have at least got a quality selection. On the C-64 that is. APB on everything was like one of Les Dennis' jokes. [For those not in the know, what I'm re-

of bubbly, an amateurish awards presentation (without awards since TNT hadn't delivered them) and a whole hour of TV 'Personality' Les Dennis. The biggest cheer was when he left.] Anyway that has nothing to do with this package, which is generally quite good. Klax in fact received an award at this party, though I can't remember what for. This is another Tetris inspired puzzle block game, where the blocks are all brick shaped and roll towards you in 3-D. The idea is to match colour up, create certain combinations and remove them before your tile bin fills up. Pleasantly playable on the early levels, the game unfortunately become too hard too soon. This rules it out from replacing Tetris as the puzzlers favourite. Good for the occasional play though. The next game in the collection, APB, is easily the worst, though the C-64 version is actually better than the other versions. It's a bit like Chase HQ meets Super Cars, with a scrolling top down viewpoint, and various arrests and tasks handed out each day. It worked well as a Tengen arcade game with steering wheel and large monitor, but it's a very



Escape from the planet of the robot monsters.

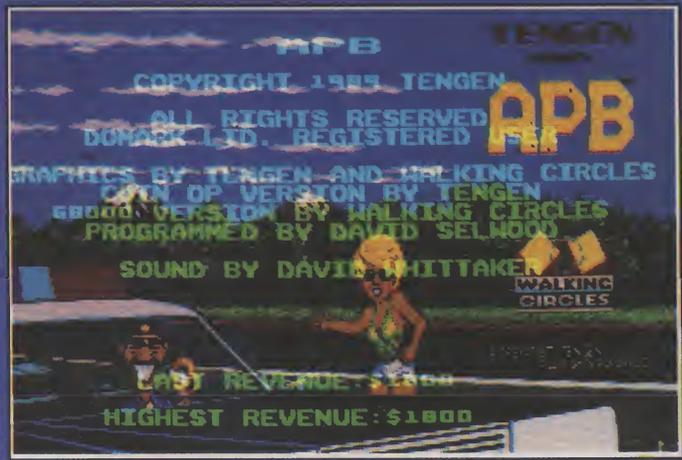
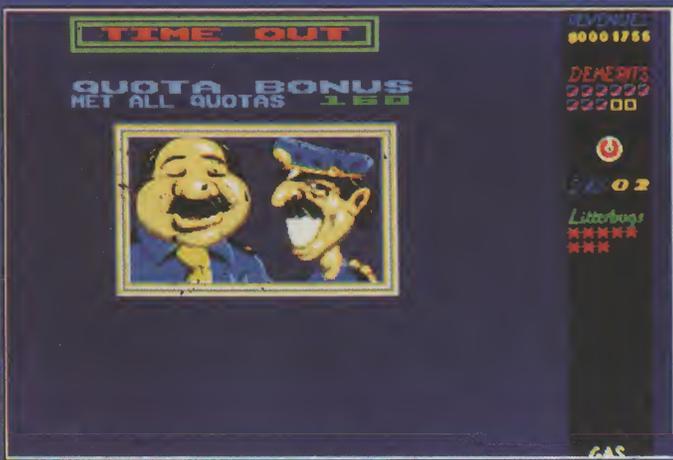


though you can add another tenner to the price, which makes it a rather steep thirty quid for five games, or four quid a chuck for the C-64. What's on offer are the puzzle game Klax, a scrolling top down race game

ling top down race game called APB, sexism as entertainment in Escape from The Planet of The Robot Monsters, robotic football in Cyberball and two player tanking in Vindicators. Obviously Domark has gone

ffering to here was the industry party after the large trade show in April. For the giveaway price of #44 each you got to sample the most pitiful buffet this side of the Iraqi border, one free glass

ordinary computer game. Escape From the Planet of the Robot Monsters on the other hand is a largely enjoyable slice of sexist 50's style hokum, with aliens stealing our women, and you having to rescue them



all. Well someone's got to do it. The action is presented with a cut-away isometric 45 degree viewpoint, and it rapidly fills up with robot monsters. Consoles and equipment can be blasted, power units and stairs have to be activated, nubile bimbos have to be rescued and hundreds of alien robots have to be turned into flaming slag. There's even a secondary game between

Winning Team: APB



the levels, and it all adds up to a bright and cheerful sci-fi romp. Still on the robotic front comes Cyberball, which is American Football in the next century. but with robots. The rules have changed slightly in that there's no 1ST and 10, but rather 25 yards until Defuse.

starts flashing. The next play better be a pass because you don't want someone running with it when it goes off. Naturally your robots can suffer all sorts of physical degradation, and not just from the ball. If you have a spindly but fast running back robot, and it gets

APB on the C-64 is playable if uninspiring.

Duncan Evans

ST

A bit better for the ST than the Amiga, though much the same faults apply, particularly the price one. #30 for five old games is really too much. You could buy five issues of ST/ Amiga/ C64/ PC Fun for that and get five original games for #25 plus magazines. 74%

Amiga

This rates as a poorer collection for the Amiga since APB is awful, Cyberball is very slow and only Vindicators really excels. It costs too much as well. 70%



The winning team: Vindicators.

The ball is a bomb of course, and you have to advance it 25 yards and see it reset, or it blows up. The ball gradually gets hotter, until the warning word, Critical

wasted by two large linebacker types, it's spare parts and the scrapyards. There are a healthy number of plays to choose from, even if the choice of

teams is limited, and there is no league or cup competition to play in. Control is relatively easy, but movement is a bit too slow really, which makes Cyberball workmanlike rather than explosive (unlike the ball). Finally Vindicators, and one of the first of Domark's Tengen conversions. And a pretty damn good one too. All the more fun if you play with a friend, the object is to storm around each level, piking up stuff, repairing your tank, and blasting the hell out of every tank and gun emplacement that gets in the way. Collect stars for power ups and fuel, and the game has longer playability than you'd first imagine. Neat graphics, crisp sound effects, an all round spiffy gameplay makes this just about the best of the collection. Personally I wouldn't rate this lot, at this price, as the winning team, but I'd be happy to give them second place. Two games are very good, two are reasonably good and even

GRAPHICS	80 %
SOUND	70 %
GAME-PLAY	80 %
VALUE FOR MONEY	83 %

HIT
CHECK IT OUT
FORGET IT
GARBAGE

COIN UP



Gird your loins, grab your joystick and come out blasting. Compilation fever hits U.S. Gold with the release of this mega-mix of arcade classics.

Few arcade addicts will forget the chopping power of Ninja Spirit or the thought provoking action of Ham-

merfist exploits of the original knight in shining armour in Gouls'n'Ghosts.

We kick off with the weakest of the games in the compilation, Dynasty Wars. Select your oriental hero from the four presented, (each having a different strength to tactical ability ratio), and prepare to chop, slice and dice your way through the blandest army ever to go on the warpath. Yes this is monochrome city time as the all grey foot soldier and mounted archers assault your

you hack a way with your pole arm diminishing the odds before the mounted archer enters the fray. You can control the strength of your attack by holding down the firebutton and releasing when the indicator is at the desired strength. When released at full strength your blade shoots across the screen giving your ranged ability. When things get really desperate you can call upon your special tactic.

ling boulders down upon the enemy, unfortunately this form of warfare is indiscriminate and you take as much damage as the enemy. Really too dull and repetitive to be anything more than a once in a while game. Take to the streets with Vigilante and right all wrongs with the subtle art of boot in face. The street scum have kidnapped Madonna (they can keep her as far as I'm concerned) and it's up to

Reviews



Ninja Spirit

merfist, the not so hot oriental knights in Dynasty Wars or the street orientated boot in face escapades of Vigilante nor I hasten to add the

hero. This could be because you do have some fair sized characters, (especially the mounted ones). As the unwashed hordes charge



Hammerfist

The strength of this attack depends upon the characters ability. Such tactics include bombarding the field with volleys of arrows or rol-

you to rescue her. As the landscape scrolls the bad-dies attack. They come with chain, knife and sheer persistence but your dazzling



Vigilante



Gouls'n'Ghosts

HITS II

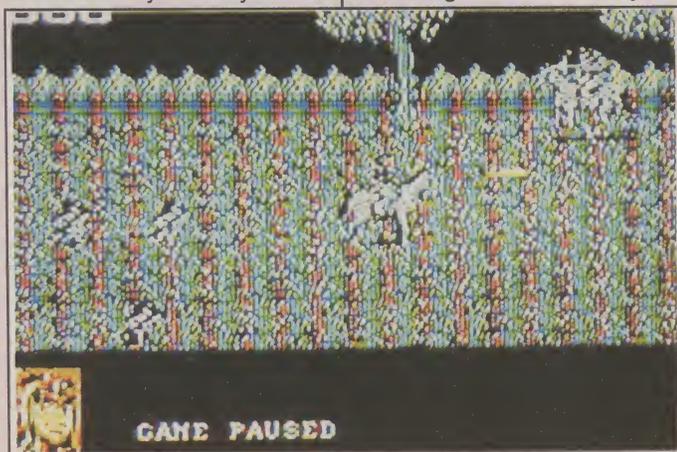
array of punches and kicks (six different heights of kick and punch) soon sees these villains turning tail. Holding off one opponent is quite easy but get trapped between two and you can kiss a life goodbye. You do get the chance to pick up the odd extra weapon but they're not really worth the effort. Bash your way to the

nes and over the top of the monsters heads or just avoid them until they sink back into the ground. As you progress through the game you will encounter other weapon types. The axe is great for shooting up hills and at flying creates (not so hot at shooting down hills as your

the security system of the master computer solving puzzles, collecting energy bonuses as you go. Not collecting bonuses is not only a waste of time but each wasted bonus is absorbed by the computer system. When it has enough all further bonus become negative ones and your chances of success plummet. A thought provoking beat 'em up with lots of action and fiendish puzzles. Finally we encounter the dreaded ninja in Ninja Spirit. On a quest for your master you must hack your way through enemy ninjas, monsters and end of level super beings. You have four weapons at your disposal, all unlimited. For chopping power you have the sword, the deadly pointed projectile the shuriken, bombs, and a blade on a rope. If lucky you can also pick up an accomplice who mirrors your moves thus doubling your firepower. Slicing your way through the normal ninjas is easy, but you start to have a few problems when the enemy use the tunnels below your feet, poking swords through the earth in an attempt to impale you, or knife throwing ninjas who climb to the upper parts of the scenery. At the end of level one you face a two part challenge, leaping ninja hurl knives and the multi-armed goddess of death sprays forth her deadly

bolts. Having survived this you challenge the gliding ninja in their leafy domain along with fireballs cast by the evil wizard you are hunting. Another large ninja character later and you enter the land of the giants which take more than a few thrusts of your trusty blade before exiting to the afterlife. Undoubtedly the best game in the compilation. As compilations go this one is a goodie, with only one bad game, one average game and three arcade classics. If you don't have the three latter games then this is a worthwhile purchase.

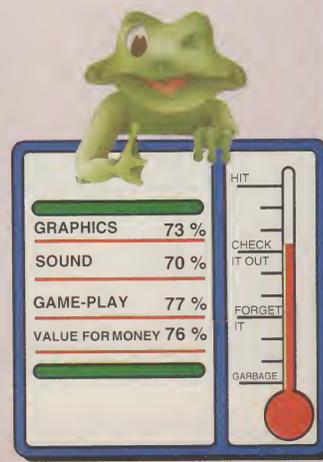
Adrian Pumphrey



Dynasty Wars

end of the level and you face a larger than average dude who you must pummel into submission before you can exit to level two, hot on the heels of Madonna's kidnapers. It's ok but a little dull in most places. Ghouls'n'Ghosts is still a classic tale of a hero in search of a maiden in distress. As the bold knight you must tackle the evil demon and win back your love. To do so you must battle your way through monster infested lands, starting with the undead. Charge across the screen throwing lances at the undead as they rise from their graves. You can leap on the top of tomb sto-

shots go over the monsters heads), the knife is fast and deadly, the fire pots are great for bombarding targets but at close range they tend to sail over the targets, luckily you can take two hits before you depart to the promised land. Varied action that still delights after all this time. Holograms attack in Hammerfist as you control the interchangeable duo Hammerfist and Metalisis. Each character has a unique set of skills, Hammerfist having all the brawn and laser bolts, Metalisis the agility and steel toecaps. By using the combined talents of the two characters you must bash your way though





SARAKON

The latest oriental game to be released for the computer is a little gem from Starbyte called Sarakon. Based on the game of Mah-jong the strategy and play are simple: remove the playing pieces (stones) in pairs to clear the board.

on them and a plain, light blue, patterned background. The symbols vary from simple to complex, and on the higher levels there may be coloured additions, for example pink corners, to some of the stones. The strategy on the lower levels is virtually non-existent due

they will be removed from the board. The pairs must also be either adjacent or joined by an imaginary line with no more than two corners (and which doesn't pass over any other piece). On the simpler version the stones need not be on the same level, but on the more

have is a game with a simple rule set, and incredibly complex gameplay, very simple and very nasty. I was hooked after only a short time and spent more time than I ought playing rather than writing (if the tortuous process by which this review was typed can be cal-



Looks pretty inscrutable to me.

But strategy alone will not win the day, since there is a counter rapidly telling off the time until the toll of doom and your demise (i.e. until you lose the game). The graphics for the game are very simple, just a set of brown stones with symbols of a different shade drawn

to the arrangement of the stones, but on the higher levels the arrangement is much more complex and considerable thought is needed before removing a pair of stones. However simply picking two exposed stones of the same symbol is not enough to ensure that



Has the programmer ever played shanghai.

difficult version they must be on the same level. Regardless of which version is being played, the game is difficult for two reasons. Firstly the stones need to be removed in the right order. Haste in removing two matching stones which are close together may lead to despair later when you realise that they should have been kept and used to remove two other stones which are not close together (if you see what I mean). BUT this means that whilst you are scrutinising the stones to decide which order to remove them in the counter is ticking away and very soon you find you have no time to remove stones simply 'cos you've spent too much time deciding on a plan. It's wicked man, heads you lose, tails I win. So what you

led writing). The only quibble is that the symbols on the stones were not clear, and it is easy to waste time either scrutinising stones to make sure they match, or trying to get two non-matching stones to disappear.

Mark Ulyatt

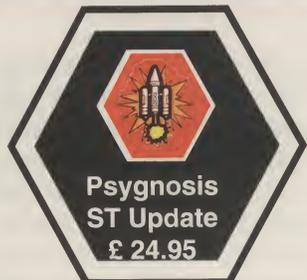


Match the stones and roll them away.

