

All 110 C16/+4 Reviews Compiled By Sixteen Plus

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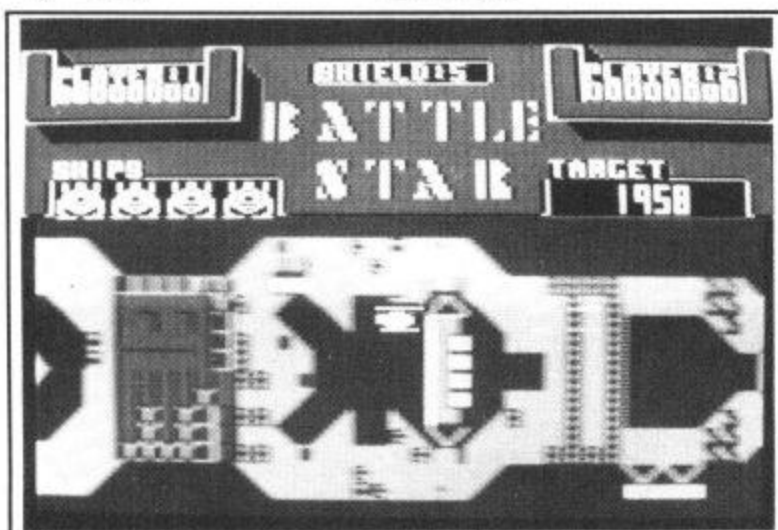
regards,
Sixteen Plus

BATTLESTAR

**C16 and Plus/4
TYNESOFT**

**Price:
£7.95/cass**

Uridium comes to the C16.



Well, well. Those wiley old dogs at Tynesoft have gone and done Uridium on the C16. And it's not half bad you know. In fact, I'd go so far as to say it's the hottest May game since records began.

Do I really need to tell you about Uridium? It was released on the C64 last autumn (a pretty cool time in the software charts) and was so brilliant it was no less than a CU Screenstar, nuff said.

"Battlestar", it says here, "is sophisticated combat zapping game — the best yet seen for the C16 and Plus/4". I'd go along with that. There's more, "Whilst on patrol over the watery planet Nuljai" (sounds like some kind of gel for mouth ulcers) "you encounter an alien construction ringing the planet".

The "construction" is the work of the evil Cyfrots (sounds like a brand of over-ready crinkle cut chips that are golden brown and crispy yet melt in your mouth). The Cyfrots are out to steal the water from Nuljai, and the giant construction is in fact a cosmic water tank in which they plan to transport the life-giving liquid back to their home planet Bonjela (it's not actually called Bonjela — I made that up).

The construction is pretty huge by C16 standards. It occupies 100 screens and forms the backdrop for the action, scrolling supremely smoothly across the screen as your patrol fighter cruises in either direction.

The object is to fly from one end to the other, a task which would be all the more easy were it not for the

alien bombs which zigzag their way towards you.

While you are keeping an eye open for the bombs you might also have a go at avoiding the water pulses. These are stationary as they are attached to the construction, but there are lots of them and often their tactical alignment makes them difficult to avoid.

Bombs and water-pulse mines can be dealt with by a quick (or long, depending on what kind of mood you're in) blast on the ubiquitous laser gun. If you don't blast them or get them out of the way you can kiss goodbye to anything between one and all of your five shields.

The biggest problem of all, however, is the construction itself, or to be specific, the encasements. Encasements are bits that stick up from the surface of the construction. Graphically, like the rest of the game, they are superbly done. The structure looks like a giant 3-D metallic spacecraft from which project the encasements, casting a shadow over the background.

As you gape in silent admiration at the beauty of it all you will smash

FRENESIS

**C16 and Plus/4
Mastertronic**

Price: £1.99



is Tony Takoushi a two hit wonder? His previous C16 games, *Hyperforce* and *Starburst*, were hot stuff, so I had high hopes for *Frenesis*, but I have to say it's more than a bit disappointing.

Frenesis features the same eye-boggling psychedelic graphics which owe much to the great guru Jeff Minter as its two predecessors. The gameplay has the kind of neanderthal simplicity that makes noughts and crosses look complicated. A cross occupies the centre of the screen running right the way across from top to bottom and left to right.

You must protect the cross from waves of attacking aliens which scream towards it from all sides of the screen. You do this with the aid

of a long bar called a Statron, which I seem to recall made more than a fleeting appearance in Takoushi's other games.

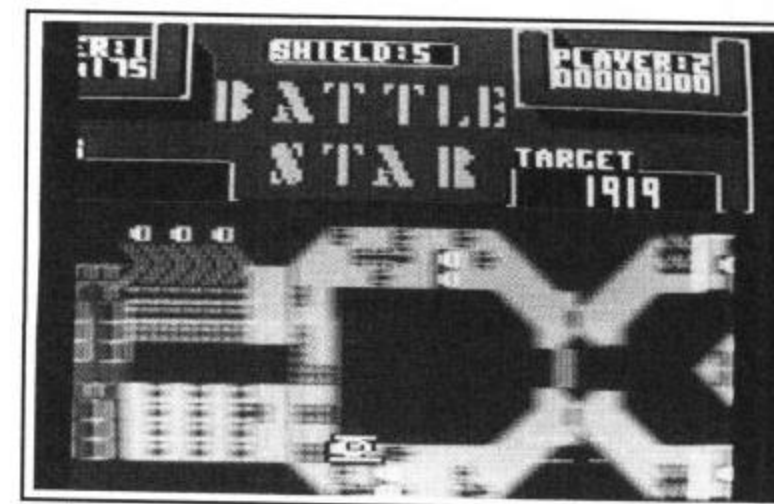
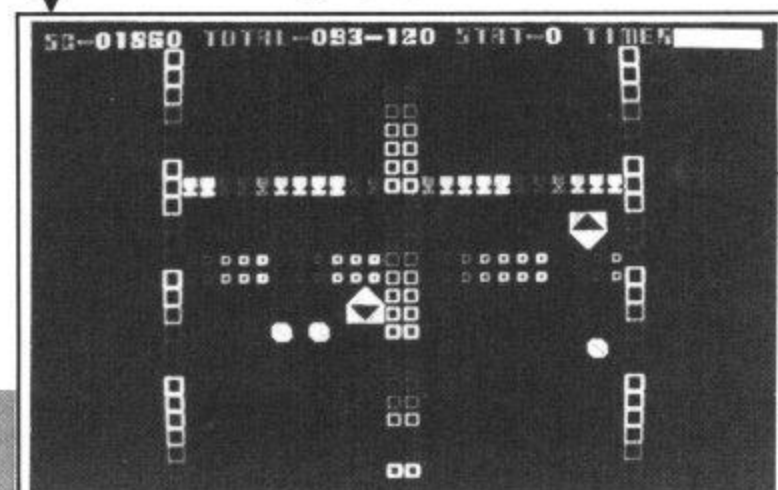
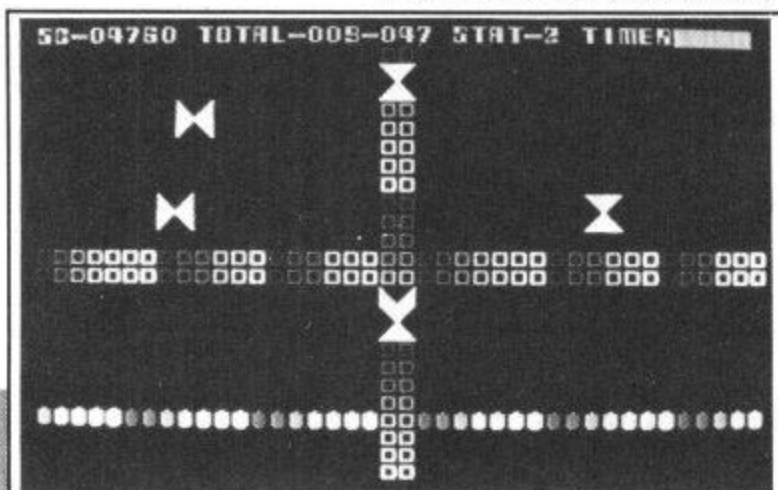
The Statron bar is composed of pink arrows which scroll in the direction of travel. So if you move it across the screen from left to right the arrows point right. That's quite important because the Statron will only destroy aliens if the arrows are facing opposite their direction of travel. So if you push the joystick up, the arrows will be facing the top of the screen and you can destroy descending aliens, push it down to get the ones coming from the bottom and so on.

The idea is to wipe 'em all out before they get anywhere near the

cross, the reason being that every time that happens a new alien is created. If you let it happen too often, before you know where you are there will be more aliens than you know what to do with, and you can say goodbye to one of your three Statrons.

There are a few frilly bits. Some aliens take more than one clout with the Statron before they lay down and die. On the higher levels things that are called, and look like, plungers make a dash for the cross. If they make it, that's another two aliens to deal with. Smart bombs, of which you have an unlimited supply on the higher levels, destroy everything in sight, but they only buy you time, they don't kill aliens

More Minteresque graphics from Takoushi.



Nice shoot 'em up from Geordieland.

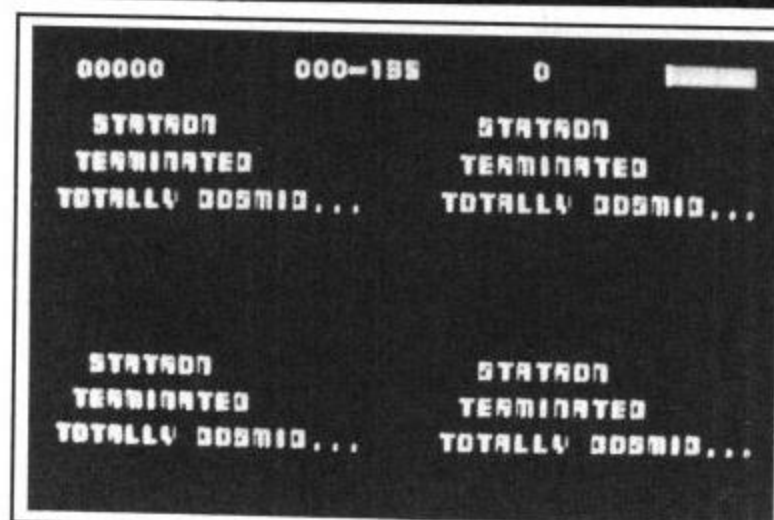
into the aforementioned encasements, lose all your shields and have to start again from the beginning. Good job you get five ships.

Instrumentation provides you with scores (there's two-player option), and the distance remaining

to the end — 100 screens equals 2,000 Bonjellan miles. If you get so good that you can go the distance with your eyes closed you can make it harder on yourself both by flying faster and by turning around and going back to blast the bits you missed.

Ken McMahon

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10
										8
										Overall



Yike! Like what can we say...

for good.

That's all I can tell you about it because that's all there is. You sit there shifting the joystick up, down left, right, in an inevitably futile attempt to stop everything in sight reaching the cross, chasing a target number of aliens which is increasing all the time.

It's frantic (frenetic?) all right. But it's about as interesting as trying to fill the bath with the plug out. There really isn't any point to the game at all. After five minutes or so of actually trying to do something

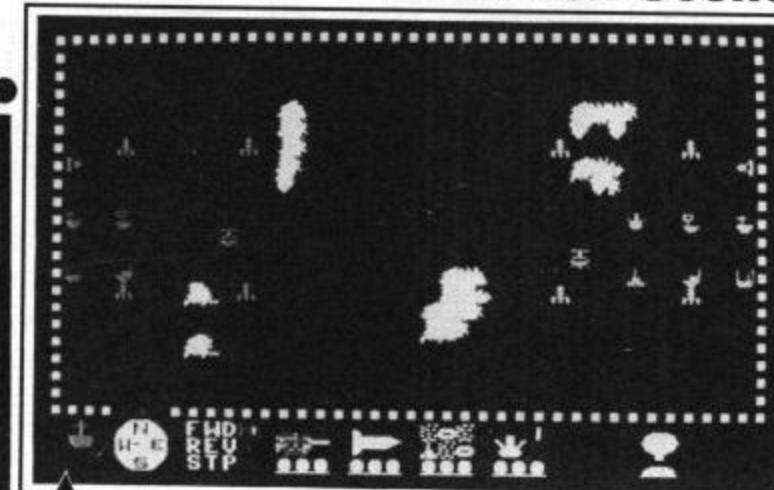
intelligent, like anticipate what was coming from where and when was the best time to hit it, I gave up and opted for wiggling the joystick like a looney. To my complete and utter non-amusement this second tactic was much more successful, at least on the first four levels.

Taking this theory a stage further I put the joystick in the washing machine which achieved a high score of 367551. If anyone else finds a domestic appliance that can do better, I'd be interested to know.

Ken McMahon

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10
										4
										Overall

Screen Scene



"Oil give it four", says Ken.

BATTLE

**C16 and
Plus/4**

**Mastertronic
Price: £1.99**

The cassette cover depicts battle scenes from the Second World War. Spitfires and Messerschmidts fight it out over the channel, U-Boats stalk frigates, tanks roll relentlessly onwards and men in uniform look tough. All of which is very strange, because the game has nothing whatsoever to do with WWII.

There are these two oil companies you see. Both of them are after the last deposits of oil in the North Sea, I guess the game is set in the future — next year sometime perhaps. Oil being what it is these guys are pretty keen to get hold of as much as they can, which means doing some serious damage to the opposition.

The serious damage entails the use of warships, submarines, helicopters, planes, rockets, guns, torpedoes and depth charges. The general idea is to blow the opposition out of the water so you can have the oil all to yourself — a suitably realistic political scenario.

If I was unkind I might say this was like battleships only not as good. It's like battleships only not as good. The screen shows a map with the positions of your four oil rigs and the military hardware at your disposal — four ships, two subs, a plane and a helicopter. Enemy positions are also shown — you can play a friend (an enemy?) or the computer.

There are two phases to the game, input and action. During the input phase, with the aid of some fairly crude and difficult to understand icons, you enter all your move information. This includes details for

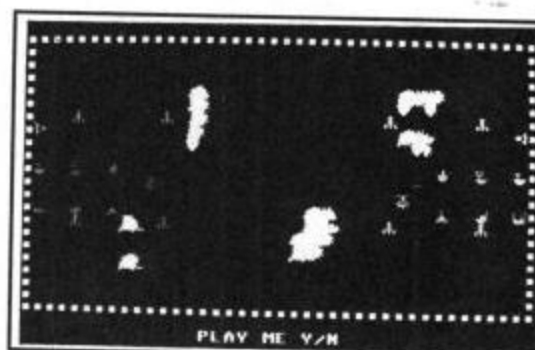
each ship, sub, plane and helicopter. Where you want it to go and whether you want it to fire at anything are the two most important factors. When both players have input all their moves the game moves to the action phase where the commands are carried out.

This is nothing spectacular. The screen is updated — everything moves one square in whatever direction you told it to. Any firing instructions are carried out and if anything is hit it is removed from the screen. A window at the bottom plays out a little animated scene of a helicopter, plane or whatever getting it in the neck whenever a direct hit is scored.

Battle is not a bad game, but it is certainly a bit tame. It needs something to liven up the action a bit, I found myself nodding off after about half an hour. If you play battleships in the free time between building Airfix kits you'll think it's brilliant, otherwise it's a bit of a downer.

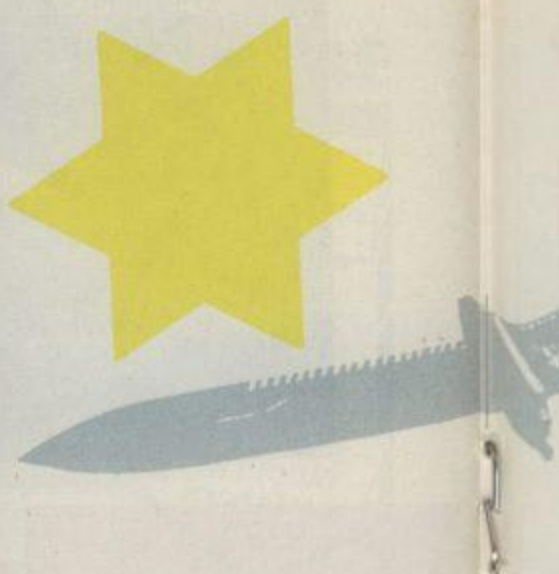
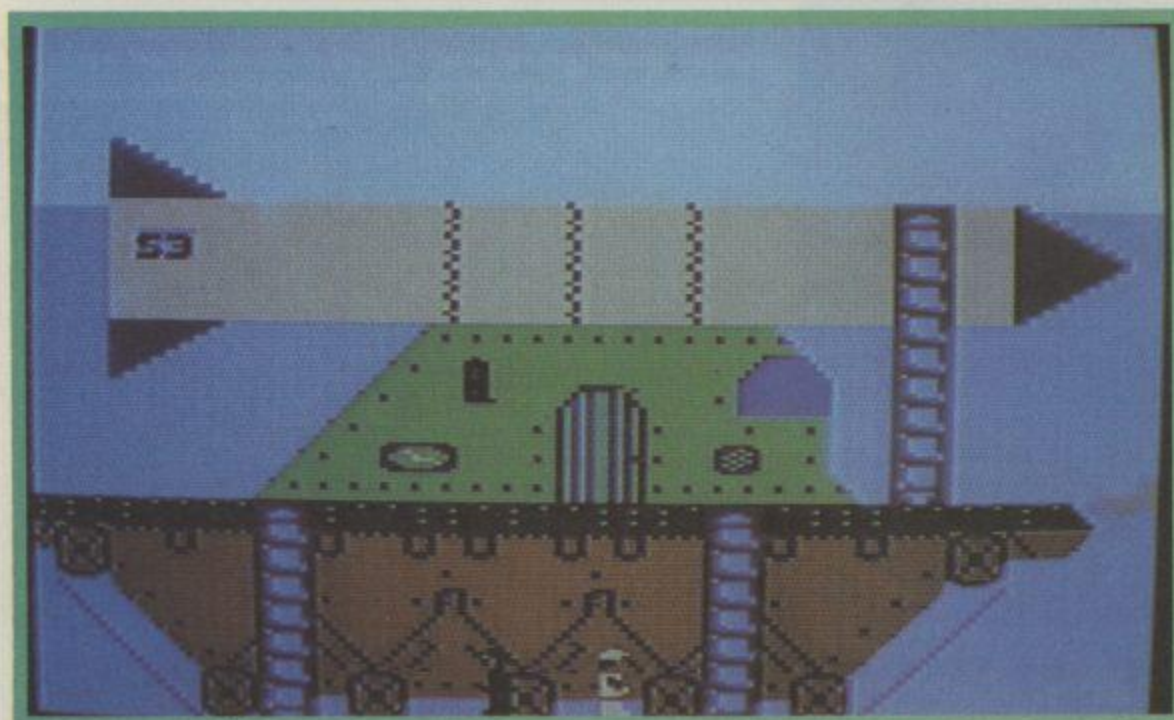
I can think of two ways of improving it. Playing with a friend rather than the computer is definitely the thing to do. It's also more fun if you try to destroy your own oil rigs and blow up your own ships. The winner could be the first person to achieve total self-annihilation.

Ken MacMahon



Battle — not so slick.

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10
										4
										Overall



Who left those nukes lying around?

here until you get half way through the level when a soldier with a bazooka on his back crouches down to have a go at you. Lob a grenade and hit the deck.

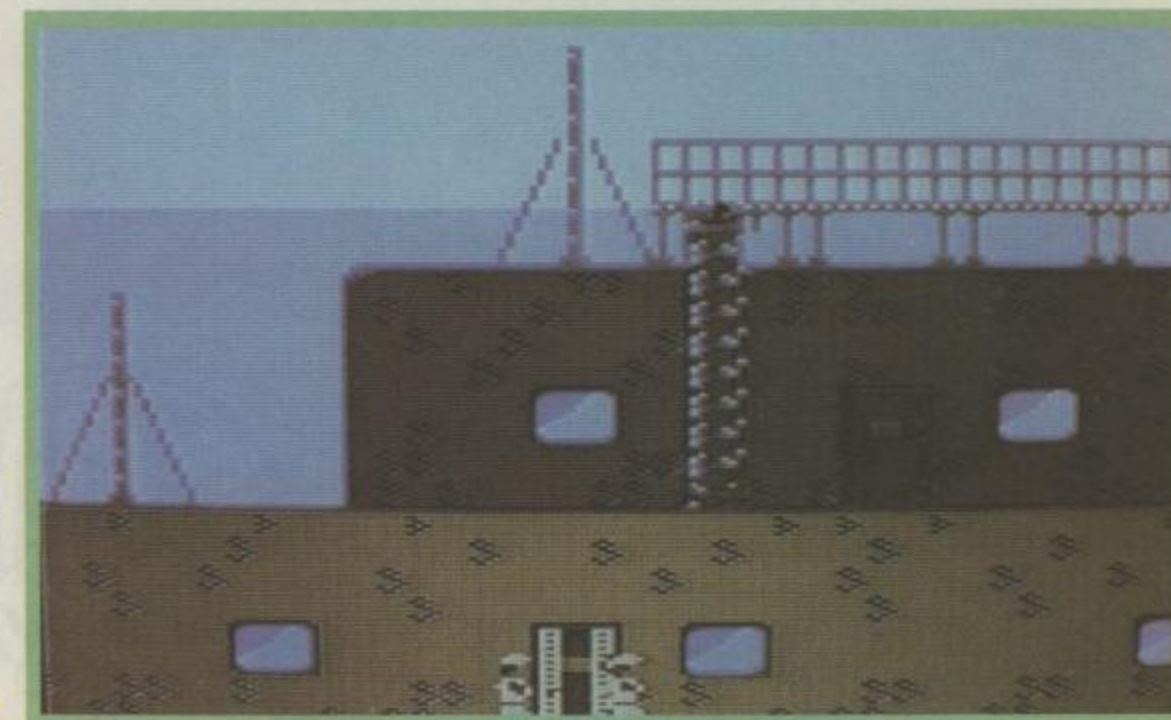
Level 3 (Plus/4 only)

This is the Greenham Common screen. Dash past huge nukes on lorry carriers. More bazooka commandos to deal with here to say nothing of the dungareed feminists who attempt to deafen you with peace songs — just joking about that bit really.

Level 4 (Plus/4 only)

This one is set at an airport and you can just make out tail planes poking up over the top of the wall. This is where it starts to get really nasty.

Commandos can leap off buildings but you can't.



BRIDGEHEAD

C16 and Plus/4
ANCO
Price: Plus/4: £7.95
C16: £5.95

It's rip-offs all round this month and *Bridgehead* (Legionnaire II), is no exception. It's no wonder Anco are calling this series of shoot 'em ups *Legionnaire* — someone at that company may end up in the Foreign Legion if they ever get caught. *Legionnaire I* was a rip-off of *Commando* — some say a better copy of the Capcom coin-op than *Elite*'s official version.

Now step up to the computer please *Legionnaire II*, or should I say *Green Beret*. C16 and Plus/4 owners who had to look on in envy whilst their 64-owning mates boasted about the brilliant coin-op conversion from Ocean need no longer be jealous now you have one too and — rip off or not, it's an excellent rendition of the game.

First of all full marks to Anco for producing a separate version for the Plus/4. It has identical graphics and gameplay to the C16 version but an extra 4 levels. Many a Plus/4 owner will be grateful for that.

The object of *Green*, or *Bridgehead*, is to get to the enemy headquarters and lob some grenades at it. You control a commando who runs to the right stabbing the enemy with his commando knife. He can also run back if he needs to and climb up and down ladders.

Piles of grenades are dotted around the levels and our hero will need to

replenish his stocks by visiting these dumps as he travels.

The grenades can be used to kill on-coming troops but their main use is to blow up the stock piles of ammunition that block your path as you dash across the screen.

These piles of ammo are a scream to look at. There's no polite way of putting it — they just look like piles of dog turds.

Whatever you imagine them to be it's great fun blowing them up with your grenade. It takes a bit of skill though — you have to get your commando at just the right distance as once you press fire to release the grenade, the distance and trajectory it follows is always the same.

Grenade lobbing is even more fun when you have to do it soon after

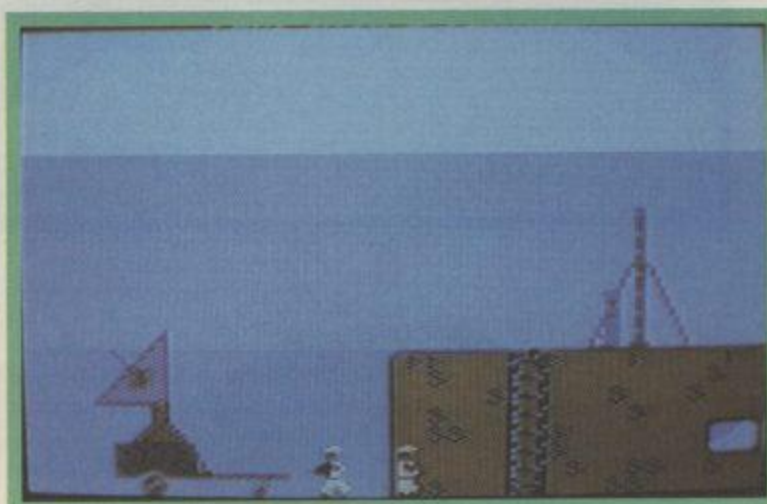
beating off an attacking troop with your knife. It gets really hairy when they come at you two at a time from both directions.

Level 1

Set in a desert with palm trees, bright yellow sand, and rope bridges between deep gorges. The back drops here are excellent — as indeed they are throughout the game. No really difficult obstacles here — just commandos and those smelly piles of dog turd.

Level 2

Set in a military compound. Your commando dashes past several stationary tanks that look ridiculously small by comparison. No real sweat



Satellite dishes make good hiding places for enemy commandos.

The bazooka launchers load up their "tracker bullets" — these can turn corners and move up and down ladders. Hit the deck again.

Level 5

Set against a back drop of a military factory. Not one of the best looking levels but certainly tough enough to play. One nice touch is the commandos leaping off the buildings on this level — it's a pity you can't leap off them yourself as well though. Apart from the ever present piles of dog turds there are also bazooka-firing commandos and soldiers to deal with.

Level 6 (Plus/4 only)

The communications compound features trailer-mounted radar and two storey buildings with radar dishes on their roofs. A bright blue sky frames the radar dishes making for a pretty screen. There is an annoying graphic glitch here though — when your soldier walks past the doors of the buildings they turn white.

Level 7

Introduces three enormous Russian submarines — well, they've got red

flags on them, so they must be. The enemy soldiers and bazooka throwers leap off the sub and run at you — a really frantic screen.

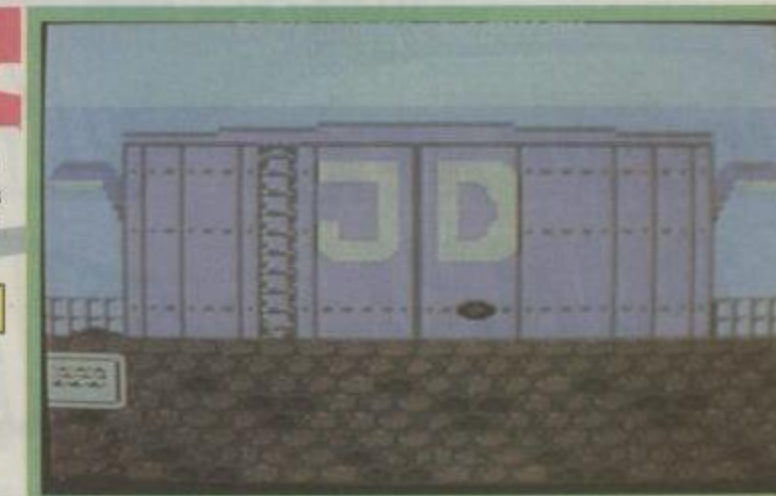
Level 8

The final dash to Headquarters. The backdrop features ground-to-air missiles, buildings with barbed wire and, finally, the HQ itself which as you can see from the screen shot is not awe-inspiring. Still — it isn't easy to get there and it feels really good when you do.

There are no hostages to be rescued at all on the final screen as in *Green Beret* — the game merely goes back to Level 1 but with your score carried over. It's no pushover though — it'll take a while to clock.

The game scores highly on graphics. The nearest thing you can compare it with is *Elite's Ghosts and Goblins* — which is a similar horizontally scrolling game. In terms of graphics *Bridgehead* is miles ahead. The backdrops and animation are totally believable. It's great news for C16 and Plus/4 owners who are keen on coin op conversions. Now if Anco had all the *Elite* licenses then we would really be talking.

Sound effects are nothing special. There is a sound like flatulent radio



Looks like an oil refinery but, in fact, it's an arms factory.

crackle when your commando uses his knife. Really embarrassing, especially with all those doggy doos scattered around. The explosions are better though and there is a nice tune which plays in demo mode — but not during actual play.

Good play options are offered with

up to four players able to take part. All round another excellent game from Anco and certainly the best coin-op style arcade game I've seen on the C16 yet. In the all time C16/Plus 4 top ten I'd rate it second only to *Monty on the Run*.

Eugene Lacey

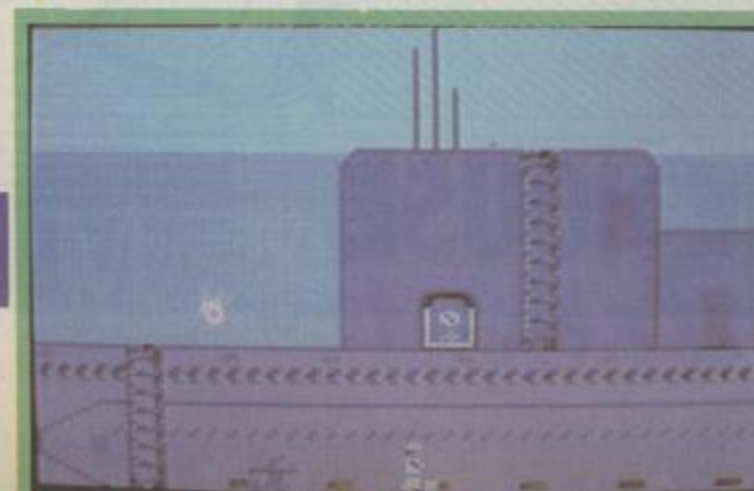


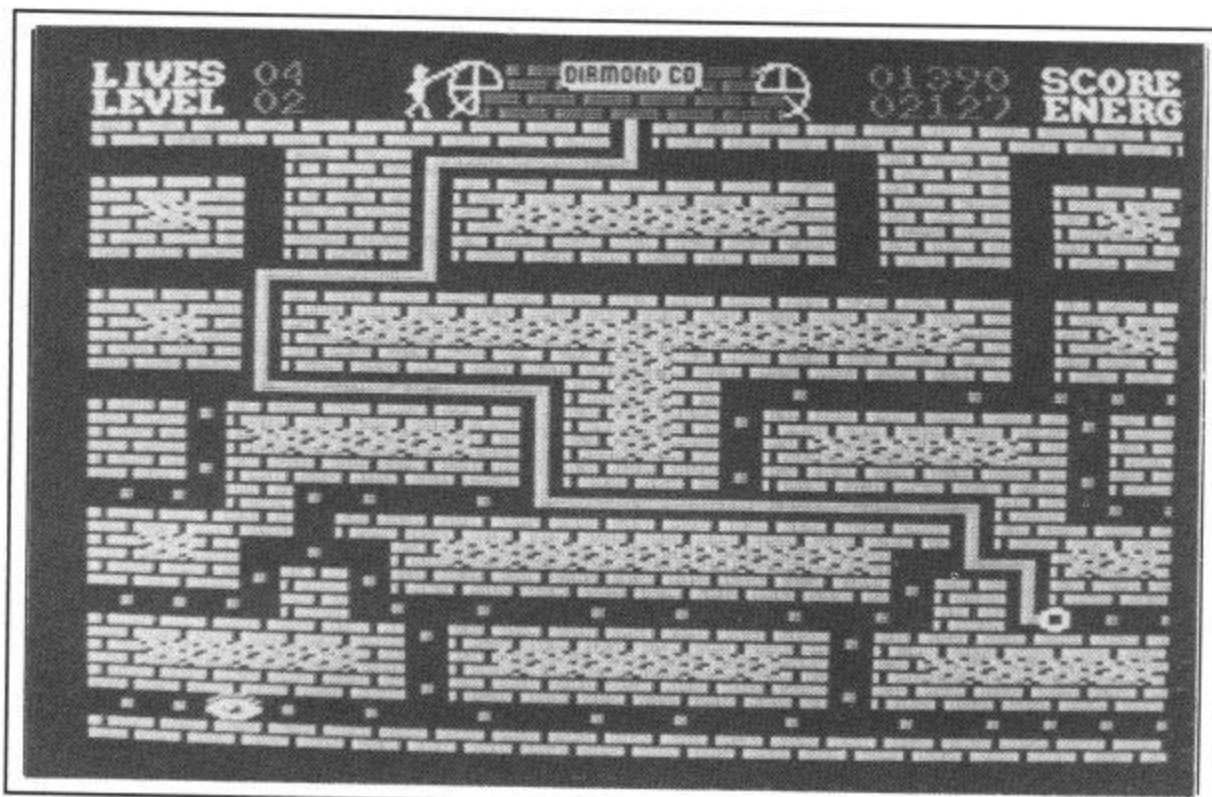
Watch out behind, a bazooka thrower's just jumped off the sub.

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

8
Overall

You've made it, but why did it take you so long?



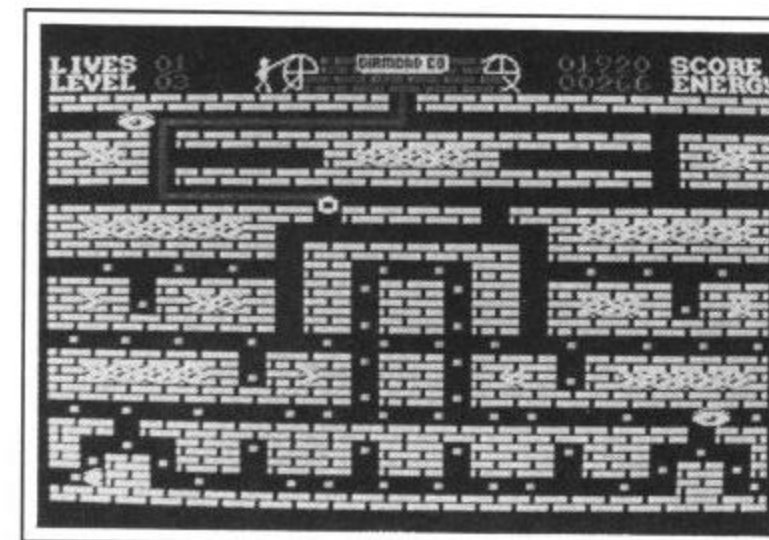


doesn't have artificial intelligence, so you have to control the robot arm and pick up the gems. This is done simply by moving the joystick in the appropriate direction and pressing fire to retract it. It picks up the gems

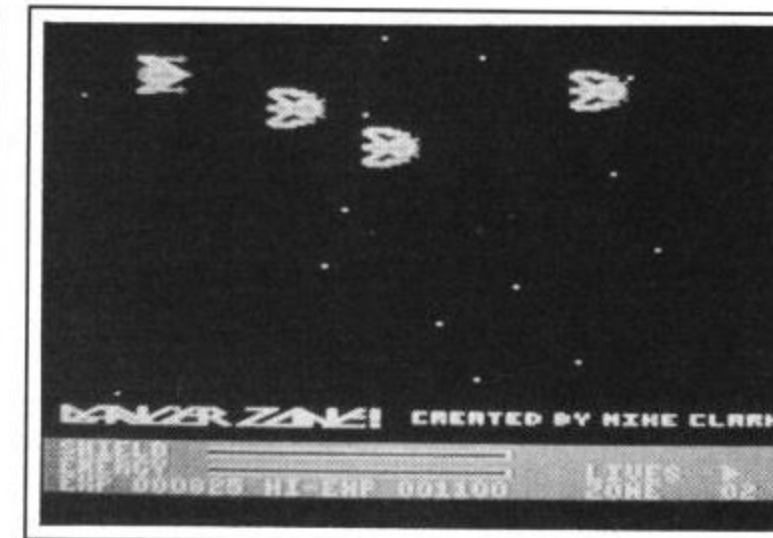
Pick up the diamonds with your industrial hoover

automatically. Retracting the arm is one of the major obstacles if you, like me, instinctively move the joystick in the reverse direction you will find yourself losing one of your minging three lives.

The other way to lose lives is to be simple enough to let a mine-creature touch the arm. The way to stop this happening is to just press



Pac-man style graphics but a more original theme



Blast enough aliens and you get to the next testing zone

DIAMOND MINE 2

**C16 and Plus/4
BLUE RIBBON**
Price: £1.99/cass

Diamond Mine 2 is the sequel to an obscure little game by the name of (you guessed it!) Diamond Mine, with which I have never crossed paths.

The sequel puts you in a diamond mine which you have purchased with the wealth gained from the first game. Getting to your riches is the problem. The diamonds are beyond reach and even if you could get to them would you wish to risk it? I

doubt it very much — this is a mine where greed could most definitely be your downfall. It has nasty little unidentified inhabitants who don't look too friendly.

To overcome this problem you build a machine by the name of DIAMO. This machine has a robotic arm that will pick up all the diamonds, so you can return to your Missus loaded with gems.

No you can't. Unfortunately DIAMO

'fire' when they get a millimetre away from your arm. The good thing is that while you are retracting the arm the UMOs freeze. The only other way to die is to run out of time, but this had about as much chance of happening when I played as Bristol City winning the First Division. (Happened often did it? Ed.)

Diamond Mine 2 is a simple but playable Pac-Man style game. It's appeal is not in its graphics or sound

but in its playability. I am in two minds as whether to recommend it to all, as fans of state-of-the-art graphics won't see it my way. But

as stupid as an aristocrat in the French revolution, I'll stick my neck out.

Ferdy Hamilton

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10
Overall	6

FOOTBALLER OF THE YEAR

**C16/Plus/4
GREMLIN
GRAPHICS**
Price: £7.95/cass

You're 11th in the league but morale is only fair

And the applause rises as QPR's young centre-forward Ferdy Hamilton goes up to collect the accolade of 'Footballer of the Year, 1987'. This is the goal that has to be achieved in Gremlin's football strategy game FOTY.

The game is run by an icon-driven menu screen. There are seven icons altogether.

The Globe: This icon shows your

team's overall status, their morale and league position. It also shows how many goals you have scored and in which competition you scored them.

The Footballer's Head: This icon is your personal status, including all the details you might stick in your Filo-fax. Wages, status, player rating and bra-size (not really).

The Scroll: You are given the option if you wish to buy a transfer, it isn't advisable though as you usually find you have a 0.1 percent chance of moving. They are also very expensive, and when you do eventually move you find it is usually to a far lower club.

The Disk/tape: Load or save your game, making sure that your promotion chances are not ruined by mum ordering you to run down to

the shop (Plus/4 version only).

The injured footballer: Should you be lying comfortably at the bottom of the table you may wish to use this. The quit game icon.

The question mark: The incident card icon. These are a sort of FOTY equivalent to the chance cards on a Monopoly board. They give you the option to gamble your money. You pay 200 sovs and are given a message like 'You have lost your cheque book, how many cheques were stolen. One cheque, three cheques or five cheques'. You must then stop the cursor on the correct one.

The football boot: This is the play match icon. The first thing you are asked to do is buy any goalcards. Goalcards give you the chance to participate in the match. You are

given ten to begin with and five grand in cash, you must use the money to buy as many goalcards as possible as the more matches you play in, the more matches your team is likely to win.

The next step is to choose which matches to play and waste a goalcard on. How many shots you are allowed in a match depends on the indicator which varies between one and three every game. Once all this is done it's into the arcade section and on with the fun.

Or is it? Those of you who read Mike's review of the 64 version will have seen the great looking arcade section. I was seriously annoyed to find out that the C16 and Plus/4 versions did not have this. All that was substituted was a poxy choice whether to shoot left or right. How

rivetting! When you have thought hard on which direction to shoot in, you are given a spartan commentary on what happened like 'You tap the ball into the net'.

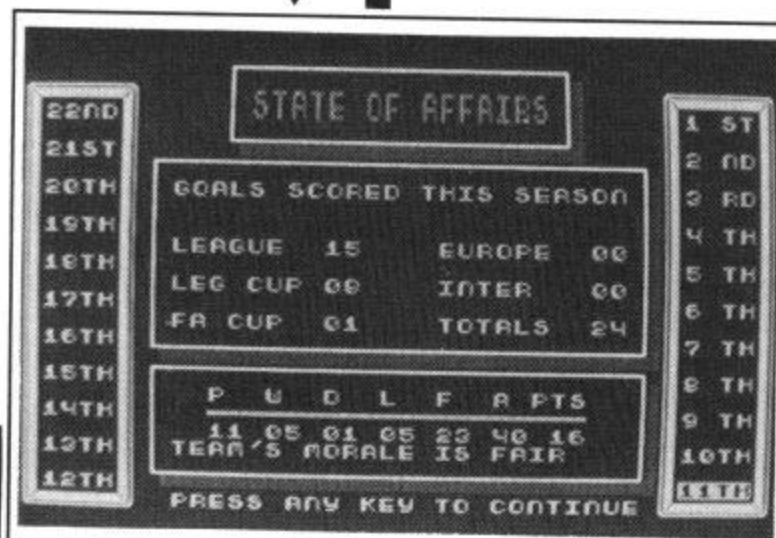
As you can see FOTY is not up to much for Plus/4 owners, but for C16 owners things are even worse. My stomach churns at the thought of playing a whole season through. It doesn't have the pretty icons of the other versions, just ugly text asking you to press a number to access the options.

It is acceptable that the C16 has limitations but surely not this many, and if the case is so, what a nerve to attempt to sell it at eight quid!

Ferdy Hamilton

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	N/A
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10
Overall	4

Plus/4 version:



C16 version:

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	N/A
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10
Overall	1

DANGER ZONE

**C16 and Plus/4
CODE MASTERS**
Price: £1.99/cass

I was really glad to get this Code Masters game. A quick inspection of the inlay brought back memories of Trizons, a game we reviewed not too long ago. But when the Ed also gave me a packet of aspirins, I got a suspicious feeling.

The blurb tells you about the Galactic Patrol which is working on the XT/99, a new breed of fighter-reconnaissance ship. 112 years later, it's possible for you to check out their handiwork just by pressing the fire-button. Only three pre-production models have been built and they all have shields and the ability to fire rapidly — so what's new?

The test has you out in space, shooting a load of wandering aliens, in the hope that if you blast enough you'll get on to the next testing zone. Your shield gets worn out every time you come into contact with one of the aliens or (later on in different zones) some lumps of what look like alien doo dahs.

These DD's ricochet all over the place and the whole thing gets a bit absurd when you face this massive doo dah attack on level four.

My problem is that I can't really tell you anything interesting about Danger Zone — except that it sounds

a bit like a game based on a recent song? The graphics are not too bad and the aliens were the only characters that didn't move smoothly. Still, they're quite nice to look at. The colours chosen were adequate but I would have liked to have seen more being used.

The jingles and sound effects were done by a certain David Whittaker and I thought there could have been more — there was some empty space in memory.

Now for some boasting, this is the quickest game I've managed to hack — about 30 seconds. So to celebrate I'm doing a CU first. I'm going to give you a POKE that gets you to the last of the 20 zones.