GRAPHICS	50%
SOUND	0%
GAME-PLAY	90%
VALUE FOR MONEY	88%

HIT
CHECK IT OUT
FORGET IT
GARBAGE

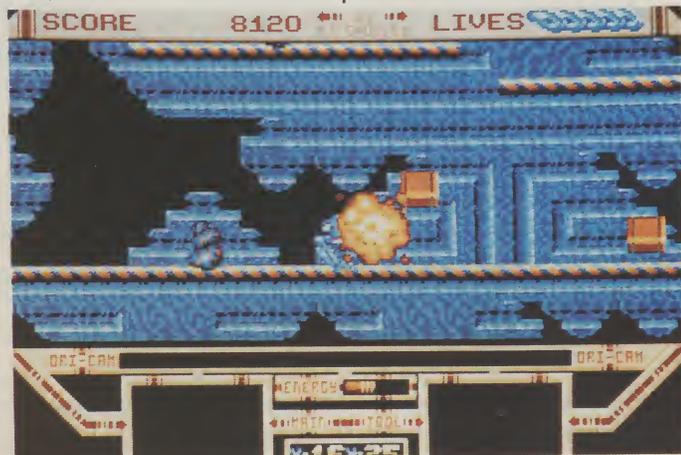
The Killing Game Show



Report by the TV Shows examining board: The Killing Game Show is not exactly prime time family viewing. In fact we don't think it would even be screened as part of the Channel 4 Banned season.

Still, it would make it's mark

on satellite television. The idea is that instead of making criminal pay by doing time, they are made to pay with their lives. For those who are good enough, survival is possible, but lets face it, once you have been surgically modified with chunks of metal, you're not really fit for society. Dressing the contestant requires great skill, first the lower half of the body is removed and skinned. Then, whilst keeping all the vital organs in a stable condition, the arms and bones are removed and coated in a metallic armour plating. The arms are then affixed to the origi-



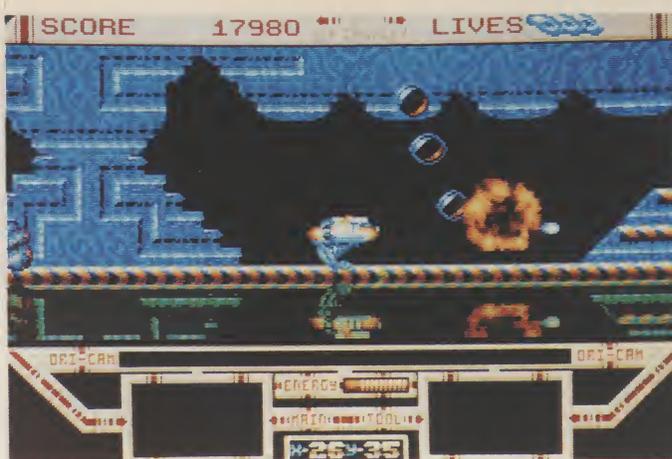
NAVY SEALS



After having seen, played and reviewed both the ST and Amiga versions of Navy S.E.A.L.S, I was a little sceptical of a Commo-

dore 64 version. Still I'll do anything once and considering it's on cartridge anyway, I didn't have to wait to be disappointed.

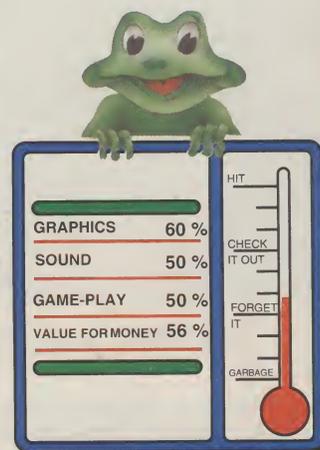
Actually, I did have to wait for the disappointment as this version of the game is every bit as good as it's 16-bit counterparts. The S.E.A.L.S are a crack team from America, similar to the British SAS. They've had lone of their choppers shot down over the gulf and the



nal leg joints and the remainder of the body is armour plated for strength. The convict is then placed in a pit. This pit is the home of Hostile Artificial Life Forms (HALFs) which should be avoided or shot. Danger also lurks underfoot (or hand in this case) in the form of DOLL (Deadly rganic Life Liquid). The DOLL is quickly pumped into the pit so that the only direction for the contestant to go is up. Considering the contestants walk on their knuckles with a permanent limp, the animation is good which must say something for the surgery. Although the reanimation is good and the set is large and reasonably well designed, the show is made more boring by the use of a terrible sound track which is played over everything. Possibly the best part of the

show is the intro sequence which features some really stunning computer graphics. A majority decision states that the show is entertaining, however, it's probably not worth spending a small fortune on as the viewing public would insist it be shown at 3am.

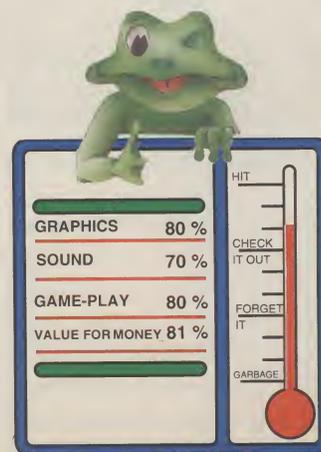
Andrew Banner



crew captured. During a successful rescue mission the S.E.A.L.S find a number of threatening stinger missiles and a campaign is launched to rid the Arabs of these war machines. The S.E.A.L.S team are super fit athletes who find jumping, hanging and climbing easy. However, whilst this is relatively simple, dodging all of the enemy fire as you leap from platform to platform is not quite so. Being on cartridge has distinct advantages. Instant loading is instantly appealing, but also a great selling point is the quality animation and good graphics. The sound effects too are very good and clear.

Navy S.E.A.L.S has yet to arrive in the UK as a movie release, but who cares about the movie when the game is as good as this?

Andrew Banner





Duck Tales

A cartoon style adventure game with all the action and travel of an Indy quest, the buzz of the stock exchange and the comedy of Flintheart Glomgold and Scrooge Mc Duck discussing the contest at the start of the game, this challenge has something for everyone.

You have to be money motivated to get on in this con-

neys across the Globe. Scrooge's office is the centre of the action as here you can opt for wheeling and dealing or treasure hunting. The sound effects make the stock exchange deals more realistic as when you first select this option you can hear print paper churning out the latest stastics. There are a large number of companies to invest in, but obviously anything to do

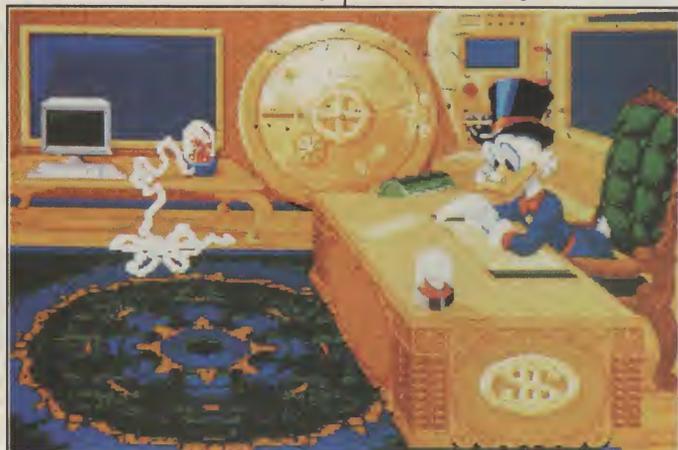
trip and the length of time the journey will take or you'll end up in the pauper's court instead of on the front cover of the magazine for fascist Capitalist money lovers everywhere! The range of destinations is staggering, all accessed via the map option. Seek riches in the caves of Ali Baba in Arabia, take a trip to Duckberg Island or dodge coconut loving monkeys as they swing

in my armchair and open a high interest investment account, but that would maybe explain why I went to Blackpool on my holidays last year. To be honest I can find very little wrong with Duck Tales apart from the fact that it is a little too easy to make money. The variety of scenes and graphics are stunning, you have to take on so many roles you won't have time to get bored and

Reviews



I'm in the money...



Safe's, Mars, Stocks & Shares... McDuck & Co. sure have the flair...

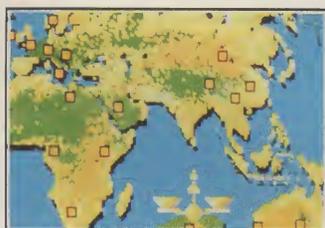
test though and enjoy living out of a suitcase. The aim of it all is to collect as much money as possible in thirty days so that you can become Dime magazine's Duck of the Year. Money achie-



When I was a laid...

ves nothing just sitting in your vaults though, so you have to make it work for you by selling and buying shares in all manner of strange investments like balloon travel and also by finding hidden treasure on your jour-

with air travel or oil is a safe bet. You get the money to buy shares by diving into your money vault first which is fun as you have to literally dive into the dosh to get some out. The best route to



Where's there's a route there's a way.

success is to buy shares in a few companies, go off on a treasure hunt and then come back and sell a few shares if you need the cash or if the going is good. When embarking on an adventure watch out for the price of the

from vines in the Okeefadokie swamp. You can even pay a visit to the Emerald Isle. The graphics are as varied as the locations and the actions you take on your treasure hunts are nume-



Up up and away in my beautiful ballon...

rous. Anneka Rice would be at home in this game as you have to fly, climb mountains, pass through jungles, learn to read maps and explore caves and become a bit of a David Bailey. Personally I'd rather just sit back

buying and selling shares is exciting. The most striking aspect of the game though is its comedy. You'll just be rolling across the floor if you check this little number out

Kerry Culbert

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

HIT
CHECK IT OUT
FORGET IT
GARBAGE



Goofy's Railway Express

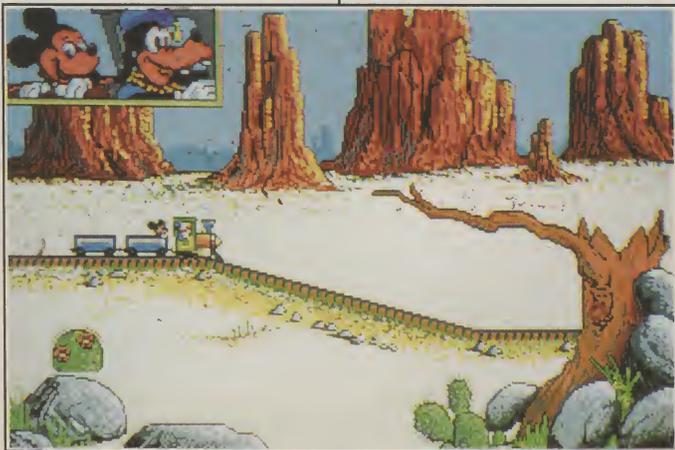
Travelling with British Rail will be exceedingly dull after cruising on Goofy's Railway Express.

There's not a stale cheese and tomato sandwich in sight, just track, scenery and all manner of strange objects appearing from nowhere in the landscape. Never a dull moment by the sound of it. Er, not quite... As Goofy's train chugs along

for a PC game. Not only are the graphics fairly crude (except for the actual close ups of the Disney characters) for instance but there are surprisingly few colours used considering part of the function of the package is to arouse colour recognition. Worse still the point of the whole game is largely to increase shape awareness in 2-5 year olds and yet apart from the triangular shapes

two of the depots en route. The shape above the character must match the one puffing out of the smoke though or like most BR passengers they'll wait half the day before the journey even starts. There is a choice of three game speeds, slow, medium or fast. In order to move at the pace which is right for your kid brother or sister use the space bar to manoeuvre the picture fra-

this age, and the broommmmm sound of the cars will go down well with the aspiring Alain Prost in your family. The Circus screen is particularly interesting with a Lion escaping out of a cage and a tight-rope walking Flamingo. Unfortunately the objects are more interesting than the shapes which detracts from encouraging shape recognition. So, despite the fact



Next stop London.



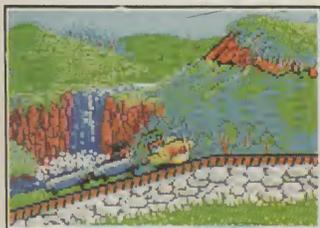
I thought you said the next train was an intercity.

the track, geometric shapes puff out of the smokestack at the rate of three to four per screen. Press the spacebar and the shapes are transformed into bunnies leaping from holes, ballo-

you'll be going some to make out what the other shapes are meant to represent. There are eight different things to see on each screen. Four materialise when Goofy steers from the left,

me corresponding to the picture of Goofy which carries the speed logo required. Unless the player is of subnormal intelligence or you want to spend the rest of your life on this trip, I'd

that the objects which appear in the landscape are fun to see, I fail to see the educational benefits of this game and would not be sorry to see Goofy's Railway Express go out of service.



A spooky looking tunnel.



British rail on strike again?



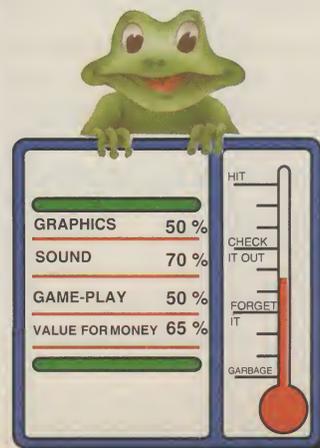
Wow a river with no pollution.

ons rising into the air, flowers coming to bloom and so on. Most of the objects are interesting enough (particularly the cars that toot away on the road at the side of the rolling stock), but the graphics are quite average

and four as he travels from the right. To add fun and stimulate co-ordination there is a little bit more to the game than that though. Donald, Daisy, Uncle Scrooge and Pluto can join Mickey and Goofy on the train at

suggest that you move in the fast lane as the other two speeds are terribly slow. There are points in Goofy's favour though. The tooting of the train as you press the spacebar would appeal to most children of

Kerry Culbert



Reviews



Mickey's Runaway Zoo

Disney cartoons, Disney films, Disneyland in America and now Europe have established Disney products as a good slice of the cake in World entertainment.

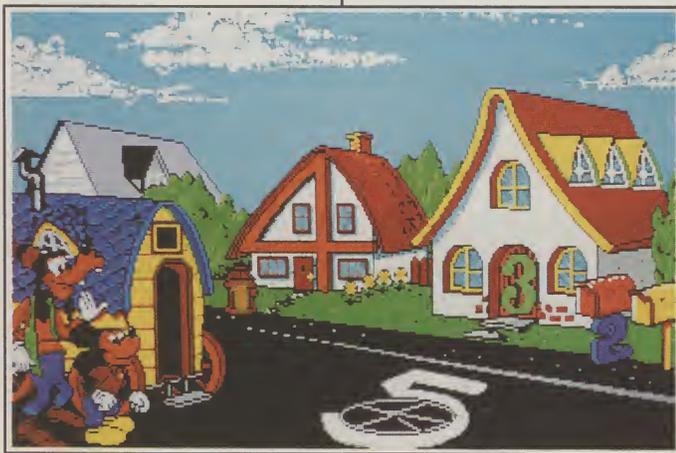
Now Disney has decided to couple its knack for producing fun graphics with the

He sure needs some help to get out of this mess, and Mickey may be cute but he doesn't have a lot of gray matter upstairs. This is where the player comes in. As the colourful beach, residential and cafe society scenes appear numbers are hidden in the landscape. One press of the key-

learning something into the bargain. When the animals emerge from their hiding places they enter Goofy's wagon which will eventually take them back to the Zoo. An animal counter above the Zoo wagon counts each animal as it enters which gives the young player another chance to see a num-

black spots where the graphics are concerned though. The colouration on Goofy's and Mickey's face is salmon pink which leads me to think that the graphics were just copied over from a PC version. As the game is now out in EGA PC format, as well as Amiga and C64, this seems all the more like-

Reviews



Just where has that rhino gone?

desire to produce basic learning aids for dribbling two to five year olds. Maybe if this program had of been around when I was starting primary school I would not still be using my fingers to

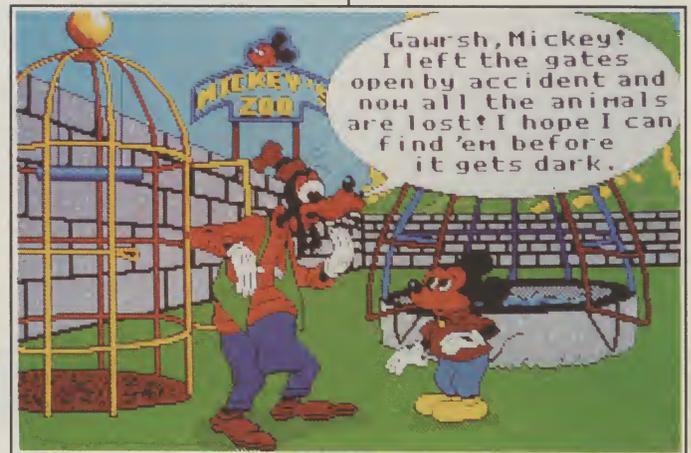


count to ten. The concept of the game is simple enough for even me to understand though. Goofy isn't being fed enough bones for his liking by his cute owner Mickey, so he was forced to take up the part time post of Zoo keeper. His talent lies in being a useless but loveable pet it would seem, as he left the gates open and all the animals have escaped.

ard number which corresponds with the hidden number you see before you and two frogs leap out of their retreat if you press two and so on. It's not that the numbers are hard to find but



the fact that finding them puts using your powers of observation to the test. This method of play also encourages kids to identify numbers on the screen and keyboard so that they eventually will learn the numbers. The good thing about this product though is that it presented in such a fun way that the little sprite playing won't even realise he/she is



You better or you're fired.

ber again which will help him/her to recall it later. To make the child feel he/she has actually interacted directly in this glorified game of hide and seek, if the key-press is repeated after the



animals have entered the wagon they will peak out. One at a time. The graphics are bright, with a particularly cheerful beach scene and a cake sale in the park for those of you who (unlike me) don't have to worry about bulging waistlines. There is a big variety of animals from skunks to ducks and cats to penguins which are all recognisable. There are

ly. The graphics are also a bit low res looking in places for a ST game and don't have quite as many colours as you'd expect. Nevertheless the numbers stand out well from the background which is what counts, making Mickey's Runaway Zoo a game worth chasing after.

Kerry Culbert

GRAPHICS	60%
SOUND	40%
GAME-PLAY	80%
VALUE FOR MONEY	75%

HIT
CHECK IT OUT
FORGET IT
GARBAGE



Donald's Alphabet Chase

If you're sick of your pint sized brother or sister bashing the keyboard just as you reach your highest score ever on your favourite game, why not face the fact that computers are fun for children big and small and start training the little squirt to handle the keyboard with some purpose?

for the child to use the keyboard as a learning aid rather than as a means to an end. This is because Donald can only find a coloured letter to fill in the colour drained letter shape lined up at the top of the screen by pressing the matching letter on the keyboard. The coloured letter then hides in a cupboard or the like and

its place in the alphabet along with the three or four letters lined up before it the Alphabet tune plays from A to the last letter located helping the child to remember what has appeared so far. Apparently the human mind (mine just about fits into this category) remembers objects which appear in vivid or unusual forms best. This

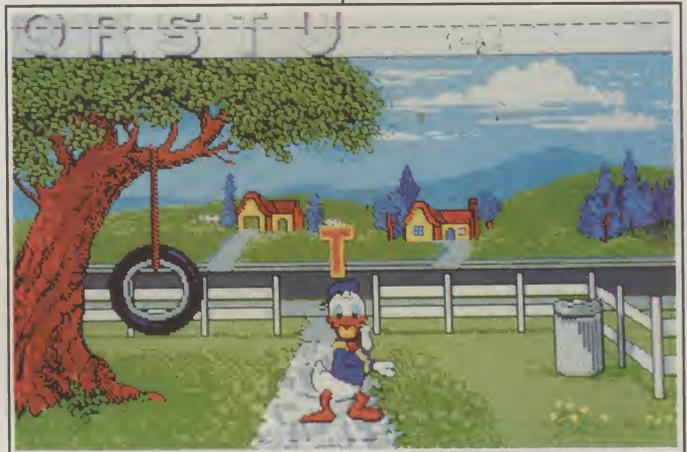
per after the game has run while you get on with serious game playing. Donald's movements are smooth and the game scrolls at about the right speed for a 2 to 5 year old to take in what is going on. The sound effects are good as far as they go and the game finishes in a fun way with Donald slumped in a



I did tidy my room today, honest.

Don't expect too much too soon though. There is a limit to what two to five year olds are capable of. As long as you keep this in mind Donald's Alphabet Chase is worth blowing your dosh on. The idea behind the game is simple enough. Cheeky little vowels and consonants have broken loose from Donald's nephew's toybox and are trying hard to take the place of impish dogs as the "in" pets. (Well at least your shopping would be lighter without all those smelly bones). Donald misses Pluto though and decides to round the skulking letters around their hidey holes around the house and put them back in their rightful place in the alphabet. The good thing about this game is that the method of play is not only straight forward but calls

dances around for a while before Donald scoops it up and throws it upwards to add some colour to the appropriate letter at the top of the screen. This means the player has the chance to see the letter in play three times, and as my psychologist told me the other day at the Lausanne Institute for the mentally insane, the more times you see a shape, the more likely it is that it will be transferred from your short term to long term memory [I bet you're a real laugh a parties - Ed.]. It's just as well really as you get the chance to see each letter for the fourth time around by pressing the correct key as that shape then appears on top of Donald's head in colour before it scampers away to hide. When the shape has found

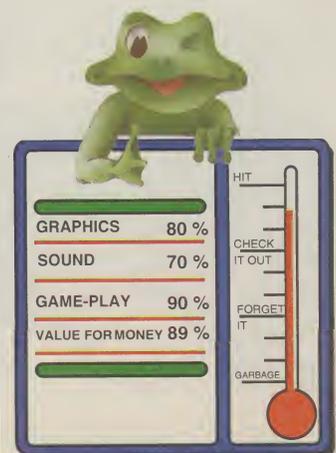


Tell me why I have a letter floating above my head.

is why this game really achieves what it sets out to do as it is easy to remember a U leaping through a rubber ring or a Z dancing in a garden pool. Not only are the letters colourful in themselves, the rooms that they move through are bright and full of detail. The living room has pictures and a sofa, the bathroom a bubble bath on display, the kitchen is stocked with a fridge while the bedroom has subtle little touches like a pin board and cupboard crammed untidily full of toys. The front garden boasts a rubber ring swing and the back garden a rose bush amongst other things. This detail stimulates further play and thought as you can get your sis to name objects, make a story up using the objects or simply draw the letters on pa-

chair exhausted while letters peek impishly around the side of the chair. As an introduction to the Alphabet and computer keyboard Donald's Alphabet Chase achieves all it sets out to do and will keep little brother or sis out of your hair for an hour or two.

Kerry Culbert





4-D SPORTS DRIVING

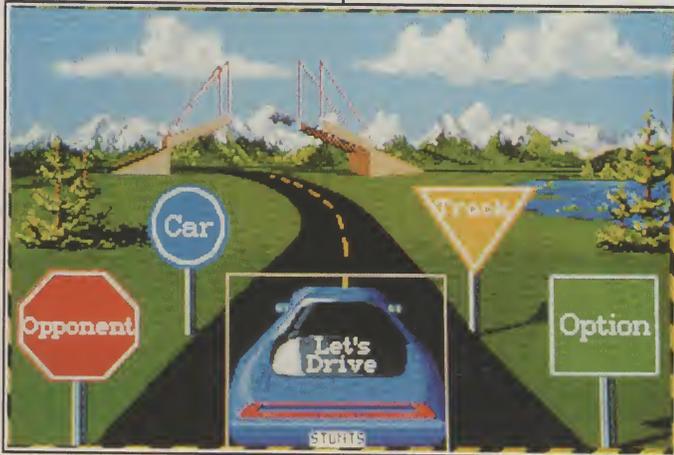
Mindscape seems to be into four-dimensional titles at the moment, we've got two four you (he he) this month, the first, assuming that the layout is in the same order that I'm typing, and there is no guarantee of it, is 4D Sports Driving

trol, etc. As usual with driving games the object is to go round the course faster than the opposing drivers (I'm really with it today!) whilst avoiding such mishaps as crashing, crashing and crashing. Not to mention stalling the car (Oh, the shame). Anyway, there are a total of eleven cars

not the only factor to consider. Each car comes in automatic or manual versions, and there is a range of around ten colours. Opponents include the clock, two female and three male drivers. The women are hard to beat, especially Helen, but the hardest is definitely Skid Vicious, and brother is he vi-

joystick or keyboard control and each is as easy to use as the next, personal preference rules here. There is also a choice of viewing angles, either from inside the car (and it's different for every car) or outside from over the car or any one of the variety of track cameras. So off you go, and crash.

Reviews



Sounds cool to me.

[Er, the other one didn't work so there's only this one reviewed - Ed.]. Believe it or not (I would if I was you) this is a driving game, even if it is only 3D, but it does include lots of options, like your opponent, the track, the car, the colour of the car, mouse or joystick or joystick con-

ranging from the 220 mph Porsche March Indy (racing car), to the 190 mph Ferrari GTO (road car), to the 126 mph off-road Lamborghini LM-002 (my car). It may be slow but you can ram other drivers with it. Each of these has its own handling characteristics, and speed is



What's this, the dutch version.



No wonder I've been going around in circles.

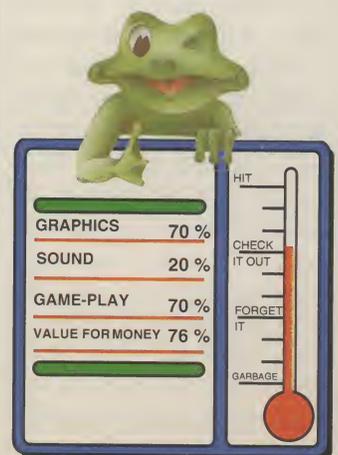


An open road and a fast car - that's what I like.

cious, don't talk to him, just ram him off the road. All of these also have a selection of cars, so it is possible to race any of the cars against any other, with more or less of an advantage depending on the opposing driver. But that's not all. The in thing with driving games at the moment seems to be a built in track designer, and Sports is certainly in with the in crowd. In fact the track designer is the best thing about the game. There are a great number of possible track combinations, including simple road, banks, flyovers and bridges. There are also a selection of scenery pieces, and a massive series of stunts including loops, jumps, slaloms, and even corkscrews. Not to mention the dirt tracks, icy roads and elevated highway. Wow man! So you've designed your track, picked your car, chosen an opponent and another car. You're ready to drive. There is a choice between mouse,

Sorry but it's going to take a lot of play for you to get that coveted first place, still you can always just design a perfectly straight track, pick the fastest car for you and the slowest for your opponent. You should be able to win that way. Unless you have an 8MHz PC that is. Unfortunately you need a 286 min or 386, otherwise the game is unplayable.

Mark Ulyatt



GO AND GET IT NOW !!

ISSUE 3 - JUNE 1991

ONLY \$ 4.99
FOR AN ENTIRE
MONTH!

FREE
Fun
FULL COLOUR
GAMES MAGAZINE

**NEW
RELEASE!**

**ON DISK:
FANTASTIC
MEGA-
GAME**

PREVIOUSLY UNRELEASED

+ 100 pages of
**REVIEWS
PREVIEWS
HINTS'N'TIPS
SPECIALS**

ACTUAL SCREENSHOTS OF "YTIME"

PC FUN - PREVIOUSLY UNRELEASED MEGA-GAMES MAGAZINE

ON SALE MAY 30th

TOP TEN

VIRGIN TOP TEN

Kerry once again brings you the latest games to smash their way through to the top of sales curve.

(1) WONDERLAND (VIRGIN)

Fans of Lewis Carroll's Alice in Wonderland can see the blonde haired beauty spring to life and the wicked Queen seeth her hatred out of the screen in this visual Fairyland which gives you hope that your dreams can become reality. The game may lack the brilliant wordplay of the novel, but what it lacks in words it makes up for in graphics.

(2) GODS (MINDSCAPE)

The Bitmaps blast back. We gave it 93% and you liked it too, sending Gods hurtling up to number two in the chart. With all the strength you can muster, take on the role of Hercules and challenge the Gods to live as long as they do. There's plenty of monsters to keep you entertained for hours, and with fifteen different weapon systems I'm sure you'll find one you like to chop away the hours with.

(3) PGA TOUR GOLF (ELECTRONIC ARTS)

If you want to achieve a birdie in one then this game was designed for you. Put your way around some of the hardest golf courses in the World, but for those of you who like tasty young female caddies you're in for a disappointment as there is nothing sexist about this game, and it will certainly keep you on the ball. A must for the Japanese gamester for sure as apparently they're fanatical about golf over there.

(4) SIM EARTH (OCEAN)

Last months top of the chart, Ocean gives you the chance to create your own planet minus the hole in the ozone layer (just as well really if you see what effects it has in the movie Highlander II). Great detail is the star attraction of this game, but not really the right game to play at the end of a long day.

(5) EYE OF THE BEHOLDER (US GOLD)

A 3D Dungeon Master style role playing game, this is a chance to visit the world of Deepwater and bash the monster of your choice over the head. If you want a little adventure in your life and want to see some cool graphics then check this game out.

(6) ELITE PLUS (MICROPROSE)

This is basically a revamp of the space game Elite, but I'm pleased to say there are a few improvements on the original game. There are more colours on view in the graphics which of course enhances them, and better still there are more missions to hurl your carcass at, so I'd suggest you purchase the best bullet proof vest that you can lay your hands on.

(7) LINKS (US GOLD)

This realistic golf simulator has great 3D graphics and allows you to practice swings, putting and lets you have a chip or two. Instant replay features and the realistic sound of golf swings allow you to play the game from the comfort of your armchair. Superb graphics, just a pity it takes over a minute to draw them on a standard PC.