First load the game and reset the computer. Then type POKE 6033,255 and hit Return. Then type SYS 4112 and press Return. And now get rid of those aliens.

Now the bad news, when you make it to the end, nothing special happens — you just go back to the start. The only thing that seemed fun to me was when I had the energy on full, holding down the fire-button sends a continuous stream of bullets.

A disappointing game.

Fikret Ciftci

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10
Overall	4

FRANK BRUNO'S BOXING

COMMODORE C16 and Plus/4 ELITE

Price:
£7.95/cass

Frank Bruno's Boxing takes its inspiration from *Super Puncher* — the coin-op boxing game that was popular in the arcades and converted to the 64 last Summer. Now it's your turn.

In the game Frank takes on three different opponents with hilarious sounding names. There's the lumbering Canadian Crusher, Fling Long Chop the crafty oriental, and the toughest opponent of all — the big, bald Russian — Andrapuncheredov.

Each opponent has his own unique style. Fling Long, for example has a tendency to think he's appearing in a copy of *Way of the Exploding Fist* rather than a boxing game —

levelling Kung Fu kicks at you as he comes off the ropes.

He's also the quickest boxer Frank has to face — putting together several machine gun combination punches that can leave the European champion reeling or worse still — out for the count.

The game is about the first I've come across that puts the suction pads on my joystick to good use. You control Frank by using the

stick and keys 1 and 2 — the stick to faint Frank, right and left, and the 1 and 2 keys to control his fists. It really does work well — I can't think why it's never been done before.

The Canadian Crusher is your first opponent — and no easy one either. He's got a hell of a punch on him. A real knockout merchant though not

**Canadian Crusher —
knock him down and
he's back with a
vengeance.**

particularly mobile which enables you to avoid a lot of what he throws at you in his slow, awkward fashion.

In terms of weight the Crusher is your largest opponent. A big, ugly, hairy heavyweight in a leotard.

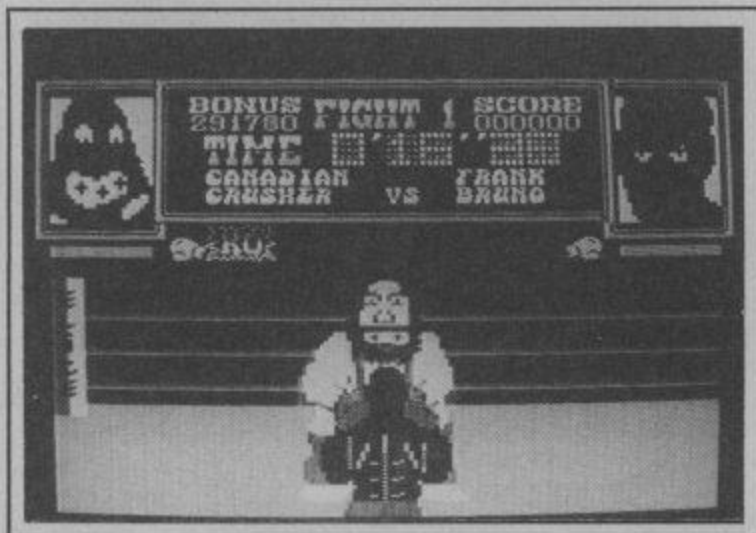
If you can give him the KO treatment your next opponent will be Fling Long Chop the Chinaman. He's a sight more good looking than the Crusher in his neat white karate pants and black belt.

Graphics are of a high standard. Good use of colour, and detail in the boxers faces and clothing.

The final opponent for example, the Russian Andrapuncheredov has a neat ginger moustache with white shorts and boots. He's completely bald and likes to use his head illegally — butting our Frank when ever he gets the chance.

The Russian is the toughest of Frank's opponents and the one he faces last of all. He's very mobile. Fainting and dodging to avoid Frank's punches.

The screen display shows a portrait of Frank in the top right corner of the screen with his current opponent in the left. Again, the



graphics here impress. Not quite up to the standard of some of the digitised portraits that are beginning to appear on some new 64 games but certainly better than anything else I've seen on the C16.

The size of the figures is also worth remarking on. They are nice

**Fling Long Chop
waits for his post-
fight Harry
Carpenter interview.**

and big so you can see what's going on — pretty essential to any beat 'em up game.

The main part of the screen is the ringside view itself. A slightly disappointing aspect of the game is that only a fraction of the ring is used. Bruno and his opponents face each other square on only fainting to the right and left for the duration of the round.

Above the ring are several other game displays. The digital clock

counting down the three minutes of each round. Each bout only lasts for one round.

Each boxer's current strength is displayed by a constantly changing barometer. When Frank successfully pummels his opponents their strength barometer will shrink to nothing allowing him to go in for the knockout punch.

Depending on his own strength at the time his opponent may or may not stay down for the count of ten.

If not it's who scores most points, also recorded for you at the top of the screen, that is the winner.

When you get a sufficiently high victory over your opponent the computer will give you a secret code that you can use to load the next boxer. There are three separate loads in the game.

The game has been programmed to a high standard by Berks trilogy

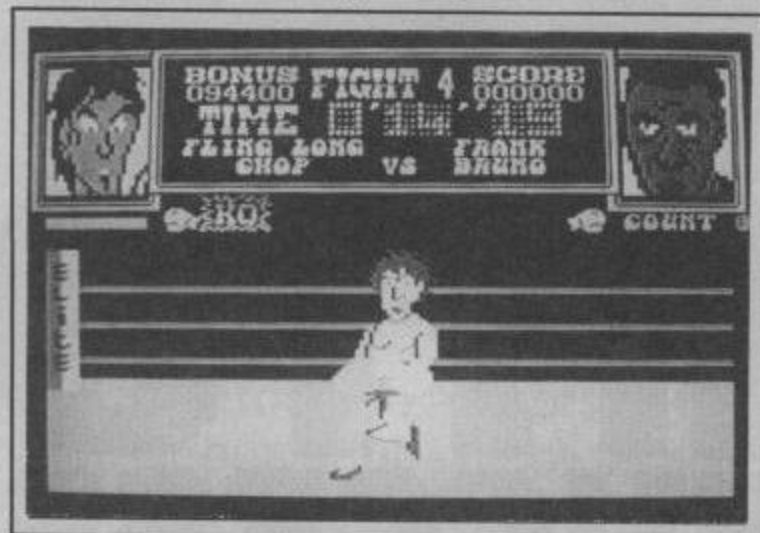
programmer — Jon Williams. It's a lesson to all those C16 programmers out there who keep delivering poorly constructed platform games, but I can't help feeling it is a little repetitive.

It would have been improved if Elite had crammed a few more opponents in there for a bit of variety. The 64 version had six — it ought to have been possible to get a couple more loads at least on two sides of tape.

The sound was also less than spectacular. All you really get are the bleeps for the count and some rather muffled noises as the punches are thrown.

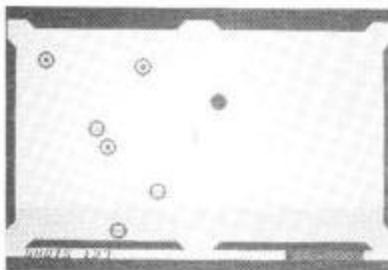
Still, if you ever got to play *Super Puncher* in the arcades and you liked it, then this is the nearest thing to it you are ever likely to find for your C16 and Plus/4.

Eugene Lacey



Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

7
Overall



Hustler Commodore 16 Bubble Bus Price £6.95/cass

If Daley Thompson's Decathlon or Jonah Barrington's Squash sound a bit too energetic for you then perhaps Hustler is more your kind of armchair sport. The nearest your likely to get to Dennis Taylor's snooker, Hustler is a pool-type game converted from the 64 on which it was immensely successful.

As conversions go it's hard to fault. The graphics and colour, as before are excellent and, as on the 64, six different game options are available. There are three games for one player and three in which two can participate. The degree of difficulty varies in the different games.

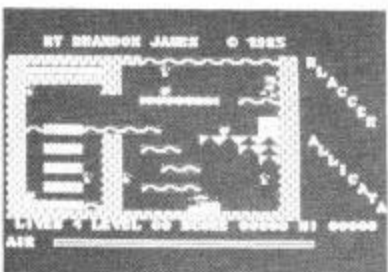
If you're playing on your tod you get the option to put any ball in any pocket, pocket the balls in order, or put each ball in a particular pocket. Two players get a slightly more interesting scenario. Each ball in its own pocket, mini pool — like the real thing, or a game where one player pots the balls in ascending order the other in descending order.

Cueing is executed by positioning a cross over the ball and hitting the fire button. You can apply side and screw by using the function keys.

Similar games had a spate of popularity in pubs about three

years ago. Unfortunately, it only lasted about three weeks, I guess people decided they preferred The Real Thing (that's the one where you end up arguing about the rules). As that option doesn't usually exist in your living room I think Hustler will have a more lasting appeal. **[K.M]**

Presentation: ■■■■
Skill level: ■■■■
Interest: ■■■■
Value for money: ■■■■



Bagger Commodore 16 Alligata Price £6.95

Seems like the software houses can't convert their successful 64 games to the 16 quick enough. This of course is nothing but good news for games hungry C16 owners. The latest piece of good news comes in the form of Bagger, from Sheffield software house Alligata.

It's platform time again as you are cast in the role of Roger the Dodger. Not the naughty Beano boy, but the even naughtier, not to say villainous master burglar. You must work your way from screen to screen collecting the golden keys located in the usual incredibly inaccessible places.

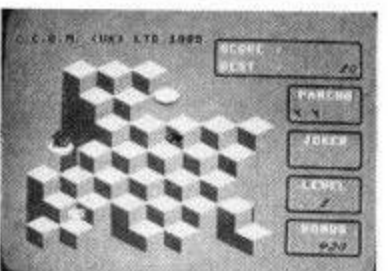
Once all the keys have been

collected it's off to the safe which gains you access to the next screen. Points are awarded per key collected and a bonus is given for completing a screen in superquick time. Roger, having four lives is obviously no cat burglar (sorry), but gains an extra one for every ten thousand points scored.

To be honest I find these type of games infuriating and at times utterly soul-destroying. It takes you half an hour to work out exactly when and where you have to jump to avoid being zapped by some gremlin or other, nonchalantly strolling around the screen. Then when you do work

it out it's on to the next screen only to be wiped out in a matter of seconds due to total ignorance of what's coming at you and where it's coming from. Then you're back to square one and it's no easier the second time around, or the two hundredth for that matter. Still, I suppose that's the appeal of it really. Bagger's great and I'll play it till the cows come home, but I hate it. **[K.M]**

Presentation: ■■■■
Skill level: ■■■■
Interest: ■■■■
Value for money: ■■■■



Pancho Commodore 16/Plus 4 Commodore Price £5.99/cass

a good idea of what Pancho is all about. For Pancho, bar a few cosmetic alterations, is Qbert. This kind of thing used to be considered rather naughty, now even respectable old Commodore can get away with it. How times change.

As Qberts go, Pancho is a very good one, with one exception which I'll come to later. The screen, or board, is made up of square blocks in a sort of 3D bar graph arrangement. On either side of the block structure there is a 'magic carpet' — a kind of safe hiding place you can sit on when things get tricky. At the start of the game Pancho sits on one of these and a jumping bean and Mad Mexican Muncher occupy the other.

Controlling Pancho, you must

hop diagonally from block to block painting them a different colour as you land. The jumping bean hops around repainting them so you must splat him if you don't want all your hard work undone. In the meantime you must also avoid the Mad Mexican Muncher who will splat you if you don't watch out. Occasionally a block with a chequered surface appears and landing on this will gain you an extra life in addition to the three you start with. These chequered jobs don't hang around for long, though, so you have to be quick. You also have four jokers, panic buttons which return you to the safety of a magic carpet when things get hairy.

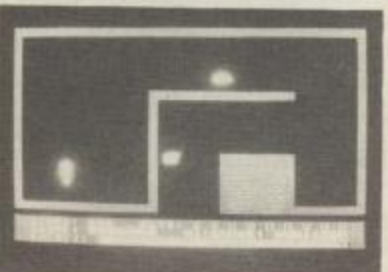
If you manage to complete the first screen, the next requires

two coats of paint, then three and so on. The Munchers also become more numerous which makes life extremely difficult.

Pancho is a hard game to fault. An arcade classic well imitated with excellent colour and graphics, and good sound. Just one grumble. Using a joystick it's very difficult to get Pancho to go where you want and when you want. This is infuriating because you lose out through no lack of skill on your part. The instructions on this point were wrong as well. I achieved better results with the keyboard once I got the hang of it. **[K.M]**

Presentation: ■■■■
Skill level: ■■■■
Interest: ■■■■
Value for money: ■■■■

If the word Qbert means anything to you then you'll have



Enigma Commodore 16 Commodore Price £5.99/cass

Enigma is a Berserk-type game. You know — a little robot, dozens of rooms full of nasties, and several keys to be collected. The original Berserk started out in life as an Atari arcade game, was converted to run on the video games console, and has since been copied on just about every home computer at least a dozen times.

Many of the highly sophisticated arcade adventures now on sale owe a debt to the basic room-exploring design of Berserk. It's a brilliant game idea that still works well.

Enigma is a very worthy copy of the game. Colour and graphics

are used to good effect.

Each time you enter a new room the background colours change — which is rewarding and helps keep you interested.

Your robot is armed with a laser gun that spits out bright blue shots in the eight different directions of the joystick.

One of the most enjoyable bits of the game is when you enter a room full of nasties — you can spin your joystick through 360 degrees blasting all the nasties in one go.

This is a bit risky, though, and it's probably safer to pick them off in ones or twos.

When you have collected all

the keys the game is won. Each time you get a key it registers on a panel at the bottom of the screen — and with a bleep from the C16.

If you liked the original Berserk game then you will like this too. It's encouraging to see Commodore supporting the 16 with some good quality games. **[E.L]**

Presentation: ■■■■
Skill level: ■■■■
Interest: ■■■■
Value for money: ■■■■

JET SET WILLY

COMMODORE C16 and Plus/4 TYNESOFT

Price:
£7.95/cass

Jet Set Willy, the game all us C16 and Plus/4 owners have been waiting for, with excitement and anticipation. Will such a complex game like this fit into a much smaller machine? The answer is simply NO. Well certainly not the way Tynesoft have attempted to do it.

You play the role of Manic Miner who has now become rich and famous. Joined the Dynasty set, so to speak, Champagne coming out of his ears etc. And like all Jet Setters, throws a party in his cliff top mansion.

Before he can get to his room, his maid Maria makes him collect all the empty glasses placed in various rooms of the mansion. It sounds pretty easy and uncomplicated, but like all good mansions, there are

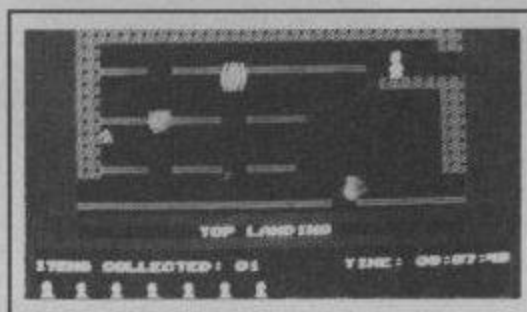
endless rooms, each with their own little nasty.

During the conversion of this 64 classic, some drastic measures have been taken to squeeze the game into 16K memory. For a start the sound is even worse than its predecessor *Manic Miner*. There is only one sound throughout the entire game, and that is when you collect an item.

I do wish programmers would be a little more inventive in this direction. Even when you die all you get is a quick flash of the border, a very poor attempt to catch your attention. An unworthy effort by Tynesoft given the C16 and Plus/4 sound capabilities.

Another major disappointment about this game is the actual playability. Movement is so bad I ended up playing the game on the keyboard. For some strange reason Tynesoft have scrapped the idea of having 'fire' to jump and opted for 'up' to jump. Consequently when you want to run and jump you have to wrench the joystick into the top diagonals, making the game that much harder to play.

Also when Miner Willy moves there



Miner Willy becomes a little arthritic with his move to the C16.

are occasional double images and characters overlapping, plus there are lots of bugs in the programming of the game. This resulted in my absolute confusion as to what is supposed to be happening. Sometimes when you lose one of your eight lives the game ends, and when you pass onto some screens it takes you right back to the beginning. This game is far too frustrating and expensive to make it worth playing.

A big disappointment to me, I was so looking forward to the release of *Jet Set Willy*, and hoped it would be as exciting to play as *Manic Miner*. The sad thing is that with a bit more time and effort spent, this game could have been as much a success as the original, the potential is all there, it has just been wasted.

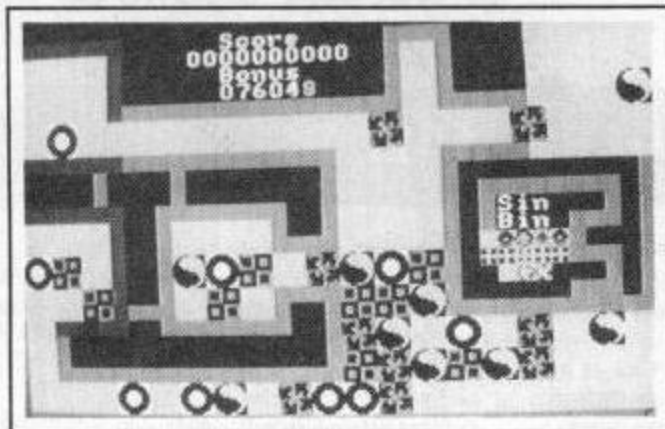
My advice is steer clear of this one, it is a lot of money to pay for disappointment.

James Pickering

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

4
Overall

46



Liquorice Allsort-like aliens — much brighter and prettier than this pic suggests.

OBLIDO

C16 and Plus/4 MASTERTRONIC

Price:
£1.99/cass

Personally, I'm sick of seeing classic 64 games converted for the C16. Very few of them seem to come anywhere near their 64 counterparts, tending to suffer from scrappy graphics and jerky animation. Fortunately, *Oblido* makes none of

those mistakes, making full use of the C16's capabilities without overstretching them.

At first glance *Oblido* looks incredibly complex, the screen littered with coloured blocks and maze-like paths. All becomes clear quickly though, and the actual game-play couldn't be simpler.

On the screen are four sets of nine blocks, each a different colour and

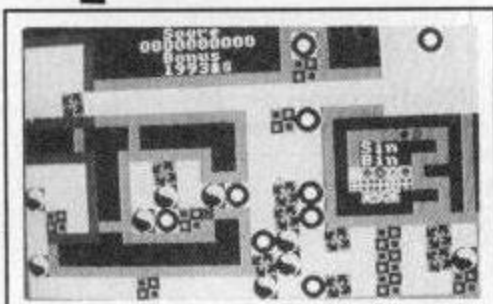
other parts of the screen. On it's own, this is not a difficult task, but you're racing against the clock and the nasties are escaping from the 'sin bin'.

Nasties move around the pathways firing at you. Stopping a slug or direct contact with one will seriously reduce the time left on the clock, but you can fight back. Your weapon is pretty ineffective, but squashing them with a block or two proved to be more effective. Killing nasties not only makes your task easier, but also scores points.

I really enjoyed playing *Oblido*, it's not often you find a game as addictive as this at a bargain-basement price. The graphics are bright and clear, the action is smooth and fast and the soundtrack is in character with the action. It's a pity there aren't more games of this quality for the C16. Any chance of converting it for the 64?

Fred Reid

Addictive game at a bargain basement price.



Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

9
Overall

C.U. Screen Star

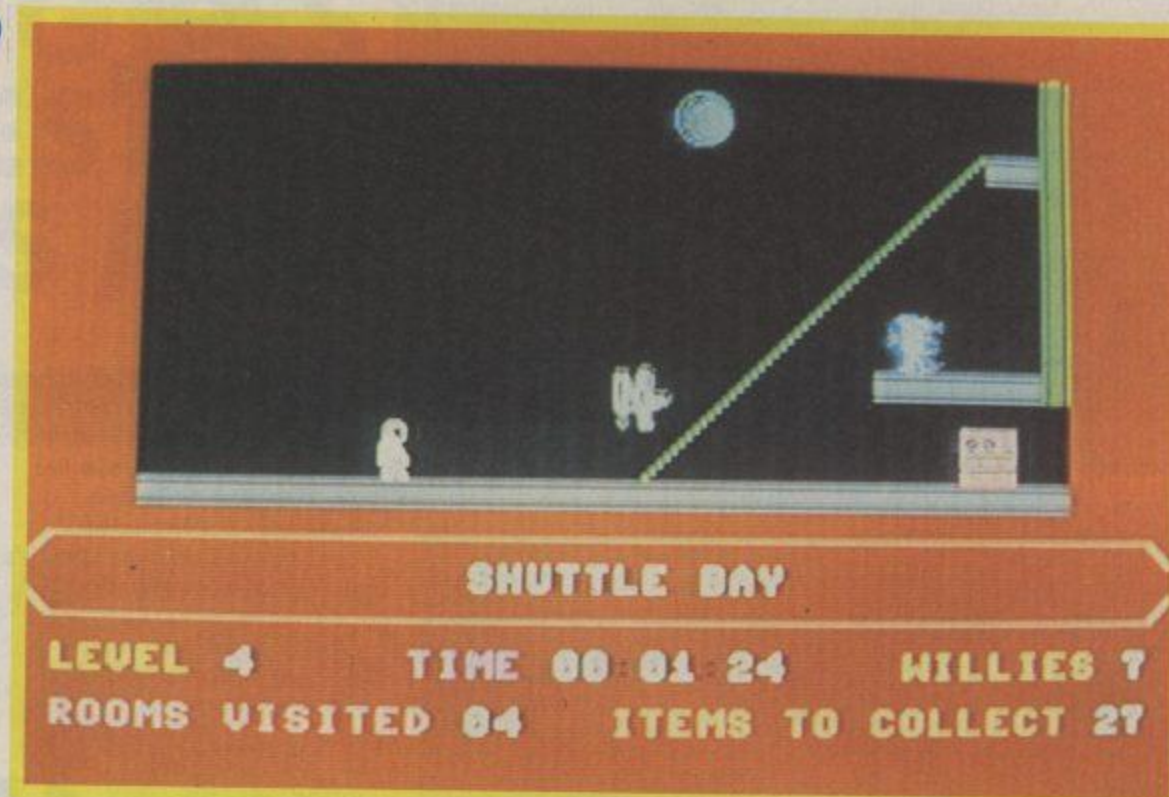


**C16 and Plus/4
TYNESoft**
Price: £6.95/cass



C.U. Screen Star

C.U. Screen Star



SHUTTLE DAY

LEVEL 4 TIME 00:01:24 WILLIES 7
ROOMS VISITED 04 ITEMS TO COLLECT 27

JET SET WILLY II

The people at Tynesoft have sure been busy flashing the old cheque book around. Just recently they snapped up the rights to *Who Dares Wins*, now they're forking out again for the first hero of the platform game, none other than *Jet Set Willy* himself.