(8) LEMMINGS (PSYGNOSIS)

It is hardly surprising this game carried away the award of the most original game of the year at the recent ECTS Awards ceremony. Lead these suicidal cuties to the safety of their cave and save them from the suicidal acts they are programmed to commit. Good graphics, interesting sound effects and imaginative gameplay make this no.1 in my own personal list of favourites.

(9) SPEEDBALL II (IMAGEWORKS)

A must for fans of the first version of this game who enjoy fighting to win at sports to the death. Not as exciting the second time around, but at least you have more say in the management of your team which is something.

(10) SIM CITY/POPULOUS COMPILATION (INFOGAMES)

A great combination as one game involves creating your own city, the other lets you make castles out of molehills. Both games were hits in their own rights and together will be smash hits.

THE TOP TEN CHART IS KINDLY SUPPLIED BY THE VIRGIN MEGASTORE ON OXFORD STREET, LONDON.

WELCOME TO THE TWILIGHT ZONE

Feature

You unlock this door with the key of imagination, beyond it is another dimension, a dimension of sound, a dimension of sight, a dimension of mind.

You are moving into a land of shadows and substance, of things and ideas, you've just entered into the Twilight Zone. Few hear those words and not recall the spine tingling anticipation as Rod Serling introduced another chilling tale from the nether regions of the imagination, from the elusive and often magical realm of the Twilight Zone. It all started on October 2nd 1959 in America as the often writer and announcer of fates Rod Serling introduced the first (and often copied) series that took man beyond the boundaries of his hum drum life into a realm of infinite possibilities where guilty found punishment for secret crimes and the bad found their redeeming features and the good faced the corrupt sides of their souls. The first five compilation tapes (four episodes to each tape) are now in the shops. Here are a few of the surprises you are likely to find on the latest three.

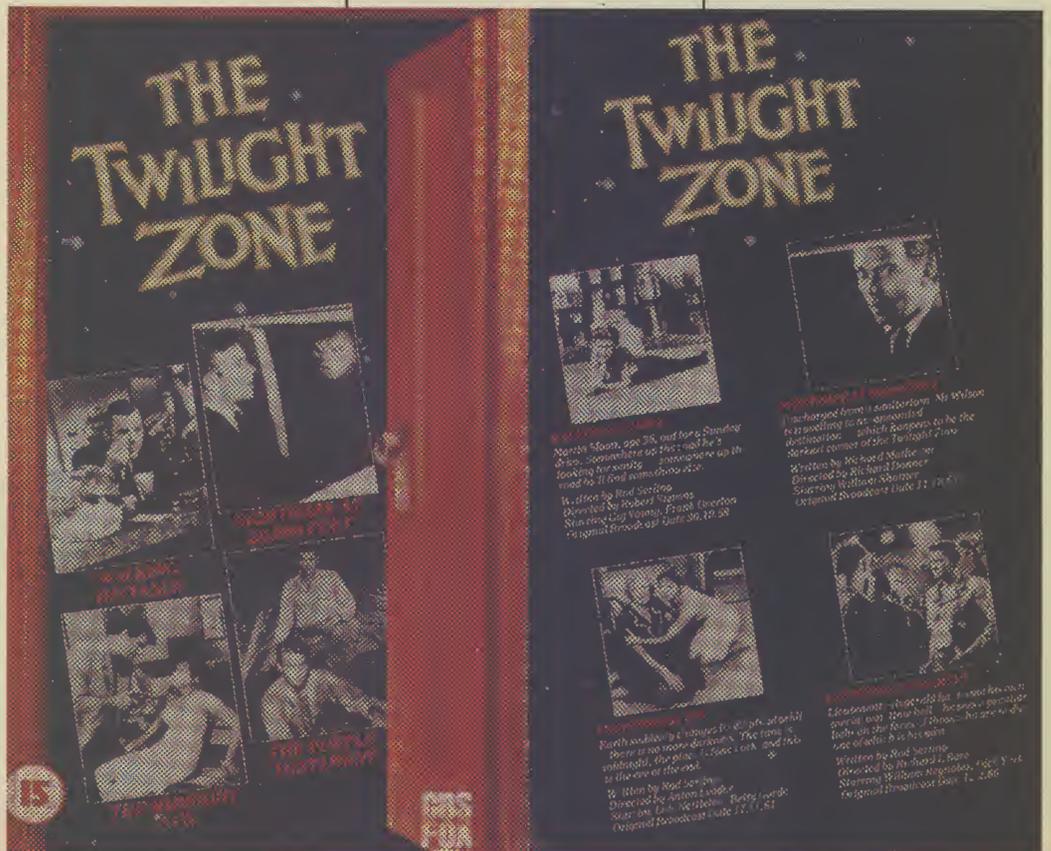
TWILIGHT ZONE VOL 3
Despite its age this collection still manages to send a shiver up your spine and no better example

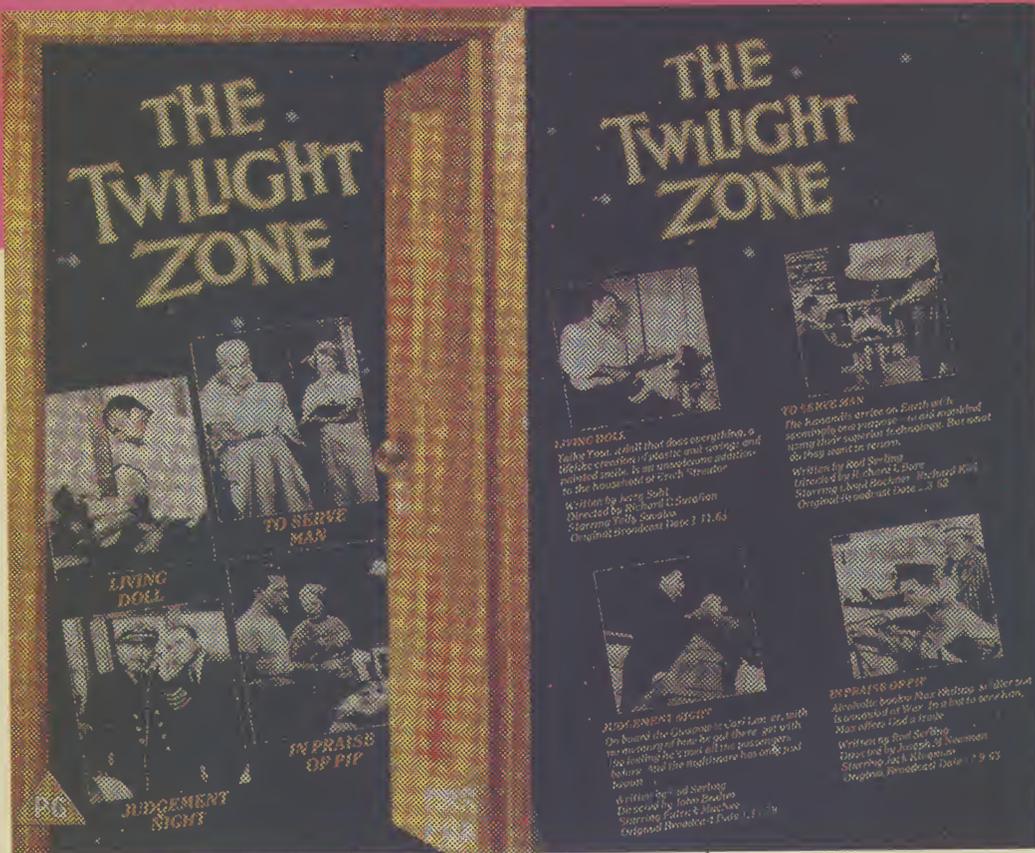
of the bizarre can be found than Living Doll. In this episode the mean step father Erich Streater (played by the not quite bald Telly Savalas) meets a sticky end at the hands of Talking Tina. This is no ordinary revenge killing as Tina is nothing more than a wind-up doll but when her little girl is hurt she returns the favour. It all starts with the odd phrase spoken to Erich beyond earshot of the others and ends after he tries to dismantle the doll with several power tools and a vice. To Serve Man is a classic tale of alien invasion. The nine foot Kanamits come bearing gifts and man welcomes them with open arms. The only clue to their real purpose is a discarded book

which the military are only able to decipher the title, 'To Serve Man'. Taking this as a good sign exchange groups are setup so the Earthlings can visit the alien world but the real horror comes when the rest of the book is finally translated. Judgement Night sees a bemused Carl Lanser aboard the S.S. Queen of Glasgow. As the plot progresses Carl has the unending feeling that he has seen all this before and the real horror is yet to come. And it does as Carl is once more punished for his crimes against humanity in true Twilight Zone fashion. In Praise of Pip is a father son story featuring a Vietnam hero (the son) and a worthless drunk bookmaker (the father) played by Jack Klugman of Odd Couple and Quincy fame. A predic-

table plot that may bring a tear to the eye of the more sentimental viewers.

TWILIGHT ZONE VOL 4
This tape contains one of the all time classic episodes in Nightmare at 20,000 feet. Mr Wilson (played by William Shatner) is recovering from a nervous breakdown and when he alone sees a gremlin upon the wing of the plane people think he is going mad. Gripping stuff that was later remade in the first of the Twilight Zone movies. Walking Distance is a tale of a busy Vice President who steps into the Twilight Zone and attempts to recapture his youth. A predictable tale that was probably quite original in its time but has since been played to death. The Midnight Sun is an odd and enjoyable offering of a woman trapped





in a world spiralling into the sun. As the heat increases the world deteriorates until the very end when she wakes up in a far more frightening reality. The Purple Testament can only be recommended for the appearance of Dick York in a pre-Bewitched role as a high ranking military officer.

When one of his Lieutenant's becomes gifted with a strange sight that allows him to predict who will die tensions rise until one day when shaving....

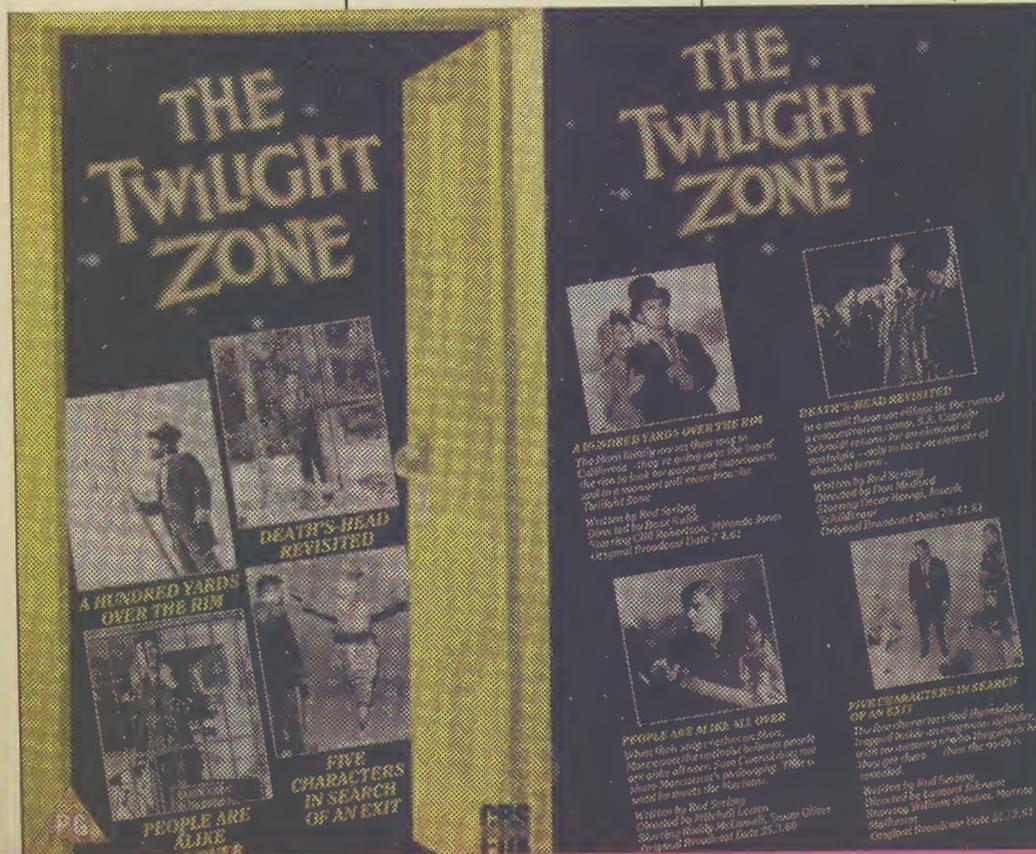
TWILIGHT ZONE VOL 5

This is by far the best of the three tapes reviewed although the inclusion of

Nightmare at 20,000 feet would have made it a classic offering. It all starts with A Hundred Yards Over the Rim when Christian Horn (the leader of a wagon train across the desert) steps over a hill in search of water straight into the Twilight Zone. Christian finds himself in the world of the future (or to

us thirty years into the past), unlike many visitors to the Twilight Zone his is only a short journey and one beneficial to mankind. Death's-Head Revisited is a tale of horror as ex-SS Captain returns to a concentration camp to relive old memories. Unfortunately for him he is not the only one with memories and the other are not so pleasant as the dead try their tormentor and pronounce sentence. People Are Alike All Over is a cautionary tale of space exploration in which Roddy McDowall makes and an early screen appearance. When greeted by the Martian population Sam Conrad soon learns that perhaps they have more in common than one would at first suspect, much to his own detriment. Finally Five Characters In Search Of An Exit steps firmly into the bizarre as five characters find themselves trapped in a metal pit with no memory of how they got there or who they are. The Clown provides the cutting remarks as the Major makes his escape bid only to find the terrifying truth that not all is as it seems in the Twilight Zone. It would have been nice to ask Rod a few questions, like what do you think of the new series? Or what is your favourite episode? But alas Rod now resides in the Twilight Zone, so if you ever hear that unmistakable twanging of strings and the sombre introduction to your worst nightmares you know its time to firmly close your eye and run like hell.

Adrian Pumphrey



CROSSFIRE

After a long and violent discussion with the Ed. (involving the use of that much abused chainsaw, an axe and a ball of string) it has been decided that I will now be writing the Crossfire column on a regular basis.