It occurs to me that you may be an alien from another planet, here to observe our strange Earth customs, in which case you won't know much about *Jet Set Willy* and the incredibly influential role he has played in the evolution of computer games.

Come to think of it, you wouldn't know a lot of other things either. Like why no bus comes for an hour and then three turn up, or why they put letters on the lids of Smarties, but I'm afraid I can't help you there.

To return to the subject in hand,



Willy swaps his flat cap for a spacesuit

long ago, in the days when a Spectrum was the only home computer you could buy, a bright young chappie by the name of Matthew Smith (I think) wrote a game called *Manic Miner*. This game was, for its time, the ultimate in home computer entertainment. The game was so popular that the publishers, Software Projects, wasted no time in converting it to every popular games machine that was invented. The author is now stupendously rich and lives in a huge mansion in Neasden where naked Philippino women provide for his every need.

The reason for the game's success is quite simple — it's a very good game with a cute central character — *Miner Willy*. In emulation of his creator's success, *Miner Willy* also became rich and moved to a mansion and *Jet Set Willy* was borne.

To celebrate his new found wealth Willy threw a party for his friends, but things got a bit out of hand and they left the place in a terrible mess. In the original game Willy has to

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

8
Overall

collect the empty glasses from every room in the house before his housekeeper will let him go to bed and sleep it off.

Jet Set Willy II is subtitled *The Final Frontier*, so presumably there won't be a Sequel. The storyline is somewhat more contrived than that of its predecessors. Here goes. Whilst recovering in hospital from a fall Willy gets the builders in to repair the stairs that caused him to come to grief. To cut a long story short, the builders turn out to be little green men with a talent for building extensions and making a lot of mess. In other words this is *Jet Set Willy I* with more rooms — over eighty of them to be precise.

For those who still haven't got the hang of it, you must move Willy around the various rooms, collecting little boxes perched in hazardous positions. Gremlins abound in the form of poisonous flowers, barrels, razor blades and hideous faces in a hundred different guises.

Some are stationary, but most leap, bound, hover and slide all over the place. There are moving walkways, staircases and one or two other interesting environmental features.

The game is loaded in four sections in order to cram all the screens into the C16's meagre memory. When you've managed to collect all 30 objects from the first part of the house the next section loads, and so on.

If you don't already have *Jet Set Willy* then I recommend you go out to get this one. Everybody should have at least one variation of the all-time definitive platform game and this is certainly the most extensive. It's certainly good value for money because it's one of those games that keeps you occupied for ever — well for a long long time anyway.

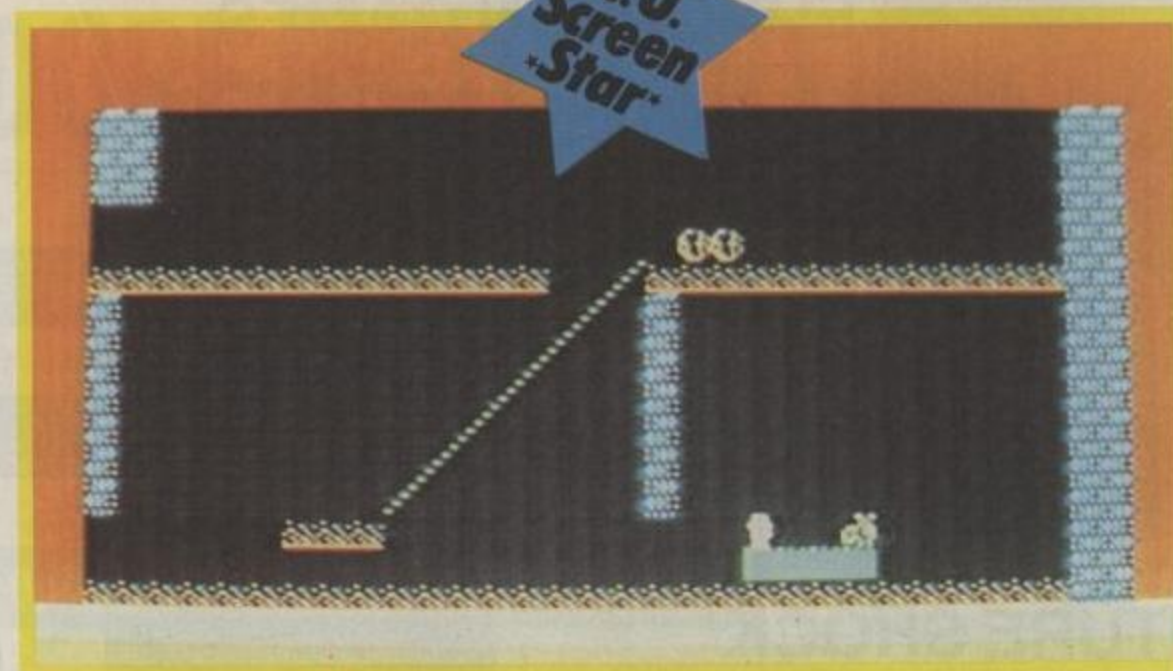
Only one complaint about a game that is excellent in every other respect. There is a rather annoying bug that causes you to lose all eight of your Willies in rapid succession — not much fun I can tell you. It happens if you collide with a baddie in a confined space. The program returns you to exactly the same spot each time with no chance of escape.

Apart from that I liked it a lot. The first person to write in and tell me why they put letters on Smartie lids can have my copy.

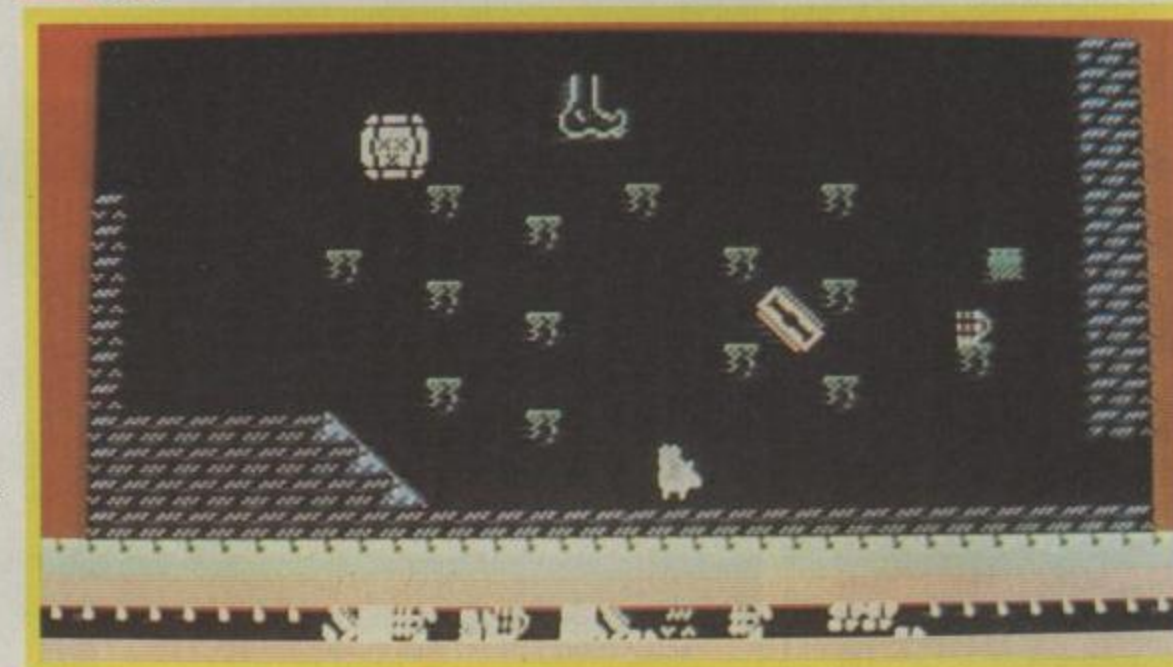
Ken McMahon

Screen Scene

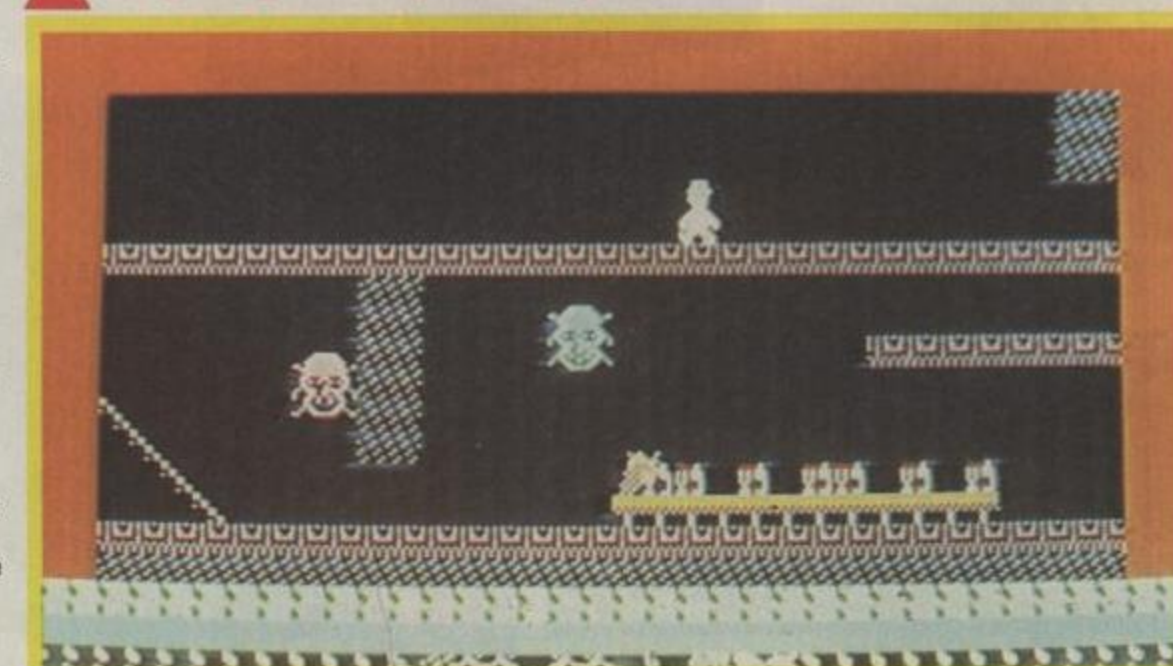
C.U. Screen Star



Start here — in the bath, but don't forget the taps



Willy changes his shape in the Nightmare Room



It's banquet time in Willy's mansion

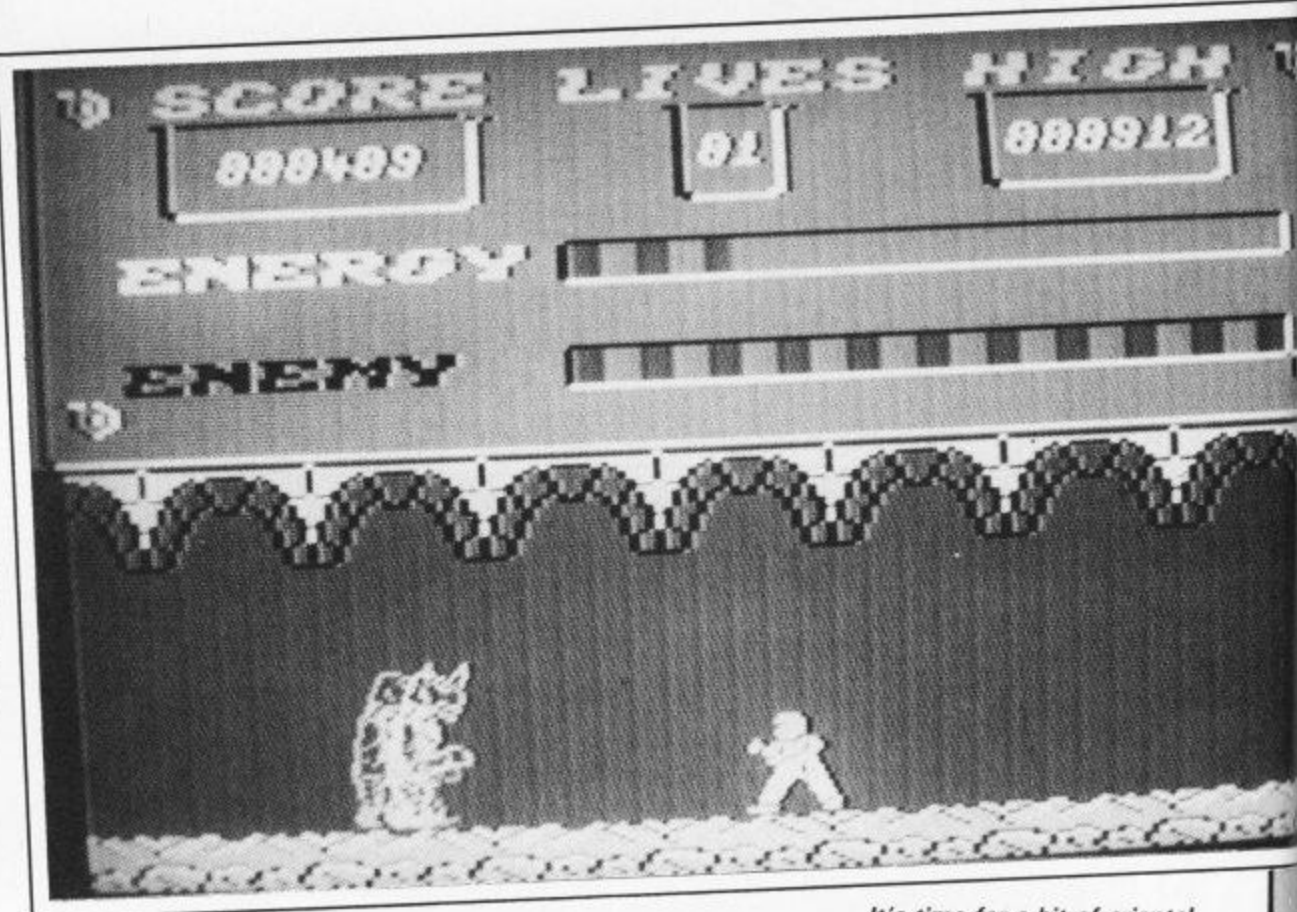
C 16

KUNG FU KID Commodore 16 Gremlin Graphics Price: £6.95/disk

Oriental fighting games have finally made it on to the C16 with this and Amco's Thai Boxing, but can you expect a decent *Fist* equivalent?

Emperor To Ming has banished you to the eighth skill level. Exactly why he has done this terrible thing is not altogether clear, but according to Gremlin it has been brought on by your own folly. That will teach you to fool around with the Emperor's daughter.

To get back to where you came from you must fight your way past eight different kinds of opposition, starting with the Emperor's minions.



You, The Kid, are standing in the middle of the screen dressed in what looks like a Windscale worker's overalls, but is I guess supposed to be a pair of kung fu

pyjamas.

The minions attack from either side, but there are usually more coming from one side than the other. You have four options:

1: Stand your ground and let the

It's time for a bit of oriental minion munching with the Kung Fu Kid.

minions bump into you. This is not recommended. As well as being quite boring it will deplete your energy reserves very quickly.

2: Run away. Equally ineffective. Either the minions catch up with you, or you bump into those coming in the opposite direction.

3: Jump over them. This is O.K. for single, isolated minions. But if there are several you'll get caught on the way down.

4: Punch them. In 99% of cases the most effective way to deal with minions and of course the only way to score points. Timing is critical, mistime it and the minion will bump into you, further depleting your energy reserves.

Of course the most successful method is a combination of all four of these. When you've punched sufficient minions on the nose (indicated on the minion

meter) you get to have a bash at the next bunch.

Future opponent could include various oriental nasties from any one of sharigans (what's a sharigan?), daggers, swords, or magical pots.

To tell the truth I don't know which, I got pretty fed up after half an hour or so of minion munching. The game just doesn't have enough variety or incentive, to hold your attention for long enough to accomplish anything.

If you're looking for a C16 version of *Exploding Fist*, you'll be disappointed with this.

Ken McMahon

Graphics	★★★
Sound	★★★
Toughness	★★★★
Staying Power	★★
Value	★★

In keeping with our policy on the C16 there's more news and reviews in the mag than ever before to help out all you beleaguered owners out there. This month we've put together a software roundup set up a great competition along with our exclusive review of *Commando* and provided you with the first chart for C16 gamers. Look out for more next month.

WORLD SERIES BASEBALL Commodore 16 Imagine Price: £7.95/disk

As a C16 owner myself, I know how annoying it can be to see games compared with their C64 equivalents and, inevitably found lacking.

I wouldn't be doing it now, were it not for the fact that this version compares well in virtually

every respect with its 64 predecessor.

Assuming you have two joysticks and at least one friend you can play against each other. If you lack the necessary hardware or company you can play the computer — a formidable adversary. I chose the second option and found myself batting at the crease, or home plate I should say.

You get an eagle's eye-view of the proceedings from a point just behind the backstop. Whilst this gives you an excellent view of the whole playing area, it's not very good for close up action.

For example, when you need to judge exactly when to hit the ball, you watch the giant video screen at the back of the stadium.

The normal rules of baseball apply. You get three chances to smack it one and make it to first base, or further if you can.

I found batting the most difficult operation of all. The direction of the ball seems to be controlled purely by timing rather than joystick direction. Nine times out of ten I was caught (by the same fielder) and if that didn't happen I just hit it straight back into the hands of the pitcher. Obviously more practice required there.

Once I had mastered it to some degree hitting a home run gave me as much pleasure as it must have Babe Ruth.

Fielding was much easier to pick up. As pitcher you have the

option of varying the height and speed of the delivery by joystick position.

You can try foxing them with a high, slow one, or give it to 'em fast and low with a left hand swerve. I only got hit out of the park once!

More usually, when the ball is hit, the nearest fielder is moved to it under joystick control and automatically picks it up. Again using the joystick you can choose which base to return it to. If you move and think fast you might just run somebody out.

The innings is over when three men are out and a match consists of nine innings per side.

World Series Baseball is every bit as enjoyable as the 64 version. It's great fun playing the computer and I can imagine it would be even better against a real opponent.

If you don't already have one I'd recommend you buy a second joystick at the same time!

Ken McMahon

Graphics	★★★★★
Sound	★★★★
Toughness	★★★★★
Staying Power	★★★★★
Value	★★★★★

GULLWING FALCON Commodore 16 Gremlin Graphics Price: £6.95/disk

I don't think there's ever been a good version of the Buck Rogers arcade game for the 64 let alone the C16.

Undeterred Gremlin come forward with their offering and it's certainly a toughie.

This is probably the most difficult game I've ever played on the C16. One thing's for sure, *Gullwing Falcon* is not a game for rookie pilots.

It's one of those 3D type games where you get the illusion of actually flying into the TV screen.

The object is simply to shoot down the invading space pirates. On the first level there are 25 of these, if you manage to reach the second level there are 35, and so on.

If the pressure gets too great you can fly between the pillars of stone, or so it says on the inlay. 'The pirate ships dare not travel between the giant stone posts'. Who can blame them? All it takes is one pixel in the wrong direction and splat.

I found it took all my energy and concentration to avoid smashing into the pillars of stone which zoom up on you at about warp 10. When I wasn't doing that, I was doing my level best to avoid colliding with the space pirates.

On the rare occasions when I wasn't doing either I actually managed to shoot one or two down.

There's ninety-nine levels with a maximum of ninety-five aliens per level. Phew, that's trigger crunching in the extreme.

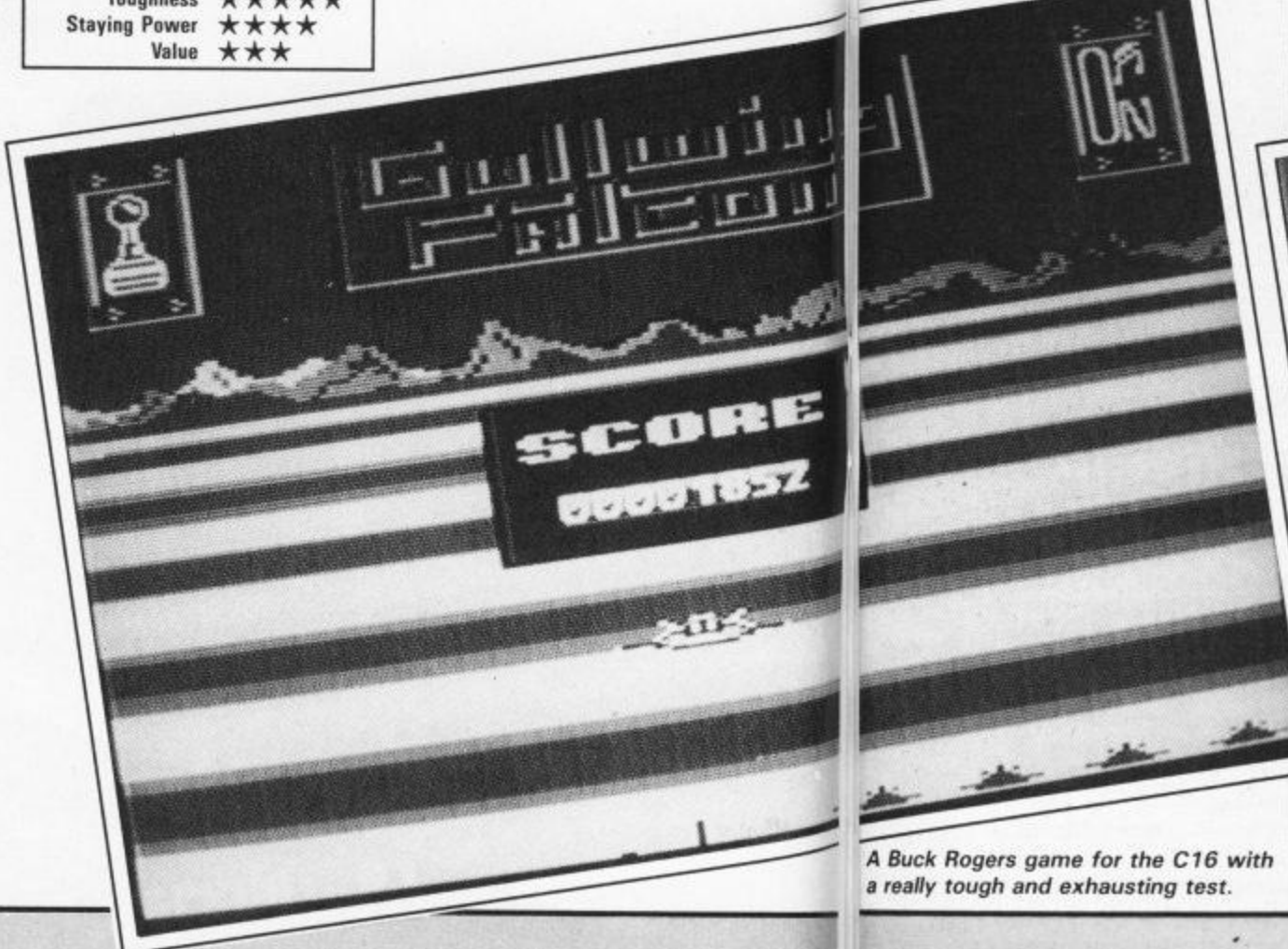
If there's one criticism I'd make it's that the joystick works the wrong way round. By which I mean that your ship goes left and right as it should, but when I pulled back on the joystick I expected it to go up and it did the opposite.

I reckon the programmers have done really well to get a 3D Buck Rogers type game out of the C16, but a game needs more than just technical merit.

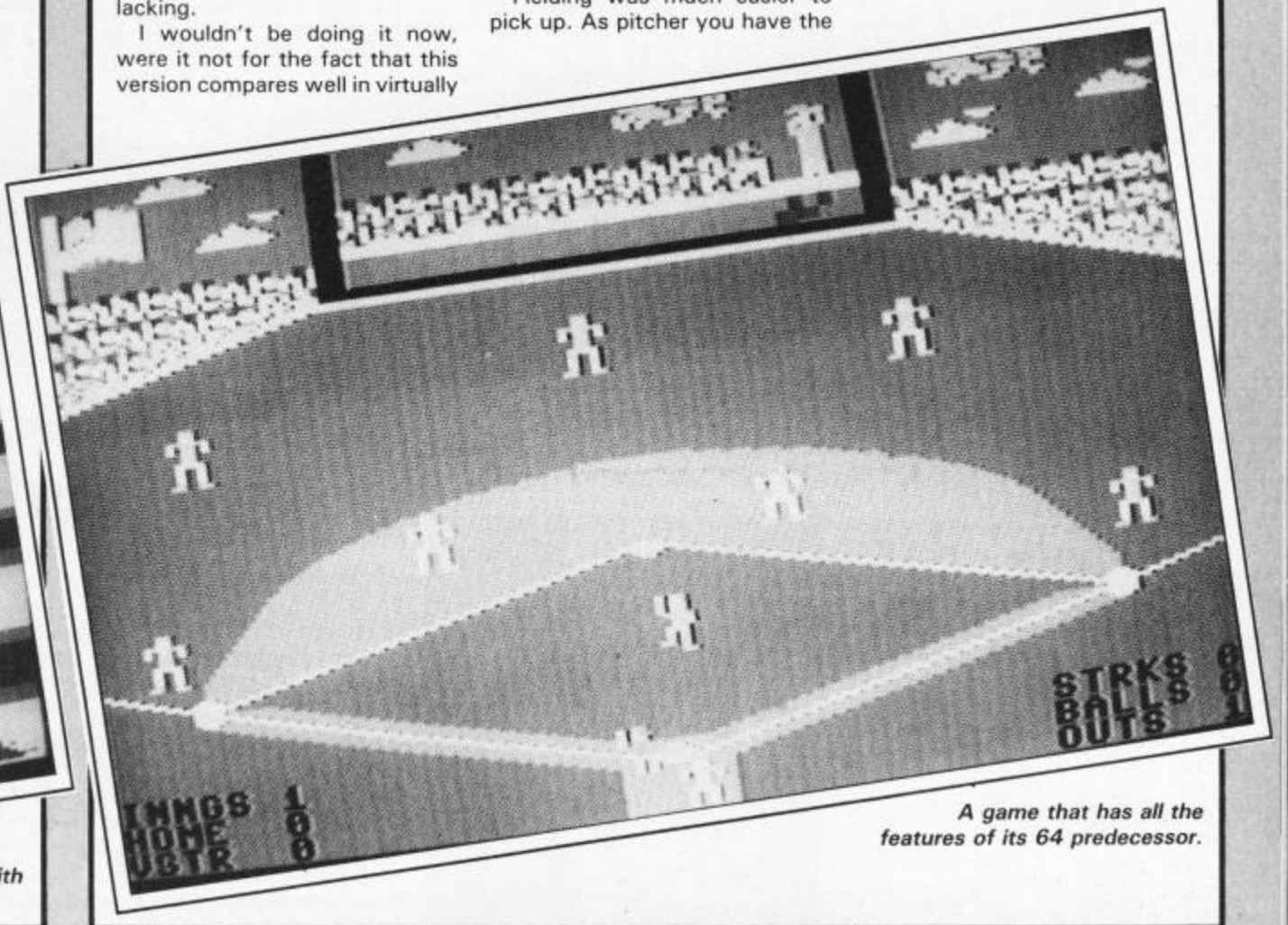
If nothing else *Gullwing* is the kind of game that's so difficult it fires you with even greater determination to beat it. A must if you're looking for a really tough arcade challenge.

Ken McMahon

Graphics	★★★★★
Sound	★★★★
Toughness	★★★★★
Staying Power	★★★★★
Value	★★★★

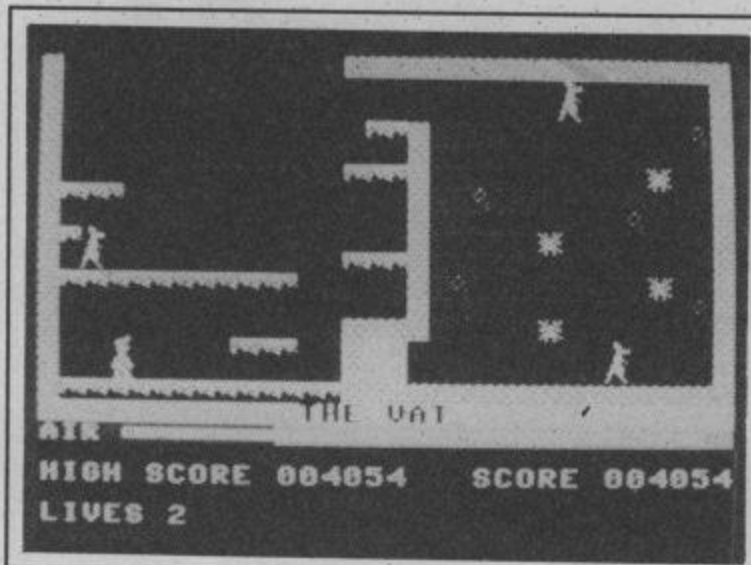


A Buck Rogers game for the C16 with a really tough and exhausting test.



A game that has all the features of its 64 predecessor.

MANIC MINER



COMMODORE 16 and Plus/4 SOFTWARE PROJECTS
Price: £5.95/cass

Whilst waiting for the game to load, I passed the time refreshing my memory of this game reading the inlay card. It all came flooding back.

Miner Willy while prospecting down Burbiton Way, stumbles upon an ancient, long-forgotten mineshaft. On further exploration, he finds evidence of a lost civilisation far superior to our own, which used automatons to dig deep into the earth's core. Actually all the information you need to know is shown whilst the game is being loaded anyway.

I don't think there can be anyone who enjoys computer games, who doesn't know how to play *Manic Miner*, but I will explain the basic idea of the game just in case.

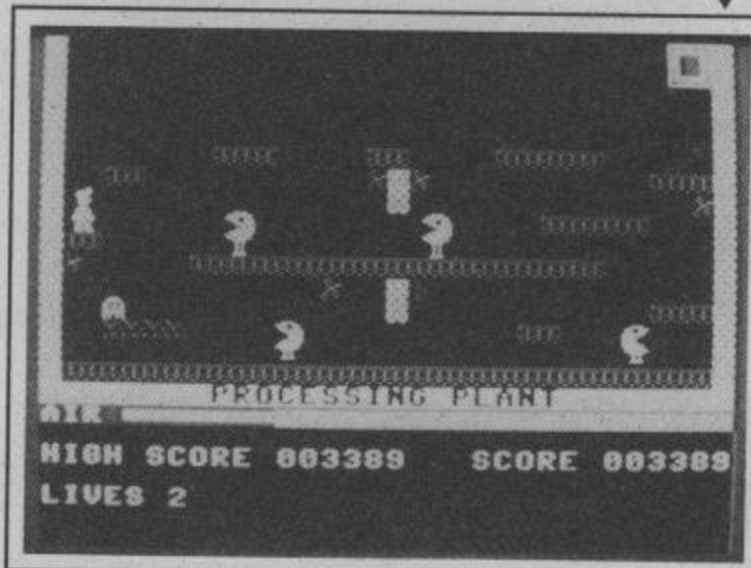
You control Miner Willy and the

idea is to collect the flashing objects from inaccessible places, avoiding the inevitable nasties like poisonous pansies, spiders, slime and manic mining robots. Conveyor belts and jagged pieces of rock also hinder your attempts to conquer the game. Fall heavily and you lose a life, and don't forget there is only so much air in the cavern so time is of the essence. The only pro is a bonus for fast completion of a screen.

The game starts off in the famous 'Central' cavern, where you have to collect all the keys, whilst avoiding the mining robot and thistles. Once

How is Miner Willy going to get those keys, avoid the kangaroos, and get onto the next screen?

Dodge the mutant Pac Men in the processing plant.



Willy has collected all the items, he has to go to the portal to be transported to the next screen. My favourite screen is the Abandoned Uranium Workings, Miner Willy has to jump from ledge to ledge collecting the keys as he goes. Just get one foot out of place and it's a long way down. I can get as far as Eugene's Lair, and that is my lot. And oh, how I've tried and tried to get past it.

The quality of graphics on these screens are excellent, well done Software Projects, this conversion works really well. The only criticism I have is the sound, or lack of it. When the famous Manic Miner tune has gone, the only sound you hear is when you die or collect objects (and even then it's only a click), perhaps a cheer would be appropriate.

Also the game starts playing

Our Editor's favourite screen — Eugene's Lair. Fame at last.

automatically, so if you want to play you have to lose all of your lives, so you can start your game. It would have made life a lot simpler if you could have just pressed Fire to start.

Having said that, *Manic Miner* is a fast and addictive game, you just have to have one more go, until you are up half the night trying to conquer it. MM is not the most original game in the world any more, but I cannot imagine my C16 collection being complete without it.



Very precise jumps here if you are going to get out of the abandoned Uranium workings.

Let's hope that Software Projects convert *Jet Set Willy* and *Jet Set Willy 2* in the not too distant future as well.

James Pickering

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

9
Overall

screens otherwise we would have told you exactly how many. I would say 20 to whack.

It's not so much the number as what's in them. The rooms all look pretty much the same except they have doors in different places. The hieroglyphics on the walls actually don't look too bad. The programmers have decided to throw the best stuff at you first.

When you move into the second chamber a mummy with trailing bandages lumbers towards you. This is where the first problem arises. The characters have been designed on a grid much larger than the space they occupy and when they come anywhere near your man, bits of him disappear as the two 'sprites'

overlap. It gives the game a very amateurish appearance. By the way, I said characters, but the other one is a spider. Apart from you they are the only things that move, not including a rectangular shaped thing that looks like a mistake.

There are four parts of the key to collect and I managed to get hold of three of them in about ten minutes. I also found an apple and a spade obviously intended for some purpose. I would advise you to steer well clear of Pharaoh's Tomb. It's a pretty shoddy piece of software and I don't think much time or thought has gone into producing it. The only professional looking thing about it is the packaging.

Ken McMahon

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

1
Overall

C16 and Plus/4 MAGNIFICENT 7
Price: £4.95/cass

Well, well, what have we here. Could it be another company cashing in on the success of ancient Egyptian games like *Entombed* and *Scarabaeus*?

My philosophy has always been that there's nothing wrong with ripping off other people's ideas as long as you make a good job of it. Not to put too fine a point on it, Pharaoh's Tomb is the biggest pile of garbage I've seen since the binmen went on strike.

Here's the story. You are an intrepid explorer taking an afternoon stroll through the Valley Of The Kings when you stumble across hieroglyphics telling you of the evil reign of an ancient wizard. The secret of the wizard's power is the triangle of the Gods, the key to which he has broken into four parts and scattered throughout the

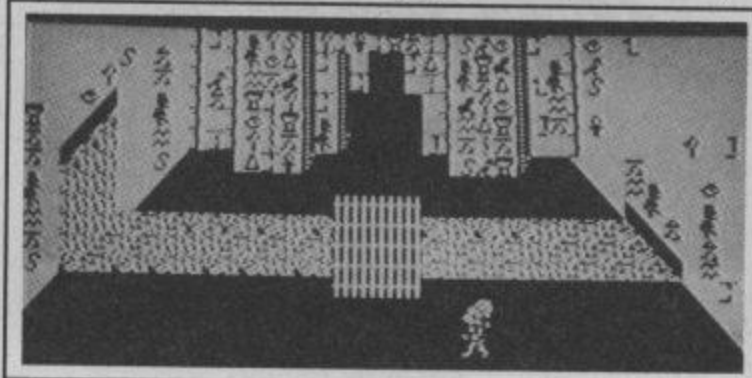
pyramid.

What annoys me about this is that it was obviously written on the back of an envelope one lunchtime in the pub. Where's the research? The consistency? Wizards in ancient Egypt, what are they talking about? And everyone knows there are no pyramids in The Valley Of The Kings. Unimportant you may think, but this

is what's supposed to be selling you the game and setting the mood.

And so to the game. 'A graphical adventure with many hi-res screens' it says. For which read a graphical adventure with not that many

Pharaoh's Tomb — we are talking naff.



KICK START

C16 and Plus/4 MASTER-TRONIC
Price: £1.99/cass

springboard which launches you skyward at just the right moment. Landing is of course an altogether different problem.

Each section must be completed within a given time limit, indicated by a clock at the top of the screen. When a section is completed your bike slows to a halt and you get a bonus for time remaining on the clock and any bikes that you have left. A replacement bike is also awarded up to a maximum of five.

There are sixteen sections altogether, as each one is completed a little flag appears on the screen. The obstacles and hazards become a lot more interesting as you progress. Section two has balloons which can be collected for bonus points, but probably the most impressive was section six, where lightning bolts are hurled earthward from thunder clouds.

If I had to make a criticism it would be that there is not really enough variety in the different sections. The same things seem to crop up repeatedly in a slightly different arrangement each time. Hence you have rows of three buses, rows of four buses, individual logs,

Gather speed before leaping the buses.

The aim of the game, as Mastertronic like to say, is to ride your dirt bike through sixteen screens filled with some pretty tough obstacles.

The first thing that strikes you about the game is the great intro music. The sound on C16 games improves with every new release and this is no exception.

Hit the fire button and your trusty two stroke revs into action. You travel across the screen towards the right as the ground scrolls underneath.

In no time at all you're confronted with some pretty heavy looking obstacles. Actually to begin with they're not too bad, they just get you into the swing of things. Holes appear in the ground, logs are carelessly left lying in your path, rows of double decker buses appear



from nowhere. With most of these it's simply a question of getting the speed right and hitting the fire button at the right moment to jump over them. You are given a little help with the buses in the form of a

logs in a pile, scattered logs etc. While this tends to make the game look a bit monotonous, it remains nonetheless, quite a challenge and fun to play.

Ken McMahon

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

8
Overall

MOLECULE MAN

**C16 and Plus/4
MASTERTRONIC**

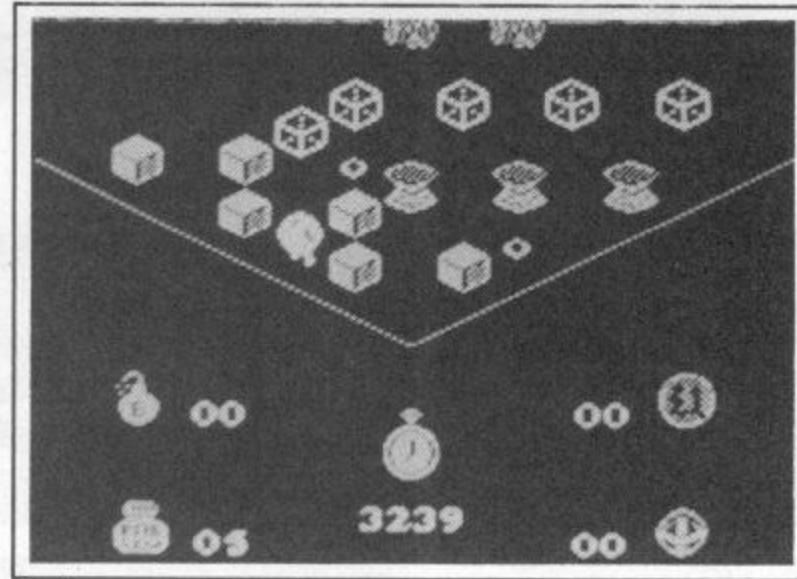
Price: £1.99/cass

If you were born yesterday or if this is the first time you've bought CU, then you obviously haven't heard of a software company called Ultimate. This particular company designed a few games that were played in three dimension and you didn't have to use those funny glasses. The 3D look is presented by viewing the playing field from a raised position from one of the diagonals of the rooms that you are currently in.

The amazing thing about the games from Ultimate was that you could see your character going in and out of the surrounding objects. Unfortunately, *Molecule Man* hasn't got any fancy under and overlap routines, but it still has a reasonable 3D effect.

Apart from the 3D graphics the most shocking news is that *Molecule Man* comes with 256 rooms and as each room is a 7 x 7 grid, that means there are 12,544 squares in total. In other words, if you wanted to map it you'll need a 112 x 112 grid of squares and about six months to spare — anybody who maps it deserves a gold Blue Peter badge.

You control the *Molecule Man* with only one aim and that aim is to survive. Trapped in a maze of overturned stools, cabbages, gold bars, Rubik's cubes, cheese wedges,



Huge arcade-adventure.

mushrooms, bollards, playing cards, gyroscopes, bombs, pill vending machines and coins. So what do you do? Grab some grub and have a picnic with an enigma (I game it that name, I hope the author doesn't mind), it's a sort of monster that continuously pulls funny faces.

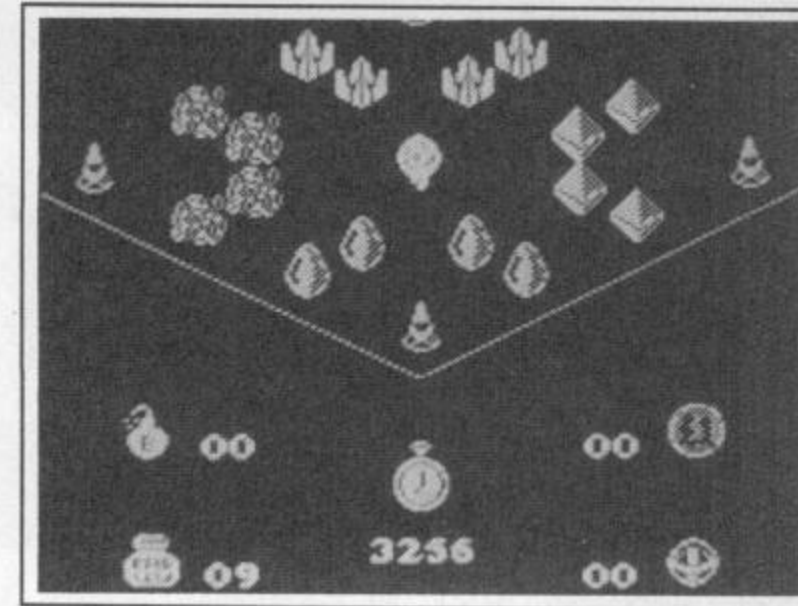
Actually, you're meant to charge around collecting any coins you find on the floor and buying life-saving pills, to stop your character from kicking the bucket, from vending machines. After you've built up your life length you must buy a bomb from a vending machine with a bomb in it, with this you can blast away bits of the maze so that you can get a gyroscope — you're to collect 16

of these gyroscopes to activate a teleporter that presumably saves you.

But there is a catch, Catch 22 you might say, if you do buy a bomb and get a gyroscope, the chances of you finding another coin and pill vending machine soon enough are very slim.