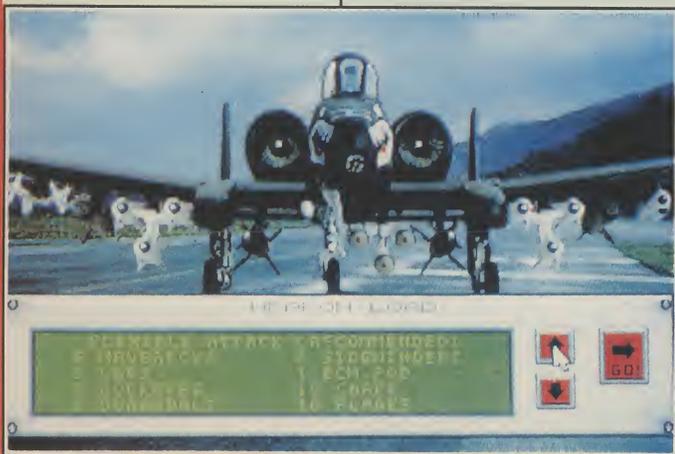
So here I am again, fighting on the side of freedom, democracy and the American way of life (I told the Ed. I hated Americans, but he insisted I do A-10 Tank Killer this month, anyway here we "The name's Cord, Commander Cord", but you can call him sir whilst on the ground, and anything you want when in the air (well he is just a crummy American) blasting away the enemy. Russians, Iraqis who cares what they are, let's just kill them all anyway! But

enough of this chitchat, I'm here to tell you how to beat the enemy, save the day and win medals in A-10, so here goes with an instant summary of how to win. All six of the missions (and training as well for that matter) have several points in common. Apart from the obvious ones of not flying into hills, and keeping low there are four basic pointers to follow. Firstly always check to make sure the target is really an enemy (no comment necessary methinks), second approach targets slowly and at a reasonable height, thirdly take it easy, slow and stay cool, and finally if you overshoot give yourself plenty of room to turn - tight turns are possible by standing the plane on the wingtip, or by a half-loop and half-roll, but you'll just tend to overshoot again. Of

course there is always the easy option, an invincible A-10 makes for an easy ride, but even if you can't be shot down you can still fail the mission as they usually involve a time element. Skipping over the training mission (can you fly in a straight line and press a fire button?), we come to 'The City'. getting to the city in one piece is easy, simply fly SE, giving the SAM sites a wide berth, and then fly direct to the first target. The problem starts in identifying the target buildings amongst all the others. But if you get them right two LGB's will see them off. Mind you I prefer to drop a few Rockeyes, it's truly amazing how many civilians you can get that way. Then it's off to get the second target, dropping a few Mavericks or Rockeyes on the the armoured column as you pass

over. Piece of cake! Bridge Busting calls for a little timing and skill. First stop is the Hind attack helicopter. A single sidewinder will sort him out, and protect the supply convoy, then it's off to the northern bridge to try and kill the BRDM tank killers before they get to the friendly tanks. Next stop is the southern bridge to see off the armoured platoon there. Having saved the ground forces you can drop a bomb apiece on Alpha and Bravo bridges, incidentally trapping the friendly tank platoons on the wrong side of the river, and go home for tea. Mother Hen is good fun, but you have to be good with the Avenger cannon and remember to use cluster bombs on the BRDMs. The telling factor here is speed and accuracy. You cannot afford more than two passes on any enemy, or you'll lose too

Crossfire



Load her up and get ready to toast commies.



The bright sun glared on the cockpit.

BUDGET

Bonanza

Defender of the crown Mirrorsoft Amiga/ST

Re-write the history of ancient Britain by playing this Saxon strategy game on it's new budget format.

Many games of this style are appearing on the full price market every month and this classic budget release is still better than most of them. After you have chosen one of the six charec-

can control the sword movements of your choosen medieval hero as he moves towards sword waving castle guards. There is no technique involved in this part of the game - beating the guards depends on how fast you can click the mouse button. Although you may find your mouse needs to be junked after using this option too often, it is an enjoyable section of the game. The option conquest requires transferring some of the soldiers based at your castle to a mobile army. You

wn is quite old it is a top quality budget release and is more than worth the money. FUN RATING: 95%

Kult Action Sixteen Amiga/ST

You have one hour to place five vort skulls in the changer in order win the status of Divo.

me, despite it's over exaggerated title it has nothing to offer but poor graphics, sound and playability. Definatly not a cult game. FUN RATING: 54%

North & South Action Sixteen Amiga/ST

Who says that strategic games can't be any fun ? Well even the most anti strategic person in the



ters, you can begin the battles. You are welcomed with a map of Britain and a network of pull down menus, the main menu having the following options: tournament, conquest, raid castle and build army. The tournament option is a jousting contest, which can be played for land or fame against any other player. All you must do is manoever your lance so it will hit the centre of your opponents shield. Your view is from a horse mounted position with the foe galloping towards you. When raiding a castle you

may then move about destroying one territory per a go. If the terrotry you are attacking has another leader's army on it then you can choose whether to retreat back to your castle, attack them in a sword battle, or in a wild battle. Cash is gained by capturing territories as each terroty you have captured will give you a certain amount of cash for each turn you have held it for. Once you have got enough cash you can then buy soldiers, knights, catapults and castles with it. Although Defender of the Cro-



To do this you have been given a set of psi powers. These are Solar Eyes, which enable you to see in the dark, Sticky Fingers to stop from falling off walls when you try to walk up (walking on your fingers?), and Know Mind, lets you to read other characters minds by clicking the mouse cursor on them. Many other psi powers are available by clicking on the appropriate icons. Basically you must access each screen with the various icons to find the best way to escape. Kult is a highly unrecomended ga-

world couldn't say that about North & South, because it is one of the most interesting games to hit the budget market scene in a long time.

On starting the game you will be presented with the choice of being a Yankee or a Confederate, the side you fail to choose will be taken over by the computer, unless you have choosen the two player option. The Civil War then commences. You and your enemy are represented by a couple of different cowboys, each standing on their own territories.



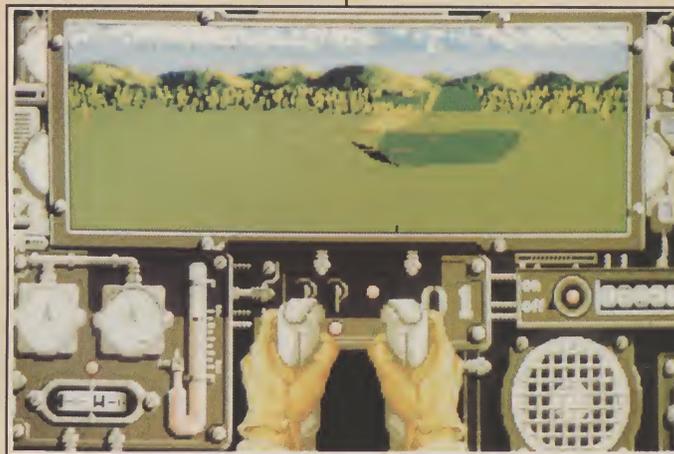
They can capture as many neutral territories as they wish without a single one of their many troops suffering the smallest scratch. Once the cowboys get into a scrap with the opposition the situation changes very drastically. Now all hell breaks loose with the maneuvering of cannons, soldiers and cavalry about the screen fighting to the death. Unless one of the two sides can't take the pace and decides to withdraw. The only problem with this battle is if you are playing against the computer it can control all of its units at once, but you can only control one. The two player mode brings the game down to the fair standard it should be at. North & South has many other features on the map mode, for example, a cloud travels around various territories and if it stops over either of the players then that player will be banished from moving for one turn. North & South breathes refreshing air into the somewhat dull domain of strategic games. FUN RATING: 88%

**Sherman M4
Action Sixteen
Amiga**

Take the control of a Sherman M4 tank in this three dimensional world of World War two battlefields.

To start the game off you must choose the difficulty

level and which mission you wish to start on. Out of the three the easiest mission is the Normandy campaign. Once you start your chosen campaign you can choose which tank or jeep to control



and set the destinations of the other five computer controlled vehicles. The view from your tank starts off with you looking out through a restricted window inside, but if you dare you can raise the hatch and pop your head out for a wider ranging view. The only problem with having an external view is you don't have a gun sight, so any blasting done is invariably off target. The general idea of the game is to destroy all the German vehicles and then capture their bases. This is done by touching your tank onto the flag situated somewhere in the Germans base. It will then change to the colour of your own. If you send all of your tanks after the Germans base they will usually attack yours, so it is best to leave some behind on guard. The computer controlled tanks, if

attacked, will go bravely into battle with any number of Germans and I found it was best to let them get on with it as they were usually better at it than me. The graphics for Sherman M4 are made

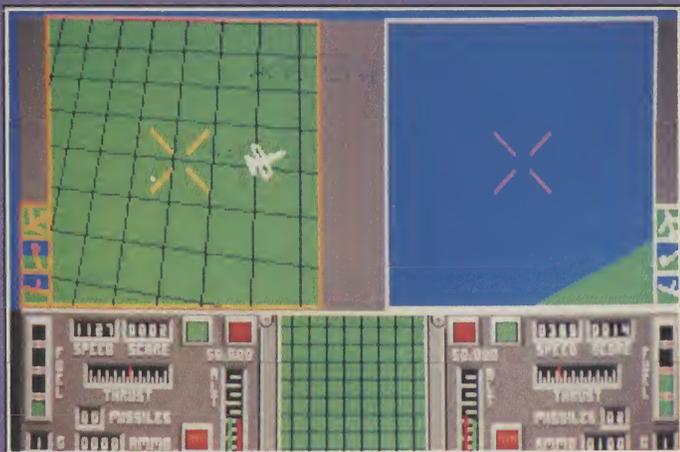
up of 3-D filled polygons, and they move around at a fair pace. We recommended Sherman M4 at full price in our recent tank article, so now it's available for a measly #7.99 go out and get a copy. FUN RATING: 90%

**Carrier Command
Mirror Image
Amiga/ST**

A cluster of volcanic islands have appeared in the ocean six thousand years before predicted.

Due to the large energy crisis the government have decided to cap these islands in order to drain off available energy, but the computer controlled ship sent to perform this dangerous task

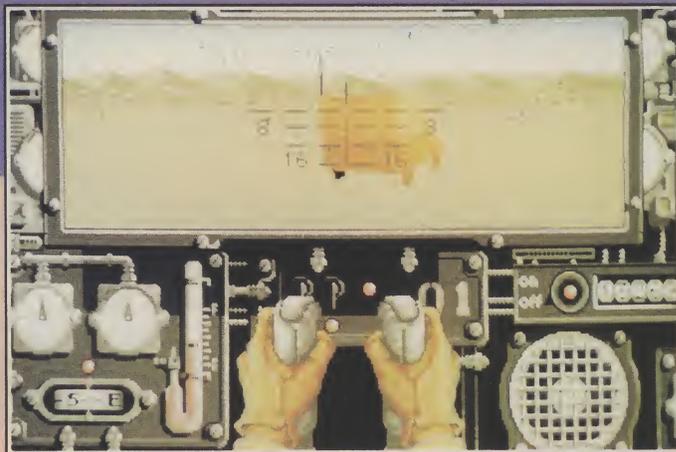
has been re-programmed by an evil programmer. Now the re-programmed vessel is on a course to occupy the islands and prevent them from being capped. This problem could be settled by a small sum of fifteen billion pounds, but the government wisely decided to hire you to rid the islands from the reprogrammed droids rather than adding more money to the poll tax bills. To complete your task you have been generously supplied with a multitude of vehicles. These vehicles include drones, which are ultimately defensive, they should be positioned around the carrier, making any missiles that are launched at the craft think they have hit it. The AVV's are also a vehicle launched from the carrying craft. They are a type of amphibious tank which you can take control of from the carrier ship. It is possible to fit them with many different types of missiles, and their use is to deplete the enemy's strength. The Manta has much the same attacking role to play as the AVV, the only difference is that it is an aircraft so it is less prone to damage inflicted by the enemy. Carrier Command is an average simulation which is quite complicated and technically astounding even now. A good budget release well worth the money if you are into simulation games. FUN RATING: 76%



Skychase Mirror Image Amiga

This month's budget collum is quite strange with loads of complicated simulation games, just to try and le-

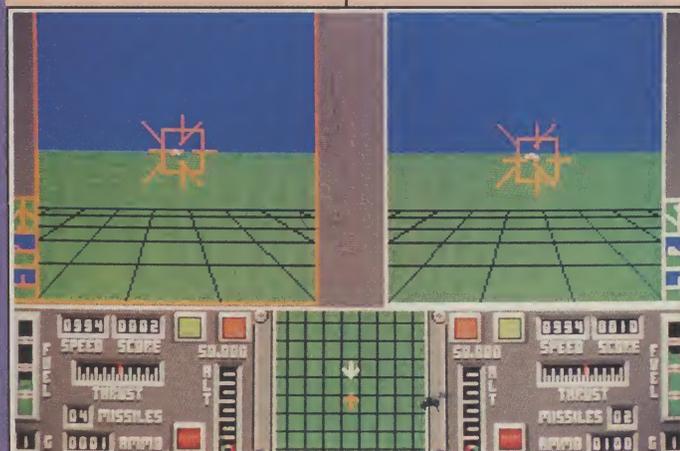
either be computer or human controlled. The computer controlled option has four different settings of difficulty, from easy to ace. All you must do is maneuver your plane over the barren checkered landscape and try to get the enemy in your sights. You have one missile to fire, which if you use



story by either taking command of the Spanish Armada or defending the British coastline with a British flag ship.

a technical drawing of your plane and what ever happens to be behind it at the time. Skychase is a simple but fun game, it is best playing a friend, as it is more fun to blast a friend out of the air than a computer, although fun Skychase is definatly for serious simulator freaks. FUN RATING: 67%

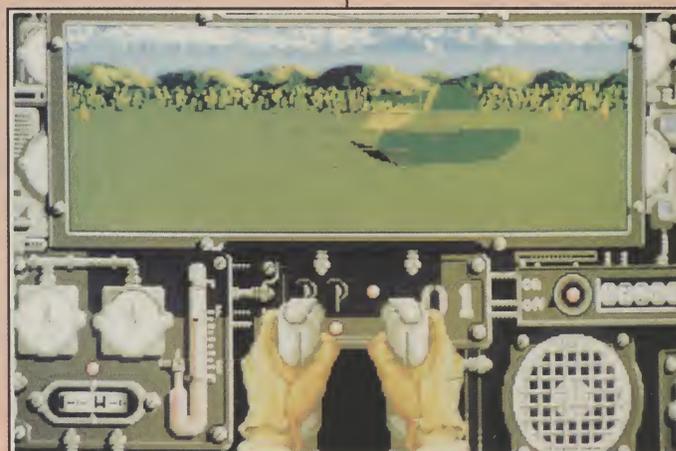
Once you have made the decision to be either deigos or the Brits then you can get down to serious battling. You have only five days to help your chosen side to



vel it out a bit Skychase has been thrown in for some simplistic fun.