I must warn any potential buyers that though the instructions state that *Molecule Man* can be played with joystick, I've found that it can't be, so don't come crying to us. It's not that I mind using the keys but Mastertronic can be guaranteed to have plenty of abuse bellowed down the phone from angry buyers.

The graphics are very well done and your character, a bubble on legs, is well animated. The colouring is



Molecule Man — "A bargain and a half".

enough to make a spectrum owner get excited about, but C16 and Plus/4 users are used to multi-coloured graphics so they'll just have to do for now.

All this cramming as much into the game as possible has left the sound pretty low. If there's one thing I hate it's when programmers treat the machine as if it's got no sound chip.

Despite all of these problems I love this game, I'll even finish it one day. If you like arcade adventures, don't give it a miss because of the keyboard controls. Give your joystick a rest and I think you'll find that for only two smakaroonies this is definitely a bargain and a half.

Fikret Ciftci

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10
Overall	8									

MASTER CHESS

**C16 and Plus/4
MASTERTRONIC**

Price: £1.99/cass

How many of you watch chess on TV without falling asleep? Don't get me wrong here, I'm not slagging the game off, it's just that I can't stand watching others play.

I feel sorry for all those poor people who decide to watch that pair of Russians — about one move a day I think it was.

I must confess that it took me four attempts to beat the computer but my friend Murat 'Balboo' Aydin (Oi!

This isn't a request show — Ed.) smashed the computer on his first game. The problem with the computer's method of play was that it wasted too many moves by shifting its Rook (for example) back and forth waiting for me to attack.

A careful study of the computer's moves shows that it is very greedy for the player's pieces and you'll most probably get the computer in checkmate because it's after your Queen.

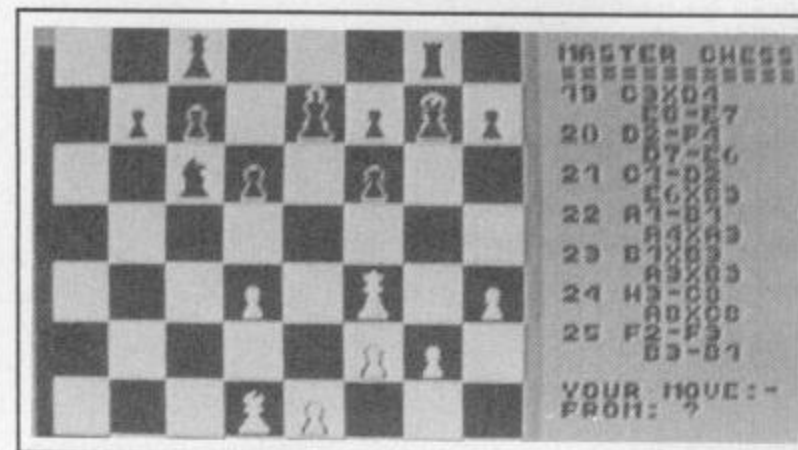
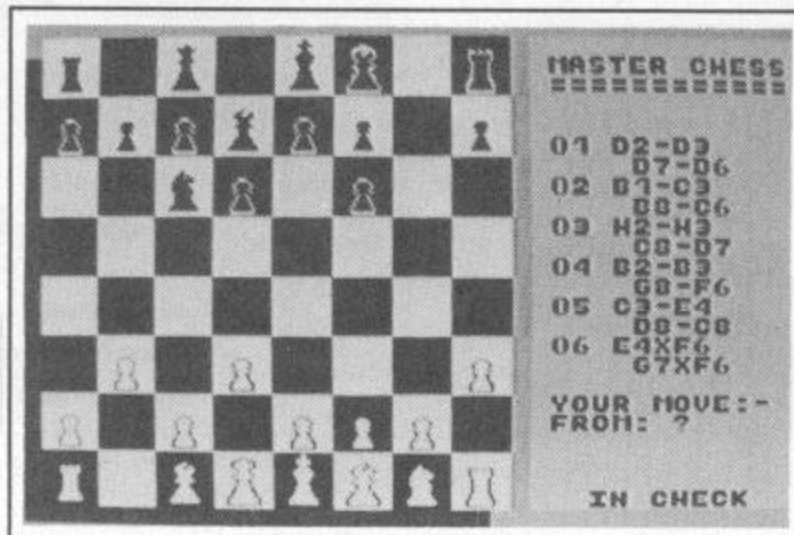
There is an option to set the level of play, this is by giving the computer more time to think about its move, which was from no delay to about one day. In practice it wasn't quite how I expected it to be, it appears that the computer thinks about its move first and then starts the delay timer. I gave the computer five minutes, hoping for a tough challenge, but it still made the same stupid waste of time moves as usual. And it lost.

I have always had this theory about chess games on computer — the game only plays as good as its programmer, so all we need now is a Russian programmer who is a chess expert.

The graphics are the usual kind that you will find in chess games, in other words they're stale and the sound even worse with just a bleep for your move (tut, tut).

I reckon the programmer only kept

'Starter-pack' chess is superior.



Check — to Fikret.

these departments simple so that it could be improved on the difficulty, but that didn't work out either.

You have here your bulk standard chess game with the usual save and load options and nothing else worth mentioning.

C16ers should avoid it completely (the starter pack chess game can kick this all over the gaff). Plus/4 people shouldn't bother either. This game has got to be the biggest con since *Commando*.

Fikret Ciftci

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10
Overall	2									

BUBBLE TROUBLE

**C16 and
Plus/4
PLAYERS**

Price: £1.99/cass

If, to you, bathtime means a bottle of Matey, a plastic boat and crinkly fingers, then it's time to hang up your loofah and think again.

Bubble Trouble claims to offer all the fun you can have in the bathroom (well, most of it anyway) without getting so much as a toe wet. The blurb goes: 'The fun takes place in the bath (doesn't it always!) where you, a small bubble, must increase your size enabling you to float to freedom.'

The screen shows a sort of cross-sectional view of the bath. If you don't see what I mean, imagine a 6ft wide TV screen running down the middle of your bath and you will get the picture.

So you are in complete control of this bubble which happily floats around the screen, sorry, water.

What you have to do is munch all these smaller bubbles that appear at the bottom (know what I mean?) and rise to the surface. If you manage to munch 10 bubbles you rise to the surface and disappear through the air vent, only to appear on the next highest level.

There are a few nice touches. At the beginning of the game the plug falls into the plug hole and the tap fills the bath with water accompanied by some well realistic sound (bath water is pretty easy to do). There's also a rubber duck which floats around on top of the water.

Of course, all of this would be a bit banal were it not for the spiders, nailbrushes, shampoo and other seemingly innocuous bathroom implements out to get you. You start with a generous five lives, so a few scrapes with the nailbrush won't set you back too far.

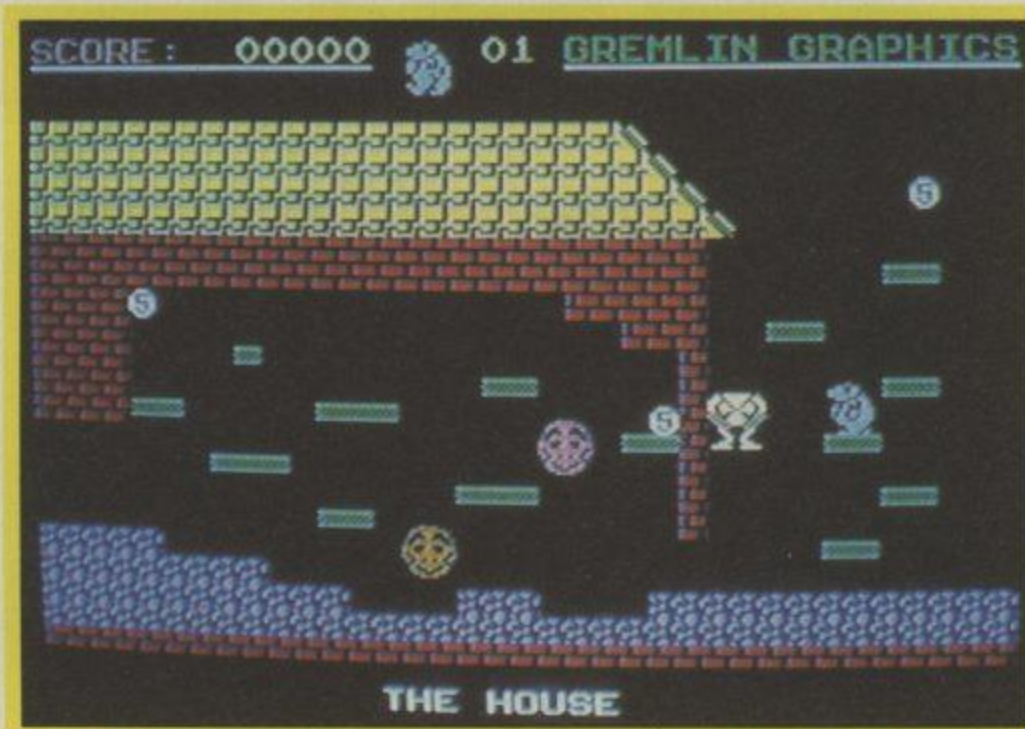
The most infuriating thing of all is that if you're not too clever at bubble munching, your score ticks back to zero and you have to start again. You get 60 seconds in which to do it, but I found that if you cannot do it in that time you are liable to run out of lives anyhow. If you want to avoid that, I'd suggest you use the keyboard rather than a joystick. Use G and H to go left and right; and SHIFT to go down.

I like *Bubble Trouble*. There is nothing mega-exciting about it, but it's a cute game, enjoyable to play and, like most of the Players range, good value. Just one thing puzzles me. Where do all those bubbles come from?

Ken McMahon



Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10
Overall	7									



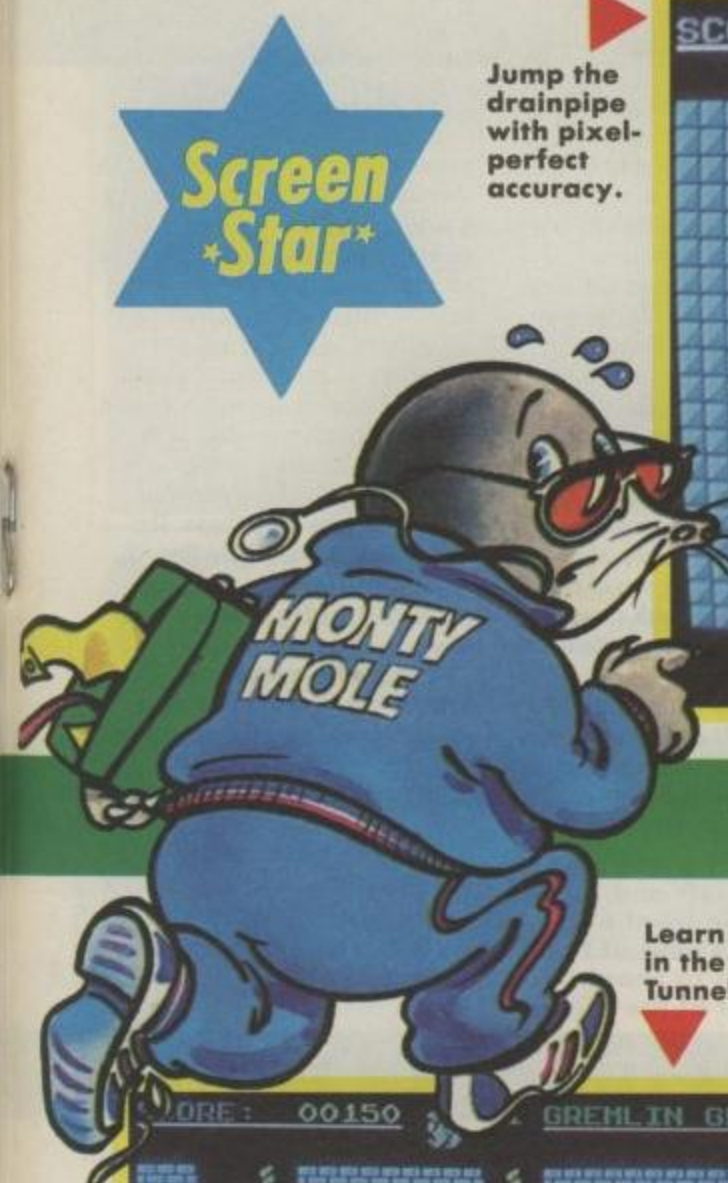
Polish off the first screen in no time — only 29 more to go before you get to catch the boat.

efforts that it was a joy to play. The C16 version, while not quite such a brilliant variation on the theme, is probably one of the best games of its kind on the C16.

Jason Perkins has done an excellent job on the conversion and has succeeded in coaxing almost the impossible from this machine's humble little bundle of chips. But there are a few notable omissions: Rob Hubbard's brilliant music is notable by its absence, the graphically excellent transporters are missing and Monty no longer performs a cute little somersault whenever he jumps.

But, as they say, what you've never had you won't miss. And I can promise you, if you didn't get to see the 64 version, you'll have little to complain about with this one.

While we're on the subject of complaints, here's a few points that



Screen Star

Jump the drainpipe with pixel-perfect accuracy.



C16 and Plus/4 GREMLIN GRAPHICS

Price: £6.95/cass

Screen Star

MONTY ON THE RUN

Monty Mole is the Mickey Mouse of Gremlin Graphics. Apart from having the same initials they are both, in their own way, animated Superstars. Well, maybe that's stretching things a little, but Monty has played the starring role in no less than two C64 games — the C16 version is his third screen appearance.

Amateur sleuths among you will have already deduced from the title that Monty has escaped from prison — Scudmore prison to be precise. For some unexplained reason he is superfit — perhaps they still go in for rock breaking down the nick. Anyway, he must exploit his mighty muscles to the utmost and run, dodge and jump his way to freedom through all thirty screens of the

game. The final objective is to get to the docks in time to catch the Sealink ferry and make your way, via the murky English Channel, to some faraway place that doesn't have an extradition treaty (Panama sounds like a good bet these days).

This involves not only escaping the usual gremlins to be found in these sorts of games but collecting gold coins en route to finance Monty's life of luxury as a retired crook — commonly known as doing a Ronnie Biggs.

When Monty first appeared on the C64 (sighs of nostalgia) platform games weren't exactly the latest craze around. But the game was such an improvement over previous

nit-picking reviewers like me take great pride in pointing out. In the Sewerage Works, there is a wall that you can simply walk through. It doesn't really matter too much, except that it's a one-way wall and there's no going back once you're through it.

Not so much a complaint as a piece of advice is that there are certain pieces of gold temptingly positioned in dead ends. Once you've picked them up (you've guessed it) there's no getting out. But there is, I think, a way to get them.

If you're good enough, and it will take a little practice, collect enough gold medallions to net you 950 points. With your 19 pieces of gold on board go in search of the elusive twentieth piece — the one stuck down a dead end. When you pick it up you will find yourself magically transported through the wall to freedom on the other side.

My final criticism is that, again in comparison with the original, the gold is a little too easy to get hold — and you don't pay tax. Too often it's simply a case of walk in, pick it up and stroll off with it under your arm. Ned Kelly never had it so easy. In the C64 version it would take several hours of staring at some screens just to work out a viable plan of action and then as long again to carry it out successfully.

But it doesn't do to wallow in nostalgia and there is something to be said for games which don't require an Einstein to get past the



Learn the ropes in the Escape Tunnel.

common to many of the screens. For example, a perennial problem are the huge pillars of steel that come slamming down on your head. They were much easier on the 64 version because they came down at regular intervals — on the 16 they're random so you can't time your run.

One more point, the 64 version had a cheat mode on it, you had to type 'I want to cheat' on the high score table. The C16 version doesn't give high scores so I couldn't try it.

Anyone out there found another way of cheating? Answers on a moleskin to Play To Win and no doubt you'll find yourself with some extra spending money.

If you've got seven sobs to spare (they don't need to be gold), I'd have no hesitation in recommending you to spend it on this game. It has to be the definitive C16 platform game released so far, but how about a change?

Ken McMahon

Lots of gold to be had here but watch out for the water trap.



Screen two, don't get squashed by the steel pillar, climb up the ropes and exit at the top.



first screen. And the game isn't easy in every respect. I played it for the best part of an evening (the part when you should be in the pub) and although I amassed a fair few points on easy gold I couldn't find my way around all thirty screens. So even if you strike it rich there's still a challenge.

The screens I did manage to get a look at mostly featured some pretty deadly combinations of dangerous structures and bouncing beasts. In the house the biggest danger is the drainpipes. These stick up out of the floor (usual bodged plumbing job) and

you must jump from the top of one to another with pixel perfect accuracy if you want to stay alive.

The escape tunnel is full of dead ends, but there are plenty of ropes, ladders and trellises to help you out of tight spots. The sewerage works is a doddle, just crawl around the piping and grab that gold. Although the cassette insert shows a screenshot of The Treestump (it looked pretty spectacular) I couldn't actually find it anywhere — maybe if I played Monty for a few months I'll get there.

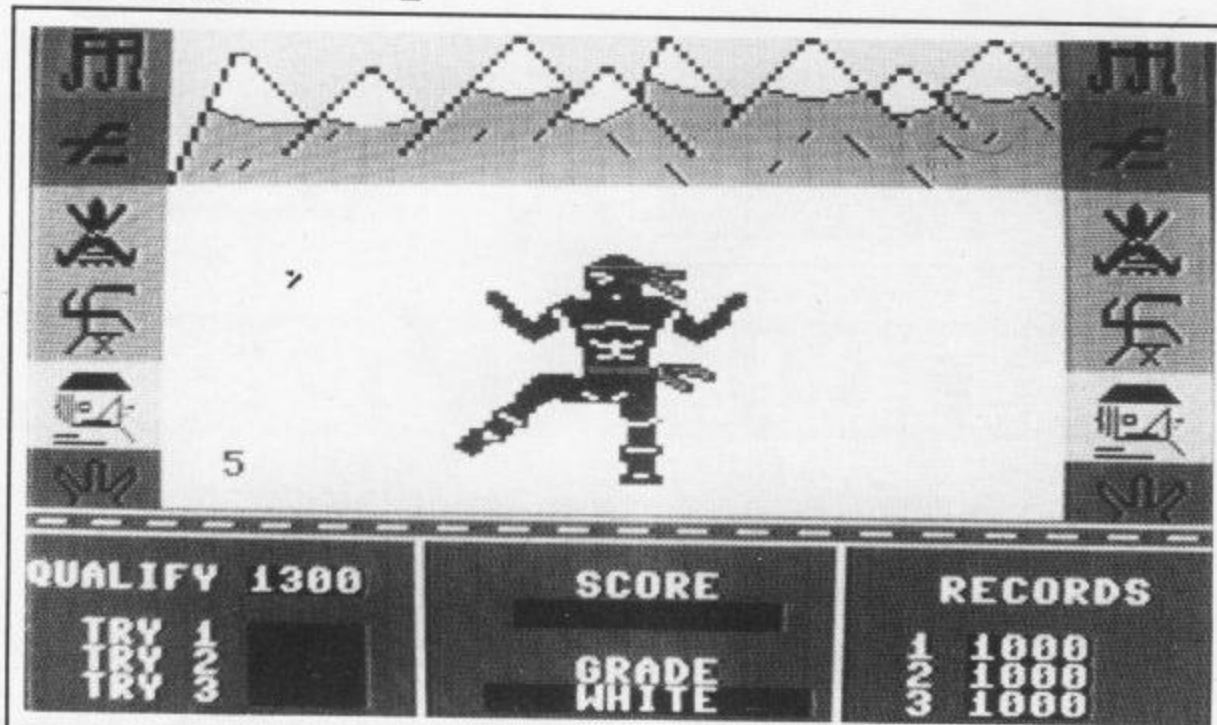
There are certain features that are

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

8 Overall

C16 and Plus/4 FIREBIRD Price: £1.99

Looks like the
'Dance of the Sugar
Plum Ninja'.



NINJA MASTER

Those of you who read the C64 reviews (and why not) will have seen my seminal critical work on that version of *Ninja Master* in the August 86 issue. I said it was a load rubbish (it was) and my advice was not to buy it.

Recognising a hot tip when they saw one, virtually every 64 owner in

the world went out and bought it, sending it rapidly towards the top of the charts.

Oddly enough, although the C16 version is almost identical, I'm more favourably inclined, I'll tell you why in a minute, but first, the game.

All I got was a cassette, but as I recall the blurb is something about

being brought up as an acolyte in a monastery because your parents moved house without telling you and nobody had invented the social services. *Ninja Master* is the final test of your skill — sort of 'O' level martial arts.

There are four tests which you must complete successfully. In test one you must defend yourself against flying arrows with your bare hands. The arrows appear on screen in one of four positions. The appropriate tweak on the joystick throws out an arm or a leg to stop it.

Test two: joystick wiggling Track and Field style. Pump up the power meter in 20 seconds before the Ninja chops some firewood.

Test three: more arrows, this time you have a sword.

Test four: Hit a 'blob' which flies across the top of the screen, using a specially-designed Ninja peashooter.

As you can see, it's pretty straightforward. My major complaints about the 64 version were that it was too easy, quite boring, the graphics were appalling, there was no sound, and I didn't like it. All of these apply to a lesser degree to the C16 version because it is identical in virtually every respect.