Skychase is a flight simulator without all the usual additions of acceleration, different weapons to choose from, fuel, complicated missions and landing. In fact all you are required to do is destroy one plane which can

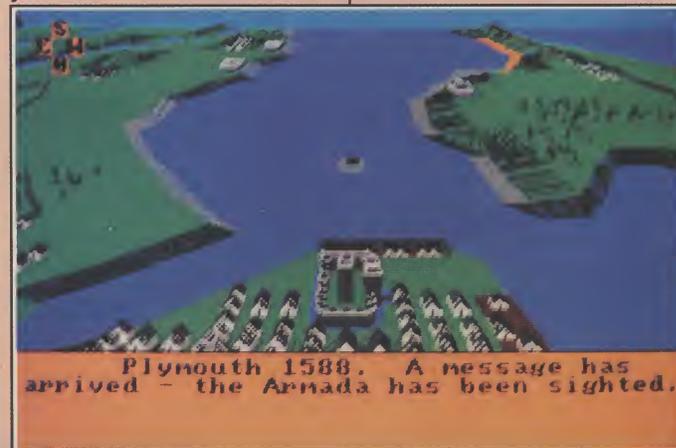
your plane will switch to bullets. All you have to do is shoot down the opposing plane four times and you are the winner. The graphics for the two planes are line drawn as in most simulation games, the only problem being the gaps between the lines have not been filled in so all you see is



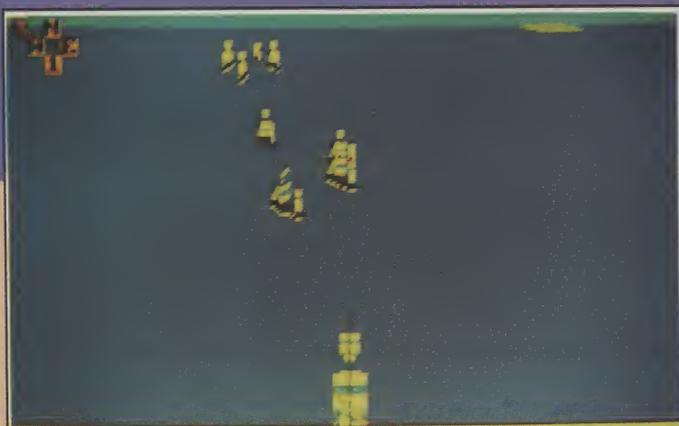
Armada Arc. Battlescapes Amiga

Would you have liked Britain to have become a Spanish colony? Now's your chance to re-write hi-

story, although it is not five days in real time, but I wouldn't be suprised if it took you that long. You have direct control over your flagship and can give the other ships in your group orders, such as to fire cannons, change into one of the nine formations, set full sails, set battle sails and so



Plymouth 1588. A message has arrived - the Armada has been sighted.



Moving Medina-Sidonia's squadron

on. The easiest way to play the game is to keep in formation, otherwise you will be giving out far too many orders and you won't be able to remember which places you sent the other ships in your fleet to. It has to be said that Armada is a quite a boring simulation game as it didn't manage to keep my

Have you ever had the urge to run about like a lunatic after a ball, wearing a metal armour covered in sharp spikes?

Well I haven't, but if you have then this is the game for you. Speedball is a ball game crossed between American football, rugby and in-



interest for very long, but perhaps if you are interested in the Spanish Armada it would be a reasonable buy. FUN RATING: 65%

Speedball
Image Works
ST

door soccer. You take control of a team and can either play in knock out or league modes. Once you have chosen either league or knock out, you appear in a court viewed from the air and surrounded with large walls to keep the ball from going out of play. A large sphere with a hole in it will



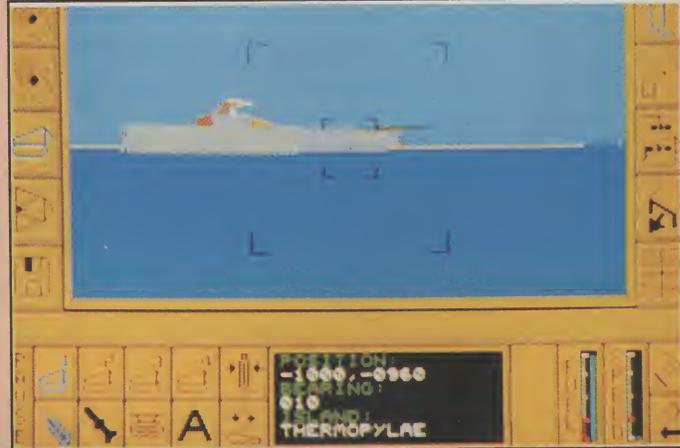
begin to spin around, then a small ball flies out of the hole in a random direction, and the game has begun. You must make a mad rush to reach the ball as if you manage to reach it in time you should leg it the direction your opponents goal as fast as you can, then chuck the ball in. You control the

led team. Tokens pop up here and there every now and again these tokens affect the time, the other teams speed, the other teams joystick control and many other wierd things. Money can also be found lying about everywhere and is used to bribe various people like the time keeper, the



nearest player to the ball and are represented with white corners surrounding you. The computer teams all have different abilities, most of which are quite hard to beat. There is a two player option for anybody who can't hack the pace, which is very fast even against the stupidest computer control-

ref and the official. Speedball is an interesting game with exiting game play, reasonable graphics but bad sound man. FUN RATING: 79%



LIGHT GUN FENZY

Make my day, punk

Adrian Pumphrey walks menacingly towards the Amiga and snarls in a low voice, "This is the most powerful lightgun in the world...." etc, etc.

There's nothing like a good gratuitously violent game to whittle away those quiet Sunday afternoons and what could be better than booting your fave shoot-em-up and pumping photons at the screen and watching those baddies suck vacuum [The ironing? - Ed].

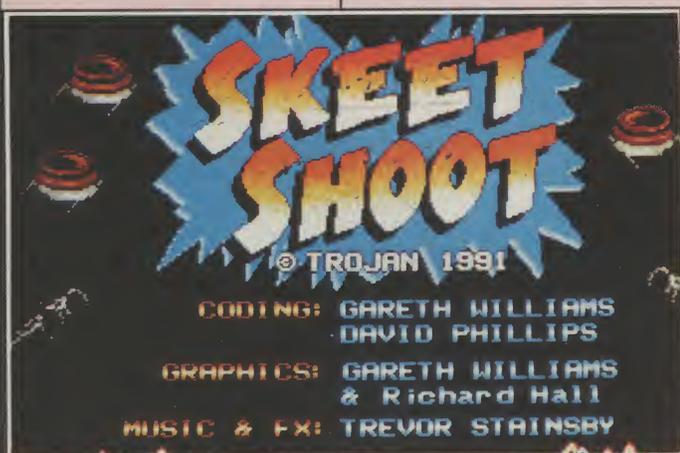
The joystick is the undisputed champion of the trigger



Die alien space thing.

happy arcade fanatic but over the years there have been a few challengers, perhaps the most succes-

ful being the light gun. A great device but it lacked the software support to make it anything other than an expensive toy. Now thanks to Trojan the light gun is back with a vengeance. Enter the Phaser. This handy little blaster come stylish accessory comes in a fetching shade of gray with a moulded plastic casing. Unlike other guns this casing is held together by screws and not glue and a prayer. It has a good solid click on the trigger and it comes with two games (more are promised in the coming months). Light guns are renowned for their fragility and their reluctance to work in anything other than ideal conditions,



Bringém on.



the weapon awaits.

LIGHT GUN FENZY

(I once reviewed a gun so unreliable that the only way you could hit the targets on screen was to shoot the gun from under and through a desk) The problem of light sources interfering with the gun seem to have been eliminated, it works in quite bright conditions as long as the light is not shining directly onto the screen, (in which case you would not be able to see what was happening anyway). As for the construction it feels fairly solid and would take a knock or two from squabbling children but it is unlikely to fare so well if trod upon [Especially with your feet - Ed]. The next big question is how far away from the monitor does the gun work? 1.5 metres I'm afraid. It's enough to present a challenge but somehow its not quite the same as standing at the other side of a large room hitting targets by luck rather than any skill. The range of the gun itself is considerably greater but the limited range is due to the cable running between the gun and the computer, which is, surprisingly 1.5 metres. Of course you can indulge in all sorts of tricks to increase the range like having your computer six foot in from of your monitor. It's not worth the plastic it's

moulded from if the gun has no accuracy. With the Phaser I was pleasantly surprised. Most guns are a little off but this one boasts an enhanced bit of opto-electric circuitry, this means that once you have calibrated the gun at the start of a game where you point is where you shoot. It's a good start The first of the two pieces of software included in the package is Skeet Shoot. As you may have guessed this involves shooting an ever increasing number of clay pigeons. To add a little spice to the procedure successful shooters travel around the World plying their skills. You start in Europe outside a castle in Bavaria. A particularly nice and well dawn backdrop. Across this scenery the skeet are unleashed, two at a time. You have one minute to shoot the required number of skeet to complete the level. With only four shots per two skeet, misses can be costly You can pick up a number of bonuses. Shooting four skeet in a row causes a coin to be thrown into the air, shoot this and we are talking mega bonus. Specially bred geese also make an appearance, as they traverse the screen they can be shot causing them to drop an egg. Shoot this and you get a special bonus depending upon its colour. A gold

den hue earns you a thousand points, blue a few more seconds on the clock and red unlimited ammo so you can blast 'till your hearts content. Clear two rounds and you hit the bonus screen. Here the geese unburden themselves with a constant stream of eggs. Shoot the golden ones you receive points, hits the black eggs and you lose points From here you can only go forwards to the farmlands of Arizona to the splendour of Sydney Harbour. You may also find a few other critters to shoot as in the Inca temples of South America a small white rabbit pops-up and shouts 'ouch' each time he is shot. The second offering is Orbital Destroyer. This outer space action combines the need to blast everything in sight whilst keeping a cautious eye on your ammo reserves. As an intrepid space explorer you meet an alien race bent upon destruction so what can you do other than follow that age old Star Trek adage 'We come in peace, shoot to kill.' As the attack waves spiral round, across and down the screen you come out blasting. For each alien that escapes your craft sustains damage. Too much damage and the aliens cease to be your problem. Indiscriminate blasting would ease the situation but if your ammo supply reaches zero you are also

defunct. The only way to replenish flagging ammo supplies is in the bonus section. This comes around every few attack waves and generally just in time to save your hide. Your craft is depicted at the bottom of the screen, a missile heads towards it. Shooting the missile gives you a thousand point bonus and starts it back in an opposite trajectory towards your ship. You could do this forever if the missiles did not speed up each time it was shot. This however does not increase your ammo supply only your score. To gain extra shots you must also shoot the gray asteroids that make up part of the asteroid storm through which this bonus scenario takes place. Guns recharged you are ready for more attack waves. You get a bewildering number of aliens each with a different pattern but eventually after several bonus screens you go full circle, only this time faster. Both pieces of software are quality offering and if negotiations prove successful you may be seeing not only new games from Trojan but Phaser compatible games from some of the larger software companies. The Phaser is currently available on the ST and Amiga for £ 39.99 with a PC version following close behind.

For more information you can contact Trojan on Tel 0554 777993.

HINTS-N-TIPS

ROBOCOP 2 (Amiga)

Type 'SERIAL INTERFACE' on the title screen. Now, during the game, pressing 'F9' will give you full energy and pressing 'F10' will take you to the next level.

CHASE HQ 2 (Atari ST)

Hold down 'H' and 'F5' while the game is loading and all obstacles are removed from the game.

NITRO (Atari ST)

Type in 'NITRO' during the game to skip the current level. Alternatively type 'MAT' in the high-score table for 5000 fuel and 50 credits.

RAINBOW ISLANDS (Amiga/ST)

Type the following on the title screen for the effects:

BLRBJSBJ - fast feet
RJSBJSBR - double rainbow
SSSLLRRS - fast rainbows
BJBJBJRS - first hint
LJKSKBLS - second hint
LBSJRWL - continue all rounds
SJBLRLSR - slows meanies down

whiz kid

TEENAGE MUTANT HERO TURTLES

Before entering the correct security code, type in 8859 and then 1506. Now, when playing the game press 'HELP' and you will get infinite energy.

edward hicks

JAMES POND (Atari ST)

When your mission starts, type 'MR2'. An angel appears and you will be invincible.
cho hon lee

SHADOW OF THE BEAST 2 (Amiga)

Go for the first spear thrower and press 'a', now type in 'TEN PINTS' (with space) - this gives you infinite energy.

DEFENDER II (Amiga)

Cheat mode:-type "RAVEN"; now on the keyboard you can type during the game: 'I': toggle invincibility on/off 'N': go to the next level straight away 'D': fly the first 23 levels in auto pilot

robin walls

ATOMIC ROBOKID (Amiga/ST)

Type 'TUESDAY 14th' on the title screen.

AWESOME (Amiga/ST)

At the energy swop screen move the pointer over to where you get your shield and hold down the '+' on the numeric keypad now press fire. Pressing 'F1' to 'F10' gives you different weapons.

NINJA WARRIORS

Start the game, press CAPS LOCK and you have INFINITE energy.

BACK TO THE FUTURE II

Pause the game and type:"THE ONLY NEAT THING TO DO" (inc. spaces!), and you have INFINITE energy.

james mason

SIM CITY

When the main city screen appears hold down SHIFT and type in FUND, this should give you \$10.000. Not enough? Do it again!

SPACE ACE

Pause the game and type in DEMODEXETER. You will complete the game.

F29 RETALIATOR

Enter your name as: "THE DIDY MEN" but don't press RETURN. Click on the colonel icon and press RETURN. Select battle area as normal then select mission control. Accept mission then go back and select a mission. Play as normal and when you wish to land just press ENTER on the keypad.

**VENDETTA
(C64)**

Start the game then press down "BUNT" to hop a level.

**MONTHY PYTHON
(C64)**

Type on the scoreboard - Anne Charleston - for infinite lives.

**SUPERCARS 1
(C64)**

Type on the scoreboard - your name as Harvey and go to the next level with a better car. Type Ella - and you will go to level 3 with an even faster car.

**MONTHY PYTHON
(Amiga)**

Type on the scoreboard "SEMPRINI" for infinite lives.

a.skillington

John Woodbridge and Trevor Hinton enjoyed the game "MYSTERIOUS WORLD" (Coverdisk Dec. 1990), but they are unable to pass the first dragon they come across. Who would like to help them, sending to us some tips on how to kill the dragon? They would also be grateful for some tips on later stages and maybe a cheat.

**TURRICAN
(Amiga)**

If you ever get the chance to put your name in put "BLUESMOBIL" and in your next game you get 99 lives, 500 granades, 500 mines, and 500 energy li- nes.

**SLY SPY
(Amiga)**

Enter your code number as "007" and when the game starts type "SHAKEN NOT STIRRED" (inc. spaces) for infinite credits.

brendan glynn

**PASSWORDS
FOR THE FIRST 25
LEVELS MOVEM**

- 2 NHFSTJLL
- 3 IJGGFDSG
- 4 AKJSWEZE
- 5 ADDSFWWW
- 6 UTRQKLKK
- 7 LPAPWIEW
- 8 ZTTRDGFS
- 9 ŁKLSDGET
- 10 PLPLPWZZ
- 11 LKSFDREE
- 12 DARSEZZE
- 13 IUEGDGHS
- 14 LHSVXVCD
- 15 LKJHJEZT
- 16 IIIEUWDD
- 17 LLKASHBC
- 18 CCDFFEJF
- 19 JJASDTES
- 20 LIEZGXCX
- 21 LNGGSIW
- 22 OKDPWEOO
- 23 LASZEWQZ
- 24 MBCWZTED
- 25 LKASHHEE

ian pollard

PD

Column

ENIGMA DEMO

This month we look at the latest offerings from the NBS and 17 Bit PD libraries. All offerings are on the Amiga but we will cover some of the other formats next issue (promise).

NES 6 OF 1

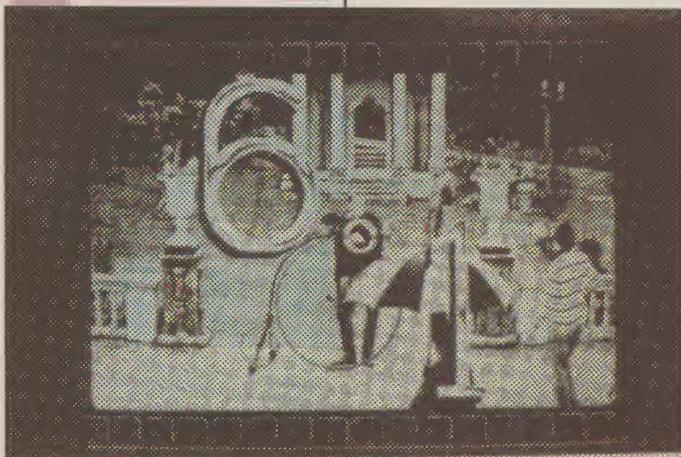


loads of high quality black and white digitised pics but unfortunately it has even more text between these pics which hangs around for

Turtle mania, Bart Simpson. This is one of the better demos in this month's roundup. The screen is split into three sections, one for the

Don't be too upset if this offering from Phenomena is in fact called something else but the title screen was more art than text and a little hard to translate but with any luck it should at least be close. If you've seen Phenomena at work before you will know what to expect, lots of flashy coding specialising in doing the impossible accompanied by a deep and meaningful tune.

Unfortunately unless you get a kick from watching technical excellence this can be a little boring. It all starts with a rotating cube with different animated text and patterns on it's various surfaces followed by a trip



The prisoner.

We start with three tasty offerings from NBS. 6 OF 1 This little creation from Drifters Pentagon pays tribute to the Prisoner series. It has



far too long and spouts what the programmers obviously feel is deep and meaningful prose, but at least the pics are good.

THE SIMPSONS

Australian coders Decay bring you the hottest thing since



The Simpsons

scrolly messages and two for short animations of Bart and his family in action. Very high quality anims accompanied by a sampled tune that sounds remarkably like the Bart song remixed. One odd thing is the loader which displays one of the many Coke girls and plays the theme all avid watchers will be so familiar with.

through a 3D land inhabited by lots of roads, a man on a hoverboard, a helicopter and a windmill to name but a few. This is followed by an eight hundred dot bouncing ball, a 42 polygon bouncing ball and then the same ball but solid instead of line drawn. After a few more messages we get a ray traced fractal animated drawing which resembles two loops

PD

Column

of a gigantic serpent crossing a lake. All good stuff if not the most entertaining. Next a selection from the 17 Bit library.

ROBOCOP DEMO (disk 902)

An old subject but done quite well. We see a large title screen with small anima-



SUPREME MUSIC 2

ted centre. The action depicts the scene in the first film when ED209 is introdu-

ced to the board and then promptly blows one of them away (about the best section of this anim).

The total scene is not digitised but short sections of the action accompanied by the sampled sound track do present enough information for you to follow this short segment of the plot.

VOGUE (disk 953)

Music high tech style as you program the on screen representation of a CD player sit back and enjoy this collection of laid back tunes. Nothing remarkable about the music itself, all easy listening stuff. However the CD player itself is quite novel. You can forward fast or rewind tunes whilst they are playing, put the player on long play, turn on or off the four sound channels, even pause the music while you go make a cuppa.

FRACTAL

At first I thought this was going to be some sort of animated story about Wizards and Warriors, not to mention the odd dragon or two but instead it turned out to be yet another fractal demo.

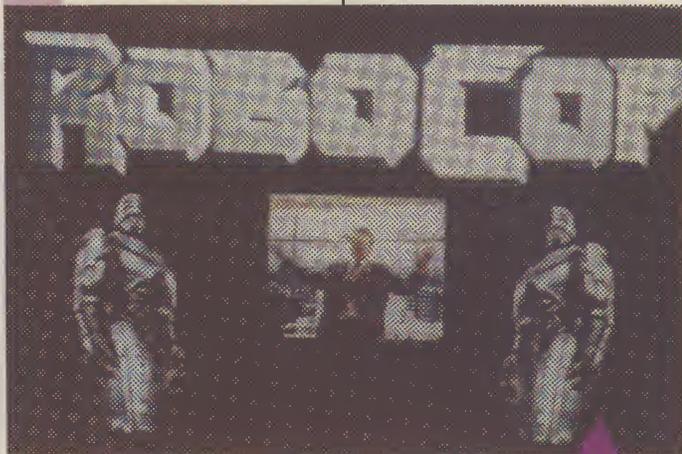
That may sound a little unkind but once you've seen one fractal demo you've seen them all. After the brief and very misleading start this offering from Addonic gets down to some serious fractal generating (or displaying of fractal generation to be more precise). Unlike other fractal offerings you are not beset with mind boggling patterns of infinite colour but to my mind the more interesting 3D landscape generations. Good quality fractals but of interest to the fractal freaks only I'm afraid.

SUPREME MUSIC 2

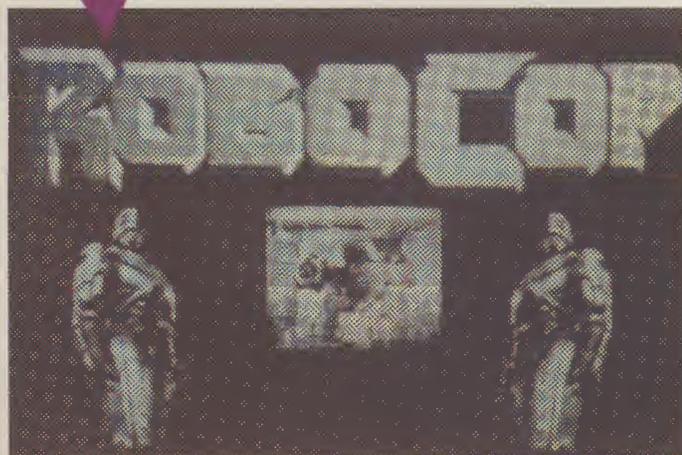
More musical entertainment from LSD with this rather plagiaristic offering. Ten pretty good tunes await your listening pleasure accompanied by many a well known computer character.

A few of the more notable participants were Ed the Duck, Dizzy, the kid from Rainbow Islands. Each participant bounces up and down in time with the note they represent as the jolly little tunes go through their paces.

CLOTHES PEGS (disk 903)



ROBOCOP



PD-Column

When it comes to animation this one is up there with the best, although it's not all that interesting to watch it certainly shows how it should be done.

Using Sculpt 4D Franz of Italian Bad Boys has crated



Clothes Peg

a technically brilliant pieces of animation. All object look wonderfully solid and cast shadows and move smoothly from place to place. The subject matter is a little odd, it consists of two pegs and a spring upon which two object bounce taking it in turns to go from their peg to the spring and back. A good one to show the Amiga's capabilities as well as those of Sculpt 4D. Alas one meg users or above for this one.)

REAL TIME FRACTALS (disk 924)

Yes, this is really real time fractal generation. Fractals not known for their rapid generation are usually displayed as snap shots of pre-drawn fractal generations which can take as long as twenty four hours to generate. Thankfully the routines supplied by Phoenix are considerably faster but still time consuming.

To keep your interest while all this fractal generation is

going on there are massages which appear over the generating picture as well

as a jolly tune going by the name of Dreaming blasting out of the speakers. Another offering for fractal fans and jolly tune lovers only I'm afraid.

DEPECHE MODE MUSIC DISK (disk 926)

Having no musical taste (thank god) I found the computer renditions of what I assume to be Depech Mode classics rather dull.

But then again I find the original rather dull too. Six tunes are selectable from a less then riveting title page. All you get are a few bits of text and an all red rose over which a group of rectangles (which change size in accordance to the output of the channels they represent) rotate. One for all those many, many people that actually like this sort of music and can listen (without cringing) to a computerised instrumental version of what could be their favourite tunes.

DRUNKEN SKULLS & EQUAMANIA II (disk 940)

Two musical offerings (three if you count the music on the credits page) from the fevered minds of Delirious D.

If not the best music disks reviewed this month at least the strangest. Both tunes are very much up tempo and both have some rather strange graphical accompaniments. Drunken Skulls has what sounds like the entire intro to Boney M's classic hit Ma Baker sampled as its own intro. You know the bit where a voice announce that Ma Baker is the most wanted criminal so please turn her in for a huge cash reward. The rest of the tune does not follow on this theme but perhaps the graphics pay some small tribute to the group. Accompanying this tune are no less than five skulls, not just any old skulls but solid 3D rotating ones that bounce around the screen a lot. Equamania II also features heavily on the sampled voices as a woman's voice keeps crying out 'I promise' and 'beast'. Who knows where they acquired these

unces around the screen as well as the little boxes containing to wiggly lines that vibrate in time with their corresponding channel.

ULTRAGRAPHIC ANIMS (disk 852)

Two cartoon style animations from Share and Enjoy of Scoopex. The first Ghostbuster only works on one meg unlike the second, Hungry Horse, which will run with the standard 512k. Ghostbusters depicts panic station as the call comes in, the buzzer sounds and all hell breaks loose.

You have appearances from all six of the main characters (that includes Slimmer), two of which make a rather disastrous start to the day. All Ghostbuster characters are the ones depicted in the cartoon series and not the films. Hungry Horse is also a cartoon character, one that I have not seen for many a year. In this short animation he is shown emitting great gusts of breath as a rather over



Ghostbusters



samples from. A good tune (even to someone with as little musical taste as I) with the Equamania II logo bo-

zealous rider attempts to kick start the horse.

Adrian Pumphrey

GO AND GET IT NOW !!

ISSUE 3 - JUNE 1991

ONLY £ 2.99
FOR AN ACTION
PACKED CASSETTE

FREE
Fun
GAMES MAGAZINE

Fun

NEW
RELEASE!

ON THIS ISSUE
2 MEGA GAMES

**INTRUDER
RHYSKA**

READ IN THE MAG.
THE LATEST
REVIEWS
PREVIEWS
HINTS 'N' TIPS
NEWS & SPECIALS

ACTUAL SCREENSHOTS OF GAMES ON CASSETTE

YUSHIKI

CS4 FUN & A FREE MAGAZINE

ON SALE MAY 30th

ON SCREEN

HIGHLANDER II

THE QUICKENING

Mark Ulyatt packs his Claymore, neck guard and obligatory Scottish accent as he ventures into sequel land.

Christopher Lambert and Sean Connery star once again in this sequel to the cult success Highlander. Connor Macleod is no longer immortal and we see him as a tired, old man waiting to die. The year is 2024 and the Earth is clothed by "The Shield", a device which he designed after the destruction of the ozone layer. Connor is accosted by a young and beautiful terrorist who informs him that the corrupt corporation (TSC) know that the shield is no longer needed, but still reap in its profits.

Meanwhile, in a dream sequence, we are told that Macleod and Ramirez are really aliens from the planet Zeist (sounds like some-

thing you clean your floors with!) who took part in an ill-fated revolution against General Katana, and were banished to be immortal on Earth. Katana after a wait of several centuries decides to send two heavies on aerial skateboards to kill Macleod.

This inexplicable decision renders Connor once again immortal, and after a short scirmish he walks away defiantly as the young man we all recognise. By means of spiritual hocus pocus Ramirez (Sean Connery) is returned to life, and materialises in Scotland on stage in the middle of Act 5 of Hamlet, giving the film one of its numerous touches. The pair are reunited and set about defeating Katana (who has transported himself down to Earth and allied himself to the wicked TSC) and dismantling the shield. Enough of plot. Earth of the

twenty-first century is a grey, humid place, where crime runs riot. Luckily, we are spared futuristic designs and the subway train which Katana hijacks exists today. The planet Zeist looks like a thousand other sci-fi landscapes before it, with rolling plains and small hills. There are lots of special effects and a great many action sequences, the speed of which left you unable to identify with the characters in any way. Whilst the idea itself is rather straightforward (to save the world and return to one's own planet), the devices that are needed to explain away the original plot are rather fantastic and illogical.

The overall impression is that the film was released without being quite finished or that it was originally longer and was savagely cut. The latter would explain so-

me of the glaring inconsistencies of plot. For example the suggestion of time travel, and Ramirez the man of action becoming a mystic. The swordplay seemed a little wooden in places and my final complaint is of the gratuitous violence. I expected heads to roll, but the sadistic bone-crunching rampages of Katana were excessive, particularly the hanging of a man towards the end of the film.

On the whole Highlander 2 is worth seeing, especially if you like lots of action and don't worry too much about the sense of it all, although if you enjoyed the consistency of plot and the superb characterisation of the first film, my advice is to forget all about it and treat this as a separate entity.

Sean Connery as usual is very funny, and I'm told that with Christopher Lambert it's one for the girls.

RAT ON A STICK

Well, since the Ed. hasn't fired me after last months offering on the FRP front I get yet another chance to tell you all the latest (and not so latest) gossip, and look at another four goodies from the huge range of new, old, revamped and just plain pathetic product in your local adventure shop.