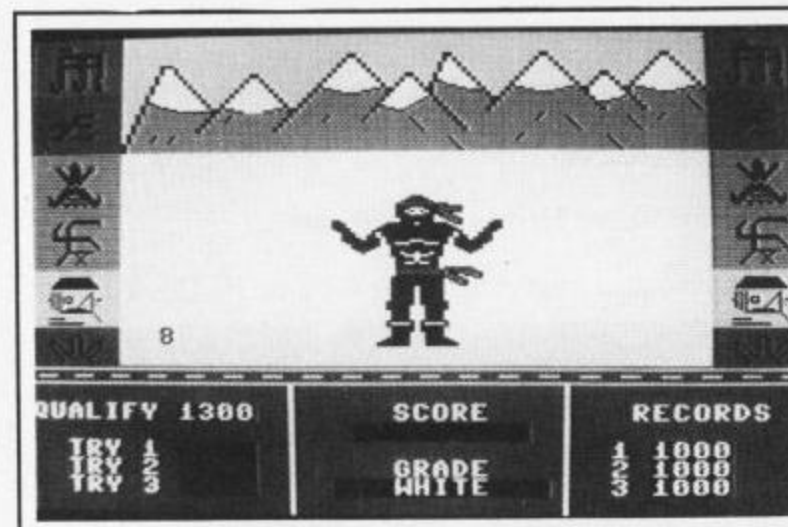
Why to a lesser degree? Because the C16 is a less expensive and less sophisticated computer and so your expectations are naturally lower. Compared with other C16 games, particularly the Oriental aggro variety, *Ninja Master* comes out smelling of roses.

Some of the criticisms are still valid. It is too easy. You can achieve

maximum points on the wood chopping at the second attempt, interestingly enough if you sit there and do nothing you still get 40. *Ninja Master* is crude and I wasn't exactly wild about it the first time around, but for all its faults it kept me amused for an hour or so.

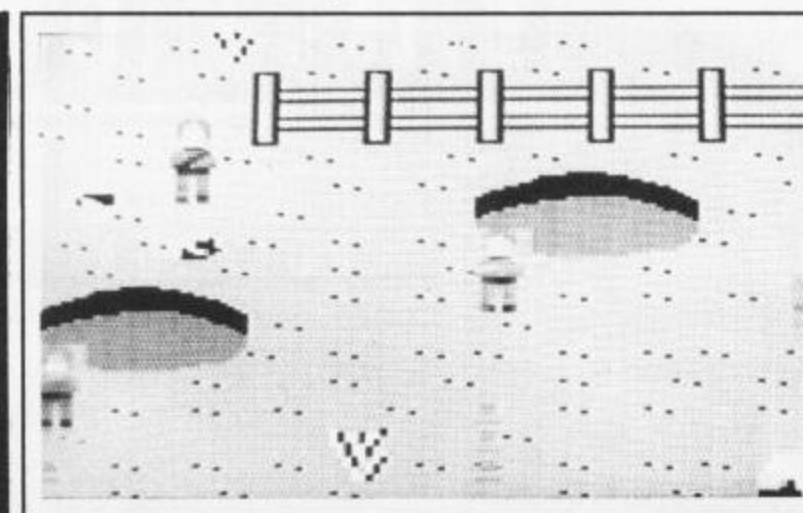
Ken McMahon

Ninja master — not as naff as the 64 version.



Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10
										Overall

4



GUN LAW

C16 and Plus/4 MASTER-TRONIC Price: £1.99/cass

Four months of attacking aliens have taken their toll — they've pinched all of your weapons and destroyed what they couldn't carry. To make things worse all of your soldier chums have lost their bottle and bolted for it. So there are on your own, aliens galore, your own weapons being used against you, with only your trusty machine gun and five lives tucked under your belt.

All of this is just an excuse for a *Commando* rip off. Mastertronic are well known for ripping off arcade games with good results, maybe that's why they're starting a new arcade label. Somehow I don't think they were going to pull it off this time because I spotted the name Richard Clark, author of the incredibly powerful sleeping drug game *Trizons*.

A press of the fire button lands you right in the middle of the action, blimey, you think, where is everyone? As a few carbon copies of my man came out of nowhere and shot my nut off. After this I got the message. I was the green character, the aliens were the blues. There are

five levels in this game but it is incredibly hard, as I charged up the screen aliens popped up in my way and I kept on running up their rear, seasoned gamers should know that doing such a thing is lethal.

After a while you notice that the best approach is to work your way up the screen slowly blasting any stray aliens. On the way I saw some nice ideas for obstruction like gates, pulsing electric fences and some bouncing UFO's. There were, of course, the usual hazards to be overcome like boulders, ponds, stumps of grass and dog mess done near the vacant buildings.

The graphics are nicely defined and move about smoothly but unfortunately have those dirty big sprite blocks surrounding each character. The colours chosen look great in colour but bits of your man disappear in black and white.

The sound is low and I don't just mean in quality, this programmer must have had hearing to use such low frequencies only. But as the saying goes, poor sound is better than no sound — it goes with action well enough.

The gameplay is good but being limited to four directional control was a bit confusing at times. It is hard to get into and you'll get very frustrated when you can't even go a few centimetres up the screen — which scrolls very smoothly.

Do I like it? Yes. Congrats to Richard, this is the best *Commando* clone out on the market and I've seen them all (and played them as well).

Fikret Cuffei

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10
										Overall

6

C16 and Plus/4 ELITE Price: £7.95

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10
										Overall

8

SCOOBY DOO

Scooby Doo must be the only program in TV history to get away with having the same ending every week. Surprise, surprise, kids, the old house wasn't haunted at all. It was Mr Brown the baker and Mr Green the grocer

dressed up in white sheets. They wanted to keep people away from the house so no one would discover that the huge quantities of food they were delivering were in fact stolen bars of gold craftily disguised as bananas and chocolate eclairs.

The Elite version has the gang — Velma, Shaggy, Daphne and Fred — seized by a couple of nutty scientists, a slight variation on the theme. *Scooby* must rescue them before, well, before the end of the program I suppose.

It's a platform game in the classic

style, a bit like snakes and ladders without the board and dice. *Scooby*, with your help, must make it from the ground floor to the top via a number of strategically-placed ladders. He will get there a lot quicker if you manage to avoid falling through the numerous trapdoors. He won't get there at all unless you can steer clear of the hordes of ghosts which appear from behind every door and wall.

The alternative to running away is to stand your ground and punch them on the nose. Don't bother beating them around the head until they disappear, it's a waste of valuable time. A couple of jabs is enough to despatch them.

If you can't run fast enough, or the old left hook isn't timed with precision, the ghost sends *Scooby* into a dizzy spin, which not only costs you more time, but loses one of your five lives.

There were a couple of things that really irritated me. In order to reach a convenient ladder, you have to

Scooby looks pretty ghostly himself as the ghouls close in.

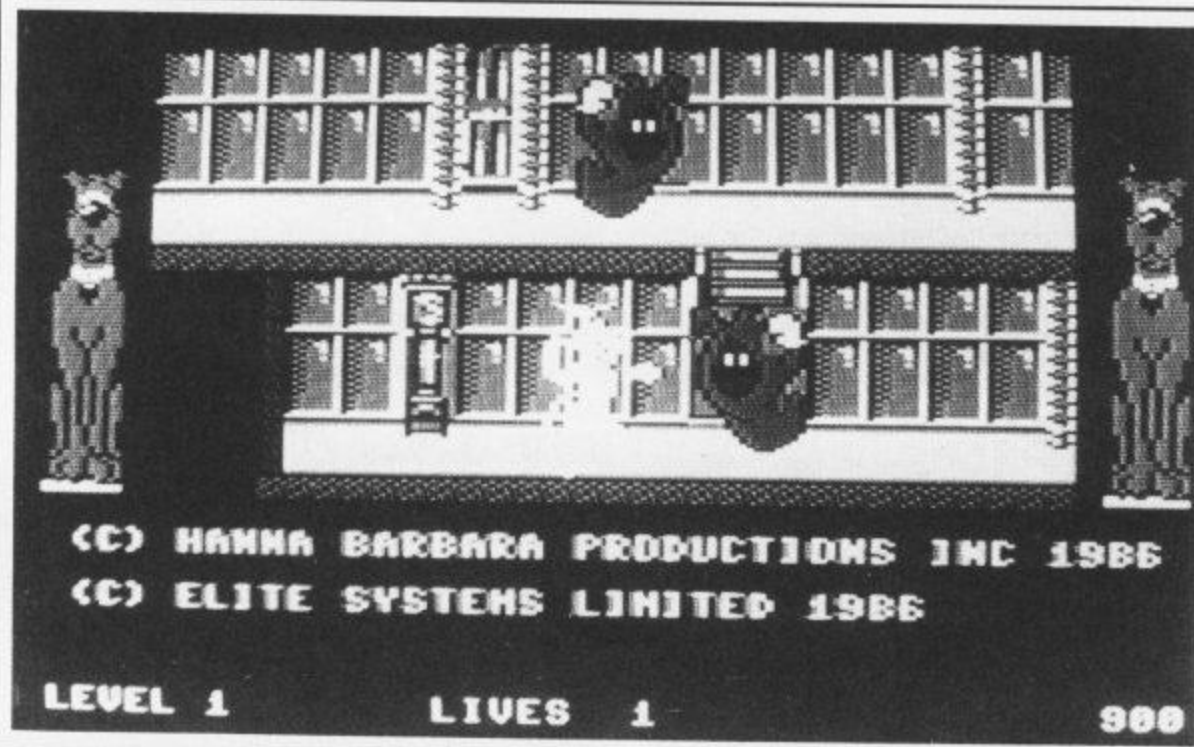
walk along the corridors past several doors from which appear the ghouls and spooks. Very often they jump on you just as you're passing the door, you don't have a chance. To make matters worse, when you've been done in by a spook, you can't move anywhere without having to shove the joystick twice in a particular direction. By the time you've got that one sorted out they're virtually on top of you again.

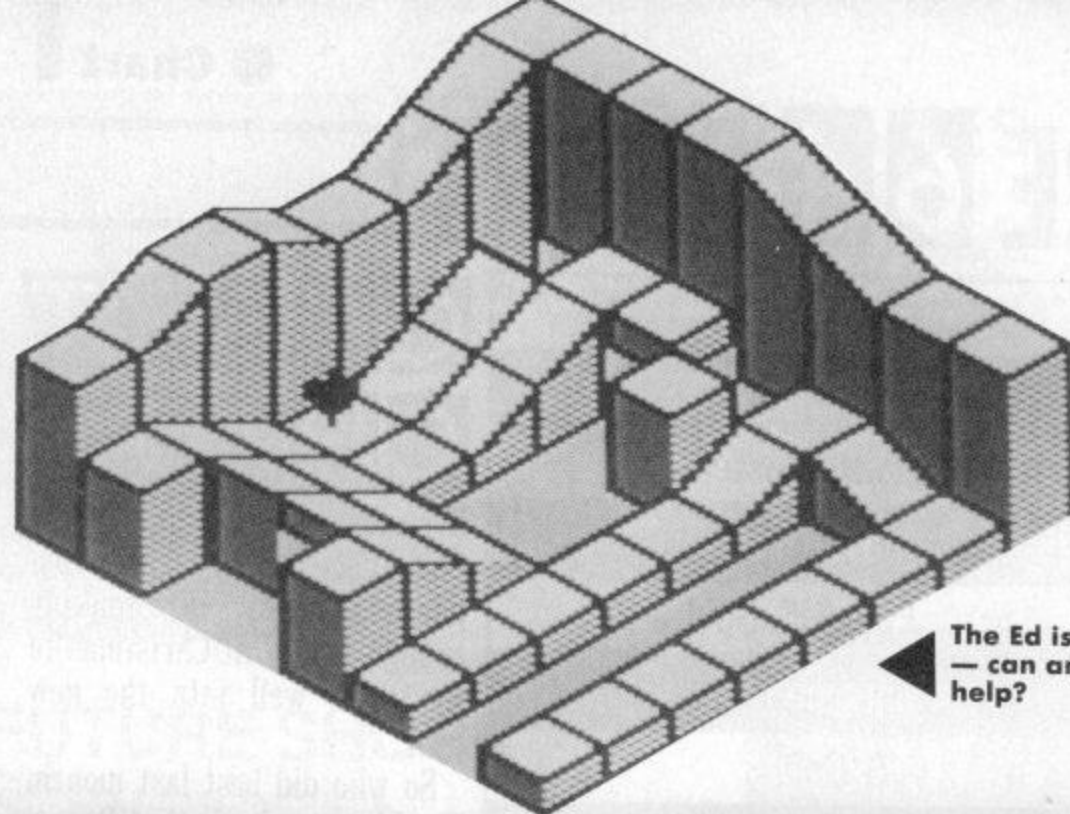
Despite those grumbles, the game

has a lot going for it. The graphics are great, the 'interior design' of the house being one of the best I've seen in any C16 platform game. The idea is as old as the hills, but the game succeeds all the same. *Scooby Doo* wasn't a huge success with C64 owners who tend to be a bit more fashion conscious about their games — platforms are out this year. It deserves to do a lot better on the C16.

Ken McMahon

Old idea but "the game succeeds".



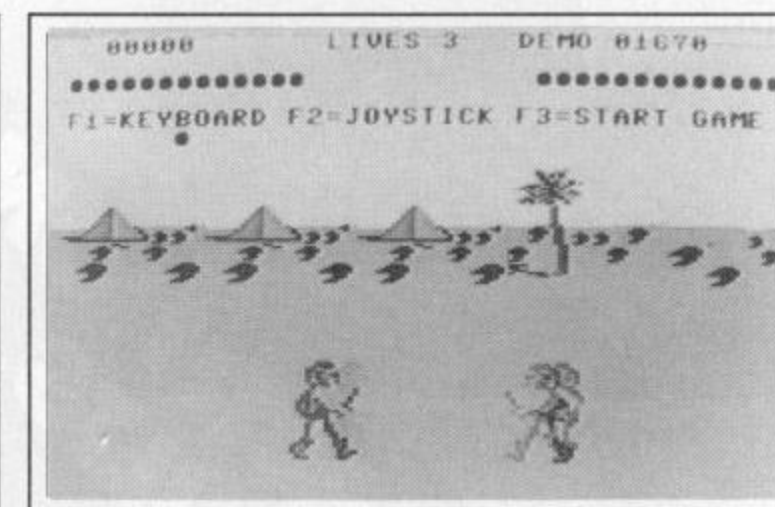
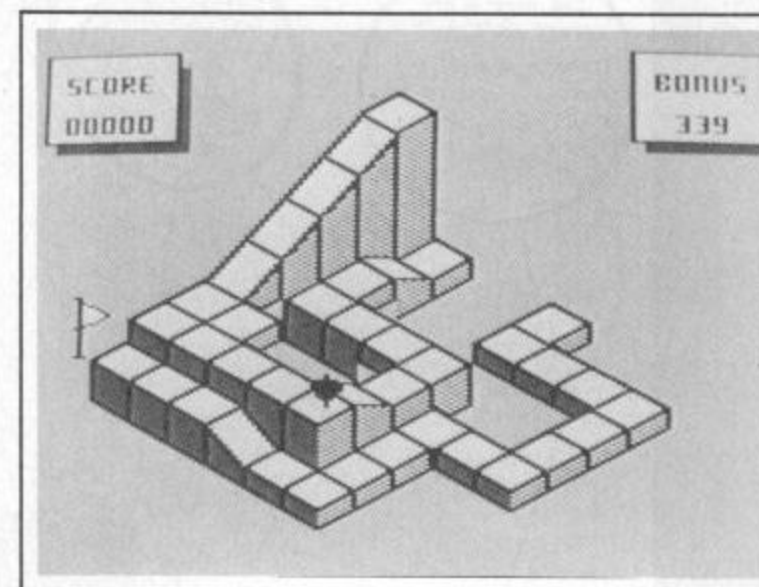


The Ed is stuck here — can anyone help?

cause your top to build up extra speed as it hurtles downwards. The only way to stop it before it slides over the top is to reverse the direction of the joystick. Speed can be increased by holding the fire-button down. This is

The flag comes tantalisingly into view for a split second

necessary for making leaps and getting the top up steep inclines. The graphics are very neat. They're of the simple two colour variety but very precisely drawn — giving *Pin Point* the look of *Marble Madness* even if it does not match it for game play.



Swords are drawn as the warriors square up to each other

PIN POINT

C16 and Plus/4
ANCO
SOFTWARE
Price: £5.95/cass

This is the best attempt yet to produce a *Marble Madness*-type game for the C16 and Plus/4. Judging from our letters, Anco have chosen just the right game to have a go at. We have received dozens of pleas for a *Marble Madness* clone. So how does it shape-up?

Full marks for providing twenty levels of play. The only unfortunate thing about *Pin Point* is that you are going to have to be a near genius to get to the final screen. Anco's chief games tester has been playing it for weeks and has still only managed to reach the third level.

Each level has a white flag at the end of it. The simple aim of the game is to reach the flag. Simple it sounds but simple it ain't, believe me. You control a spinning top with the joystick. Very precise control is needed to keep the top on the chequered play grid, to apply the brakes, turn and above all, stop it toppling over the edge. Sometimes you will come to gaps in the path which you'll need to leap over — a very tricky manoeuvre. There are also steep slopes that

lose a life. After a while you feel as if someone is hammering a nail into your head. This is a reasonably good attempt and *Marble Madness* fans will no doubt lap it up. But I couldn't help

thinking that with a little more care Anco could have had another Screen Star on their hands.

Eugene Lacey

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10
Overall										7

SPACE 2

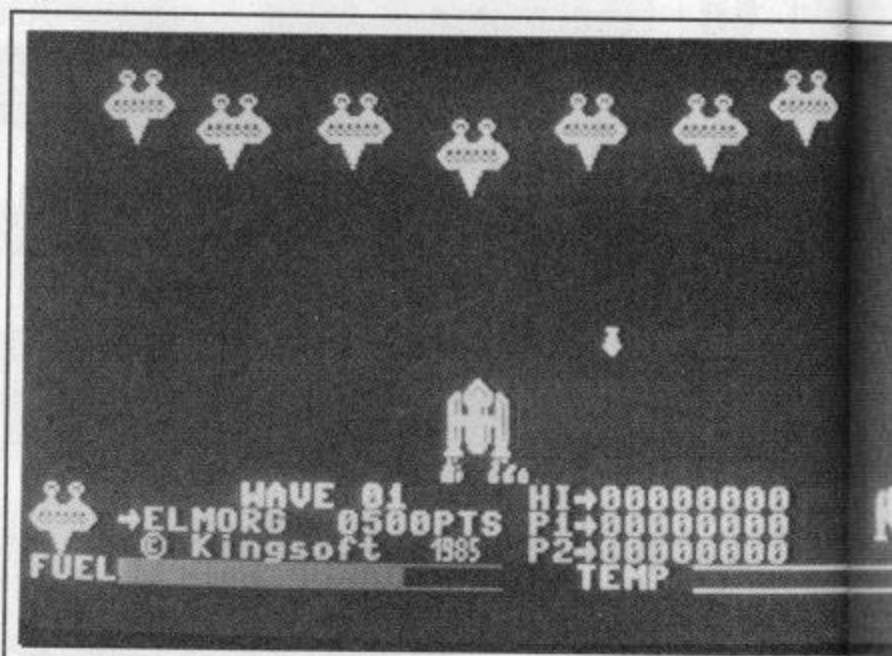
C16 and Plus/4
MIDAS
Price: £1.99/cass

Buy one, get one free, as they used to say in those adverts for crummy things nobody wanted, but everyone seemed to get for Christmas. Yes, *Space 2* is two great games for the price of one. I'm usually instantly suspicious of this kind of thing, but the loading screen said it was by Kingsoft — purveyors of well 'ard software as far as I'm concerned — so I sat back and waited.

The first game is a pretty standard invaders type thing. You control a double barrelled rocket ship and blast the friendly looking aliens to pieces. Despite their appearance, the things from *Outer Space* are really quite nasty and drop bombs on you.

By the way, I appreciate this is totally irrelevant, but have you noticed how people just don't say 'Outer Space' any more? These days

Shades of Invaders in Midas's dodgy loader



it's just *Space*. I always used to wonder where inner space was. Well, that's that one cleared up. The second game, *Pilot X* (why not pilot B?) is much more exciting. Again, it's a variation on a very old theme, but with an added dimension which makes it totally brilliant. It's usually called something like *Caverns of Mars*. You have to pilot your ship down through the perilous caverns avoiding the somehow inevitable death crash. The brilliant thing about this version is that you have to dismantle the craft in mid-flight to get it round some of the obstacles. There are these two huge balls on either wing you see. By pushing the joystick

forwards you can make them move outwards an equal distance from the main body of the craft. This is necessary to squeeze through narrow passages and avoid space stalagmites — the balls go either side. It's incredibly difficult, because you have to keep your eye on three moving targets at once. *Pilot X* is a truly addictive game. Each time you smash the old ship to pieces you really must have just one more go. What's more, the graphics are pretty good and the music well off tune. This is the game to go for, consider the first one a bonus.