As usual I'll kick off with various bits of news, gossip, rumours and downright invention (whoops that just

toes curl etc (I won't mention the other bits). What else, well a certain company are increasing prices on figures by a really silly amount (I won't mention their name but it wouldn't be unfair to say I don't like them). Grenadier of the figures fame are dumping all their agents (like one got handed about three days notice) in favour of sales reps. A certain personage who has a liking for stained glass windows of the bloodthirsty variety is leaving for MB Ga-

This month I look at a Traveller campaign, a Rifts sourcebook, a Timelords scenario pack and a wargame (WW3). What a boring selection as even the wargame could be classed as Sci Fi. Still that's what's new and interesting. I've started with Traveller so I'll continue. Knightfall is a short campaign for GDW's Mega-Traveller, but could be easily adapted to any other Traveller (or other sci fi game, come to that) by simply tweaking the stats and chan-

the multitude of short tasks which are presented to the players. These are suitable for any scenario and can be used to flesh out whatever situation your players happen to be in. In this regard the adventure is best suited to Megatraveller since all the stats are for this system. But in any regard the layout is done with such a loose structure that it could be used as a sideline to another if the time element is removed. Having reached the half way mark it's time to

0002

Time Capsules



Adventure backgrounds for
TimeLords

BTRC

Greg Porter

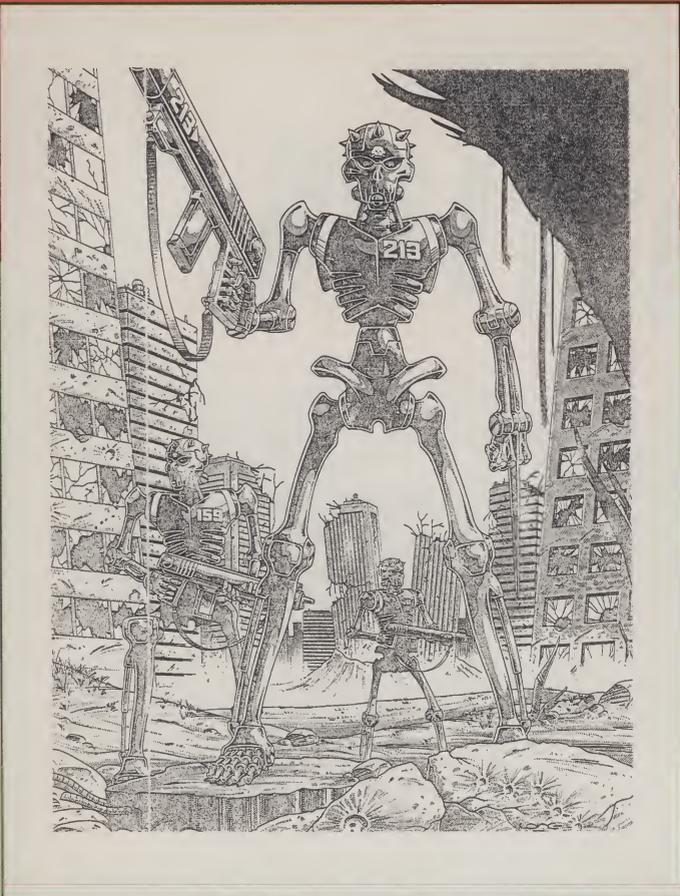


slipped out there, it's not true at all). As you really ought to know by now the two big boys have had a disagreement, what a shame, and it appears that TSR are refusing to give Games Workshop exclusive rights to their products. Quite honestly this warms the cockles of my heart, gives me a tingle all over, makes my

mes in America (what is happening this month? talk about weird!). And finally lets have a big hand for TFG who are doing a booming trade in Star Fleet Battles, the revival being due no doubt to the recent impact on the television of Star Trek: The Next Generation. Well so much for the scandal. What about the games.

ging a few names. The basic plot is simple, escape from the chaos of the Rebellion (or other suitable multi-star fracas), track down your confiscated star ship and then find and plunder a high tech deserted city. As plots go it is little more than a quest for lost treasure given a futuristic plot, but what makes it better is

say thanks to Sean at The Computer Shop, 'cos if they don't have it (!) they'll order it. There, that's the commercial plug over, what next? Moving on, Palladium seem to have a runaway success with the Rifts RPG (which is strange seeing that the system is the same as all their other games and these have never sold like



Rate of Fire: Equal to the total number of hand to hand attacks five (5).
 Effective Range: 12 feet (3.6 m)
 Payload: Not applicable.

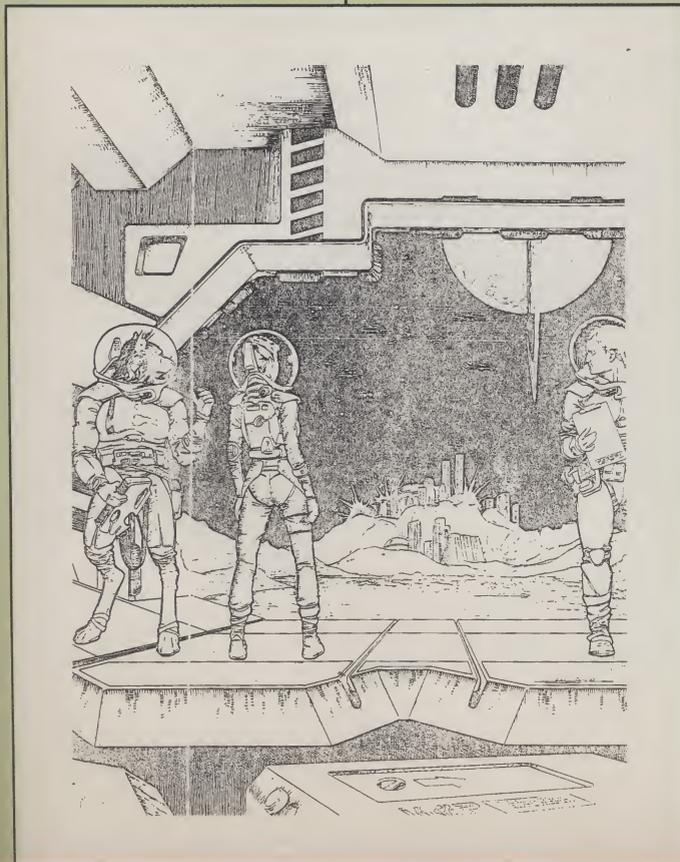
hot cakes). Still the latest addition is the Rifts source-book. This gives lots of info on a particular region in a post-holocaust (ie post rifts-in-space-time) America. The region in question is that of the Coalition States, and in particular Chi-town and the military. It has a

very 'Battletech' feel to it, with an added mixture of mutants and the odd bit of magic, but is well put together. Apart from the political and military data there are a number of new robots and body armour suits, along with a sprinkling of odd weapons and equip-

ment. The other main section is devoted to a scenario pack which covers a rather nice computer called ARCHIE along with its minions and drone robots. By the way ARCHIE is independently intelligent. We're fairly moving along here so it's on to the next offering and the past/present/future/alternate. Timelords is an old idea revived as a complete RPG. Basically it involves the players taking the part of themselves as they discover a means of time travel and get involved in all sorts of dangerous situations. This particular scenario pack has a total of sixteen (count'em) plots, with varying timelines and locations. However before you get all excited it is worth pointing out that the individual plots are basic, and when I say basic, I mean Neanderthal. Each is a description of the location the characters find themselves in, a description of the time/area and some adventure hooks. As such this is a reasonable batch of ideas for play but will probably need a lot of work doing on them,

unless you like to wing it. Last but by no means least is the wargame. Those of you with an Amiga may remember that Harpoon has recently been released for the Amiga (and the PC as well) and spurred on by my interest in the computer game I decided to include the updated (1991) version of the original wargame in this column. On the whole the wargame is much the same as the computer game, with the major advantage being that you can see what is going on in the calculations when you work out results, and the disadvantage being pretty much the same - ie you get to work out the results. Still as a simulation of a modern naval battle it is excellent and the data booklet covers an awful lot of ships and weapon systems. So there you are, all done. Tune in again for the next thrilling instalment of Rat On A Stick, and win the holiday of a lifetime. Bye!!! Mark "fruit salad"

Ulyatt



HINTS-N-TIPS

BRAT PASSWORDS (AMIGA)

- Level 1 BISHIGMO
- Level 2 MIHEMOTO
- Level 3 SASUTOZO
- Level 4 SUMATZEE
- Level 5 NOKITAGO
- Level 6 ITSANONO
- Level 7 MOZIMATO
- Level 8 HOZITOMO
- Level 9 MOKITEMO
- Level 10 ZUMOHATO
- Level 11 CHANASTU
- Level 12 NAGAITSU

When playing a level you can skip by pressing the 1 (White key) and the *(grey key) simutanously

LOTUS ESPRIT TURBO (AMIGA)

Are you geting bored of bur-ning about in your Lotus? If so then why not type play-er one`s name in as MON-STER and player two`s as SEVENTEEN and you will then find your self playing a shoot `em up game.

ROBOCOP II (AMIGA/ST)

Type "SERIAL INTERFA-CE" when on the title screen, then during the game press F9 to top up your energy and F10 to go on to the next level.

GREMLINS 2 (AMIGA/C64)

Type SINATRA into the high score table when you get a high score for infinite lives.

CHASE HQ (ST)

When Nancy from HQ is on the screen, hold down the fire button and keep on hitting the space bar. This will enable you to reach speeds of up to 999mph.

TORVAK THE WARRIOR (AMIGA/ST)

Get a high score and instead of typing your name type CHEAT. You can then start on levels two to five by pressing the fire button and the appropriate function key at the same time.

STRIDER II (AMIGA)

Hold down all the keys in the word STRIDER and press the F2 key simultaneously, if done correctly a little grinning face appears in the corner of the screen, you can then press T for extra speed, E for extra energy and D to give the droid extra energy. The HELP key deactivates the cheat mode.

F-19 STEALTH FIGHTER (AMIGA/ST)

Press ALT-H to get the pitch lines on the HUD, fly upside down turn off the engines keep the plane about ten degrees on the HUD and watch her climb.

MAGICLAND DIZZY (C64)

Reset the computer after loading Magicland Dizzy and type POKE 9860173 and then SYS 32576 to restart the game with infinite lives.

LETTERS



Dear Computer Fun,
I would like to congratulate you on the production of a truly excellent game magazine. I own an Amiga and find the games on the cover disc very good and certainly worth the money. However, at my office I have a PC and wondered whether I can buy the PC discs without having to buy PC fun. Is this possible? And do the PC games have a "Boss Key" just in case the managing director should walk in whilst I'm finishing off a wave of alien scum? Yours,
Jason Igun,
Colchester,
Essex

Ed Says:
You could always rip them off I suppose. Only kidding (and you better not either). Alas the only way to buy the PC games is indeed to buy PC Fun with another free copy of Computer Fun. It's only five pounds matey, and the games are all original so you can hardly complain. Some of the PC games will have a boss key, but the magazine isn't really aimed at boring corporate PC types so it isn't a priority.

Dear Sirs,
I am an avid user of my Amiga and play games more than anything else. But I've got my own ideas for games and would like to write them myself. I have recently bought a copy of AMOS and think that it's a very good language for a beginner. But what I want to know is how many commercial games are produced using AMOS or STOS? And how should I go about selling my ideas to software companies? I have already written

a few simple games and am now working on a larger project which I expect to have finished in a couple of months. Should I approach any companies without a finished game or wait?
Adrian Moore,
Thetford,
Norfolk

Ed Says:
You could try the producers of AMOS and STOS themselves as I know Mandarin Software is always keen to evaluate software for commercial release. Regarding the commerciability of the game, it all depends on how original it is. For gods sake don't try and rip off your favourite arcade game, because no software house will touch (threat of legal action) regardless of how good it is. If you do have a genuinely original idea, that, at say the mid point in development looks good (if it doesn't have good graphics forget it because software houses won't deal with an unknown unless the product looks good), and has playability that you can demonstrate then ring up your fave software house and ask to speak to the Product Manager. Never agree to send your game through the post, always insist on making an appointment to show your game off personally, and take plenty of written notes and colour pictures which you can leave behind. And good luck.

Dear Fun,
Last Christmas I bought my family a PC largely for entertainment use. The store I bought it from, a large well known high street chain, assured me that it was 100 %

PC compatible and that all PC software would run on it. I've since found this to be incorrect as some software simply refuses to work at all - notably Tank and Flight of the Intruder from Mirrorsoft. Can you explain why? The system I have is an Amstrad 1512. Also, a friend says that there are ways of improving the sound of a PC, but how is this possible as there are no outputs to connect the machine to an amplifier like there are on the Amiga computers.
Harry Koda,
Blackpool,
Lancashire

Ed Says:
Do you want the bad news or the bad news? Well, since it's all bad, here's the news. The 1512 is singularly useless for games because it only uses CGA graphics. Unfortunately you can't upgrade it either. Best thing to do is sell it for something better.

Dear Fun people,
I like reading your magazine for it's good reviews and news and also the games on the front cover. I especially like the free posters inside but it's difficult to get them out without tearing them. Do you have any plans to make it easier to get the posters out?
Steven H. Rushmore,
Glasgow,
Scotland

Ed Says:
Sure, we're going to attach a laser gun to next month's issue so you can cut out the poster with ease.

Dear Sirs,
This is the second issue of Computer Fun I've bought and it probably won't be the last. It's bright presentation and intelligent text is well worth #1.25 when all the other magazines offer the same for about #2 or more. I also like the option to buy the machine specific versions as well so that I ha-

ve a choice of a game with a free magazine for #5 or just a magazine for #1.25. However, there are a number of questions and points which I think should be raised. Firstly, what is this silly frog doing in the magazine? Does the editor like amphibians? The magazine needs more news items, there simply ain't enough. And how about some more hints and tips? Anyway, keep up the good work and make it better in issue 3. I'll look out for it.
Amanda Woodstock,
Nottingham,
Notts.

Ed Says:
The mag will get better (and soon, bigger) as we go along. With any new magazines there are always teething problems. The frog is a not very serious guide to what we think of a game at a glance. And no I don't particularly like them. As far as news is concerned you can look out for some seriously razor news now that Kerry is onboard as News Editor. She'll be scouring the land for the latest games news as well as music, gadgets, walkmans, and trainers. Hints and Tips is down to you lot out there. The more you send in, the more we print.

Yo Funsters,
Populous was a popular game with me and a few friends but we could never manage to get the game to work across the telephone lines with a modem yet it would work perfectly with a null modem cable. Have you ever tried to play the game on two computers connected over the telephone. If so, have you succeeded and how?
Hassan Patel,
Palmer's Green,
London.

Ed Says:
The short answer is no.

GO AND GET IT NOW !!

ISSUE 3 - JUNE 1991

ONLY £ 2.99
FOR AN ACTION-
PACKED CASSETTE

FREE
fun
GAMES MAGAZINE

NEW
RELEASE!

READ IN THE MAG:
THE LATEST
REVIEWS
PREVIEWS
MINTS 'N' TIPS
NEWS & SPECIALS

ON THE CASSETTE
2 MEGA-GAMES
**INTRUDER
RHYSKA**

ACTUAL SCREENSHOTS OF GAMES ON CASSETTE

CGA FUN - A FREE MAGAZINE

ON SALE MAY 30th

INSTRUCTIONS C64 FUN
INTRUDER

Type: 3D-Shootém Up

KEY-FUNCTIONS:

"1"-"8"	SPEED
CTRL	STOP GAME
RUN/STOP	PAUSE
SPACE	SMART BOMB
COMMODORE	MUSIK ON/OFF
A-Z	ENTER PASSWORDS

AIM OF THE GAME

To destroy all enemies, collect the letters and then enter the password to continue to the next level.

RYSHKA

Type: Action

Use your JOYSTICK to control your fighter plane.

MACHINE GUN	FIREBUTTON
ROCKET	HOLD DOWN THE FIREBUTTON

AIM OF THE GAME

To try and rescue your best friend who has been captured by enemy soldiers by shooting down enemy fighters, destroy tanks and land-based missiles.

ON SALE JUNE 27th
HURRY UP AND RESERVE
YOUR COPY NOW