Ken McMahon

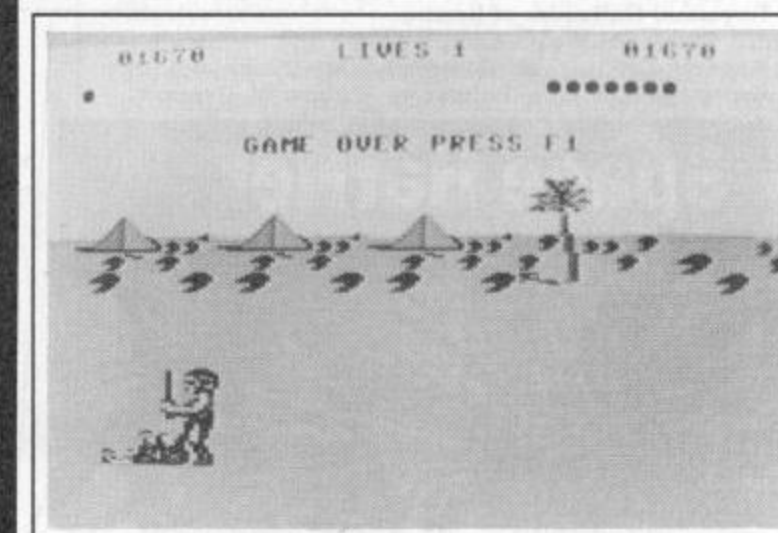
Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10
Overall										8

FIGHTING WARRIOR

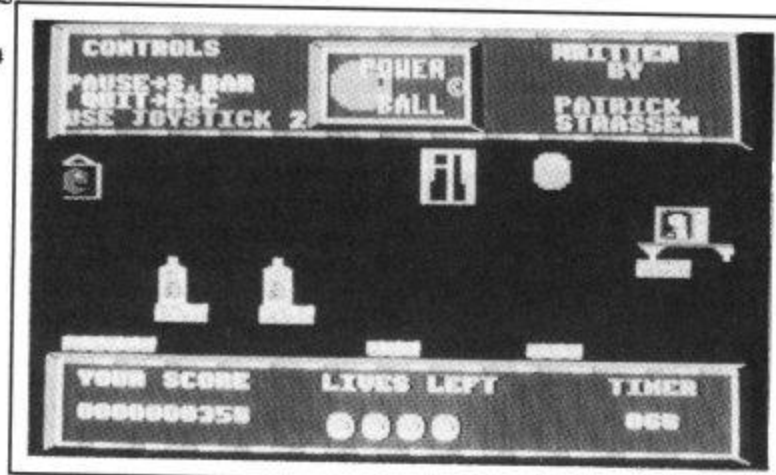
C16
MELBOURNE
HOUSE
Price: £5.95/cass

Fighting Warrior, champion of all Egypt you must use all your powers ... in this arcade quest to rescue the beautiful princesses. Beautiful princesses beat 'em up. C'mon Melbourne — surely you can be a little more original. All you have to do is walk from left to right downing the nasties with a sword as they come towards you. Actually this isn't easy at all — as your warrior doesn't seem to respond to any of the joystick commands. I was so concerned I even tried three different joysticks. He is supposed to be able to swing the sword in various directions but this didn't happen on the versions I tried. Graphics are impressive — but this is of little consequence in a game that is basically unplayable.

Eugene Lacey



Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10
Overall										1



▲ Budget ball game for cheaps fans

C16 and Plus/4 MASTERTRONIC

Price: £1.99/cass
£14.95/disk

Okay so you read about Trailblazer last month? Tried it yet? Looking for more ball games? Well even if you didn't get to try Trailblazer, I think you'll be interested with this budget ball game.

Mastertronic claim that "Powerball will beat you. No chance". I don't know about you readers but I had literally no clear idea of how the ball was controlled. After several hours of trial and error, I cracked it. Not

POWERBALL

the game, the control system.

You guide a bouncing ball along a strange area, which looks a bit like a house in an attempt to get to the end. The end zone beckons so you mustn't hang around or you will run out of time.

There are many hazards to overcome like walls, spiky plants, a meanie or two and even some missiles show up on later screens.

There are various ways in which you can get your ball popped — like hitting a spiky plant, a meanie, a missile hitting you, or by falling through the gaps in the floor. The falling through the gaps option was a

very regular occurrence on my first few hours of play, soon after I came to a funny screen which didn't allow me to pass.

This screen is miles away from the beginning and I got there by using the nice cheat method, whereby you can carry on from where you left off by pulling down on your joystick when the game is over.

The graphics are very good, with excellent use of colour. The leftwards scrolling screen was smooth with not a single judder, until you died of course. The sprites were of high quality and didn't have those nasty blocks around them when they

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10
Overall	6									

SPIKY HAROLD

C16 and Plus/4 FIREBIRD

Price: £1.99/cass



▼ With a haircut like that, Harold looks pretty cool

I won't complain about Spiky Harold being unoriginal, but it looks like the platform is here to stay. You either like them or lump them.

Spiky Harold was out on the Spectrum a few months ago, was recently converted to the 64, and now a bloke by the name of Simon Sorsbie thinks that we 'mini micro' owners should have a go at helping Spiky Harold get his 4,000 winks (i.e. hibernation).

Actually hibernating is no problem, just nip into any nearby cranny and count ants jumping over a

matchstick. Those leaping ants shouldn't be imaginary though. Harold needs them to nibble when he gets a bit peckish during the long winter.

The nice BBC weatherman has forecast an extremely hot sunny day in December. (Just as if. Ed.) Harold remembers the last time he listened to such a forecast — he nearly ended up on that great prickly bed up in the heavens — a sharp frost is on its way.

Guide Harold around several screens collecting apples, grapes, pineapples, eggs and wine glasses. As you can see Harold is more into desserts than any kind of real grub (a bit like me), as for the wine glass it makes you go a bit legless — the controls get reversed — some wine eh?

To stick to the rules of usual platform games you have a large supply of lives. N-n-n-nineteen to be exact, and to be honest I reckon it's possible to clock with only one life and lots of care and patience. Oh yes, there's an unhealthy number of other creatures wandering aimlessly around the underground chambers who kill on contact. They include: flies, bees, bats, worms and snails.

As this was converted from the

Spectrum everything is single coloured and looks very dated, but does have some neat animation. Harold walks as if he's had a good boot up his rear and his legs look like shock absorbers, I quite liked the way his prickles shuddered as he strode along.

All of the other creatures in the chambers were also well animated and looked, well, nice. There is very little variety in the sound department, with no tune, although the soft, crunching of Harold's feet was very effective and there's a loud crunch when he bites an edible object (I don't think the poor prickly knows how to hibernate).

There are a reasonable amount of chambers to explore and to help there are coins which you can pick up to get an extra life — at one stage in the game I had 21 lives.

It's not all easy going though, there's a time limit. No need to fret though because you've got 24 hours to finish the grub gathering and these are not game 24 hours. You've got a real 24 hours to complete the game (i.e. start Saturday afternoon, finish Sunday afternoon). After a while you'll get a bit bored and you may end up doing stupid things to

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10
Overall	6									

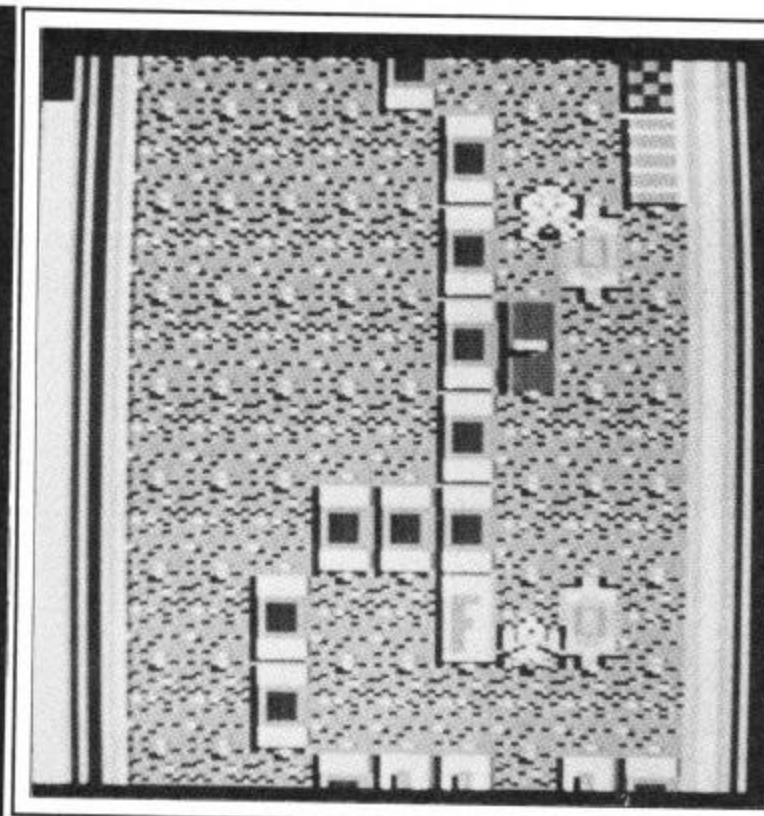
passed over objects.

Sound was quite good, with a convincing 'boing' for when you start building up bounce to clear the next line of spiky plants. The nice little jingle would soon be followed up by a good crash sound. With me at the balls' controls, I made it to screen five and this was without the cheat option. Bad marks for no high score and no title screen, there was just a game over screen.

I only managed to find one bug, this occurred when a meanie ran across the screen leaving a trail of meanies behind it. As for that funny screen, well I don't know what Mastertronic will think about this, but I actually passed it. What happens then? You don't just start all over again, the screen gets filled with garbage that kills you immediately after your ball appears. I did enjoy this game — though I feel it wasn't hard enough.

I'll recommend it to most owners who'd like a go at controlling balls. Oh yes, I nearly forgot to mention it, the cover had me laughing for about one minute.

Fikret Ciftci



▲ Pretty good graphics for just two quid.

TERRA COGNITA

C16 and Plus/4 CODE MASTERS

Price: £1.99/cass

If you read your C.U. thoroughly you may have heard about a new software house called Code Masters being formed. You probably may have thought these guys only made budget games for the big machines. Well, you're wrong. Terra Cognita has been programmed by one of those Darlings.

The scene is set very well, but more storyline would have been appreciated. Three mining engineers find a Warrior Robot head lying on the ground, one of them tries out his footy skills on it by booting it. It starts babbling on about man

destroying Krion (the planet they are currently on), the ground shakes revealing a smooth artificial surface — which is actually the robot's body.

Pressing the fire button will put you under the control of an escaping ship. Remember, you've destroyed that robot's chest, guess what it wants to do to you? So unless you'd like to end up as space dust, it's advisable for you to get the hell out

of this place. But your ship is only designed for use on the 'planet' and the ally that usually gets left behind in the mothership has taken it for a short spin — about a hundred screens away from where you start your escape.

There are several features that this robot planet has got built on it and can be used to your advantage or your disadvantage. These features are used by you steering over strange patches of land, I've got listed here a few (maybe all) of the funny effects that these strange patches of land have on your ship:

Fuel Dumps

A square with an 'F' on it, try not to miss any or you'll end up a stranded spaceman and die.

Extra Life Areas

Hit the blocks with an 'L' on them for an extra life.

Time Shifts

Avoid at all costs, these squares with diagonal lines on them reset everything — your score, your lives and you start from the beginning — Aaaaarrrgh!!!

Acceleration Blocks

Your ship has three speeds, hitting

one of these blocks with a plus sign on them will shift you one gear up.

Deceleration Blocks

Hit one of these minus signs to shift a gear down in speed.

Bonus Blocks

Fly over this block with spaced out horizontal lines for a one second rest and 100 points — don't miss 'em.

Force Field Generator Blocks

Hit these checked blocks for a ten second force field which protects you from the two aliens which zig-zag down, but don't think it protects you from any walls.

Walls

Flying into one of these is just like dying and that's exactly what it does to you, it nabs one of your lives. There are lots around, be sure to not confuse certain flashing walls with the launching pad.

Launching Pad

Harmless to your ship, you come out of these when your ship conks out (if you've any left). Don't think it's going to be too hard, you have a

photon laser beam, that'll show the aliens what you're made of.

The graphics for this game are truly amazing, smooth, detailed and that horrible sprite block problem has been overcome with startling effects. These guys are definite experts, the best way I can really describe the quality is by saying it's of arcade standard, with the ever popular bas relief (metallic look) graphics. The colouring is superb, the only fault I can find in the graphics is when the aliens flicker, but it only happens at full speed.

The sound is quite good but I wanted more, there have been better examples around though it's good enough. Gameplay was very rewarding, getting to see the next screen was a good achievement (the screen scrolls down as you play) and had me up all night playing, until I clocked it.

For two quid I can assure you you'll be more than satisfied with it. Even though I've done the game in I just still enjoy it, it's the best blast to hit the C16 and Plus/4 since Gullwing Falcon.

Fikret Ciftci

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10
Overall	7									

Roller Kong
Commodore 16
Melbourne
House
Price £5.95

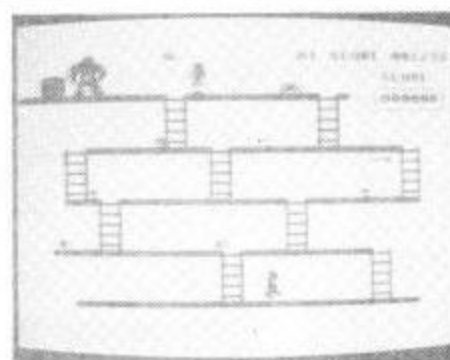
Presentation: ■■■
Skill level: ■■■
Interest: ■■■
Value for money: ■■■

Whenever a new machine hits the High Street the first games to follow always seem a little disappointing simply because you can't expect programmers to know a machine inside out within a few weeks of unwrapping it. But I suspect software houses are a little too eager to get games on the market first at the expense of quality — no competition is good competition as they say.

Roller Kong is regrettably no

exception to the above rule. In the umpteenth version of the classic arcade original you control our hero and attempt to rescue his enfeebled mate from Kong's evil grip. Negotiate your way from the bottom of the screen to the top via a number of platforms connected by ladders and lifts.

The below average graphics and sound and general lack of anything exciting or original make this one worth passing



Flight Path 737
Anirog
C16
Price £6.95

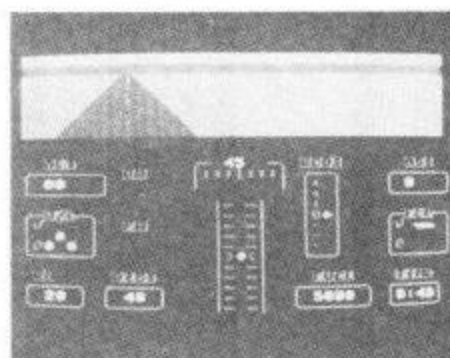
Presentation: ■■■
Skill level: ■■■
Interest: ■■■
Value for money: ■■■

Flight Path 737 has you sitting on the runway in the inevitable 'high performance jet airliner' making your final preparations before take-off.

A few basics to remember here such as pointing your nose in the right direction and putting the flaps down. This accomplished you can whack up the power to full throttle, scream down the runway and execute a perfect take off into the cloudless sky above — hopefully avoiding the

mountains conveniently situated a stones' throw from the departure lounge.

There are six skill levels, ranging from first solo to test pilot. As you progress life is made more difficult by higher mountains, shorter runways, crosswinds, and engine fires. I would say this is more of a game than a so-called serious flight simulator. Poor graphics detract from the feel of reality. Good fun for those with no allusions to the real thing.



Psychedelia
Commodore 16
Llamasoft
Price £6.00

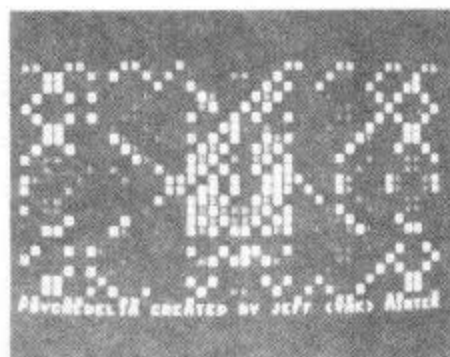
Presentation: ■■■
Skill level: N/A
Interest: N/A
Value for money: N/A

Congratulations to Jeff Minter for the most original piece of software I think I've ever seen. *Psychedelia* is a kind of cosmic kaleidoscope. The idea is to switch the lights off, stick your favourite record on the turntable, and freak out to your own light show.

Using a joystick with the fire button depressed, you move the cursor around the screen in whichever direction takes your fancy. This causes one of the

preset patterns to flow, twist, and leap across the screen with startling results. It's really quite beautiful. There are sixteen preset patterns in all which you can define yourself once you get the hang of things.

Other parameters such as symmetry, cursor speed and pulse width can be altered to create special effects. When a pleasing result is obtained it can be recorded and played back. Impressive stuff.



SCREEN SCENE

Skramble C16 & Plus/4 Anirom Price £6.95

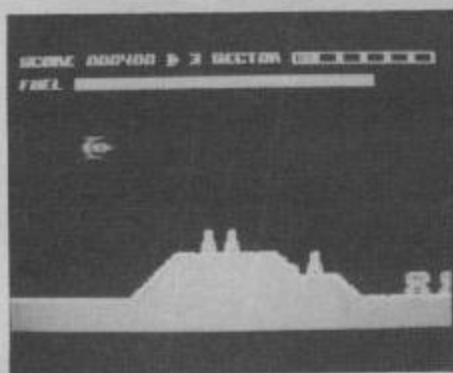
Presentation: ■■■■
Skill level: ■■■■
Interest: ■■■■
Value for money: ■■■■

A fairly faithful rendition of the similarly misspelled and now somewhat dated arcade game.

Your mission is to negotiate a path through the craggy terrain obliterating everything in sight. Ground based targets to watch out for include fuel dumps which, when hit, gain you extra flying time and rockets which if not destroyed launch directly into your path necessitating either some nifty manoeuvring or a bit of hasty trigger work.

Keeping your ship in one piece becomes progressively more difficult. In all there are six different sectors to bomb your way through, the last being the nerve centre of the enemy defence.

Whilst it can hardly lay claim to being the most original and innovative game of 1985, Skramble is nonetheless probably a worthwhile addition to the C16/Plus4 owners' games library.



3D Time Trek C16 & Plus/4 Anirom Price £6.95

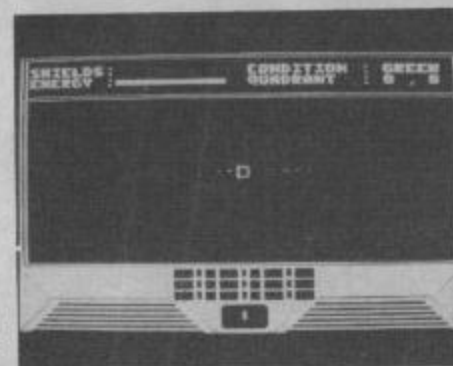
Presentation: ■■■■
Skill level: ■■■■
Interest: ■■■■
Value for money: ■■■■

This is reminiscent of Quicksilver's Timegate on the Spectrum. Your task is to rid the galaxy of marauding aliens. The game comprises a mixture of strategy and arcade action. You are in control of a super-powerful starship. The galaxy is divided into forty-nine quadrants and using the navigation computer you must jump from quadrant to quadrant wiping out aliens en route.

On arriving in an alien-infested

sector it is a wise move to use the battle computer to allocate energy to the shields, check on the size of the enemy strike force and look your own ship over for any damage sustained.

The graphics, while not brilliant, are among the best I've seen on the C16. In view of the current dearth of good software for the C16/Plus4 this is certainly worth looking at. A more reliable Turbo Load would be appreciated, though, Anirom.



Ace Commodore 16 Cascade Price £9.75/cart

Presentation: ■■■■
Skill level: ■■■■
Interest: ■■■■
Value for money: ■■■■

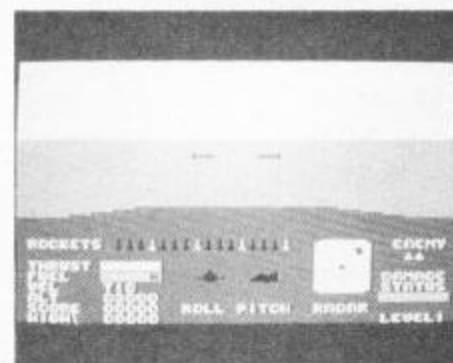
Ace is what Cascade call an 'air combat emulator'. No trivial preliminaries like take off, Ace pilots begin their mission in mid-flight.

Track down and destroy enemy fighters. With the aid of your long-range radar. Once visual contact is established you must pursue your adversary before dispatching him to an early grave with either heat-seeking or conventional missiles. He will, of course, fire back, which

makes life considerably more difficult, as does the danger of running out of fuel or crashing into the ground.

Careful observation of the instruments together with economic flying and use of ammo is therefore essential.

The action is extremely fast and difficult to master even in daylight (other options are dusk and night flights) so it's unlikely you'll earn your wings overnight and become bored with it.



Berks Commodore 16/ 64/Vic-20 CRL Price £6.95

Presentation: ■■■■
Skill level: ■■■■
Interest: ■■■■
Value for money: ■■■■

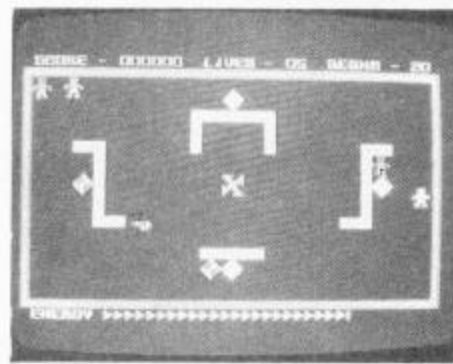
The general trend in standards of C16 software seems to be on the up and Berks, I'm happy to report, is no exception.

The Berks — robots to you and me — are infesting your monitor screen. Destroy them using your 'terror tank'. Here you have one big advantage, Berks can't fire back, or perhaps they're just too stupid.

The Berks are protected by their faithful drones which follow you around the screen in an ef-

fort to entrap you. One touch and you're dead. If things get tricky you can stun the drones by firing at them but, alas, they are immortal so only a temporary respite is gained. If you manage to destroy all the Berks before running out of energy or losing all five lives you get to have a bash at the next screen which is slightly more difficult.

If you're after arcade action you could do a lot worse than Berks.



Jack Attack Commodore 16 Commodore Price £14.99/cart

Presentation: ■■■■
Skill level: ■■■■
Interest: ■■■■
Value for money: ■■■■

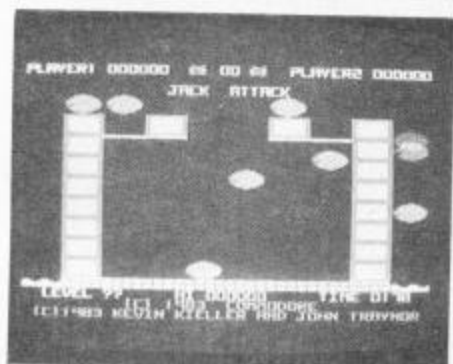
You control Jack — a cute looking blob with feet and antennae. Smiling balloons descend from above and, bounce around generally making a nuisance of themselves.

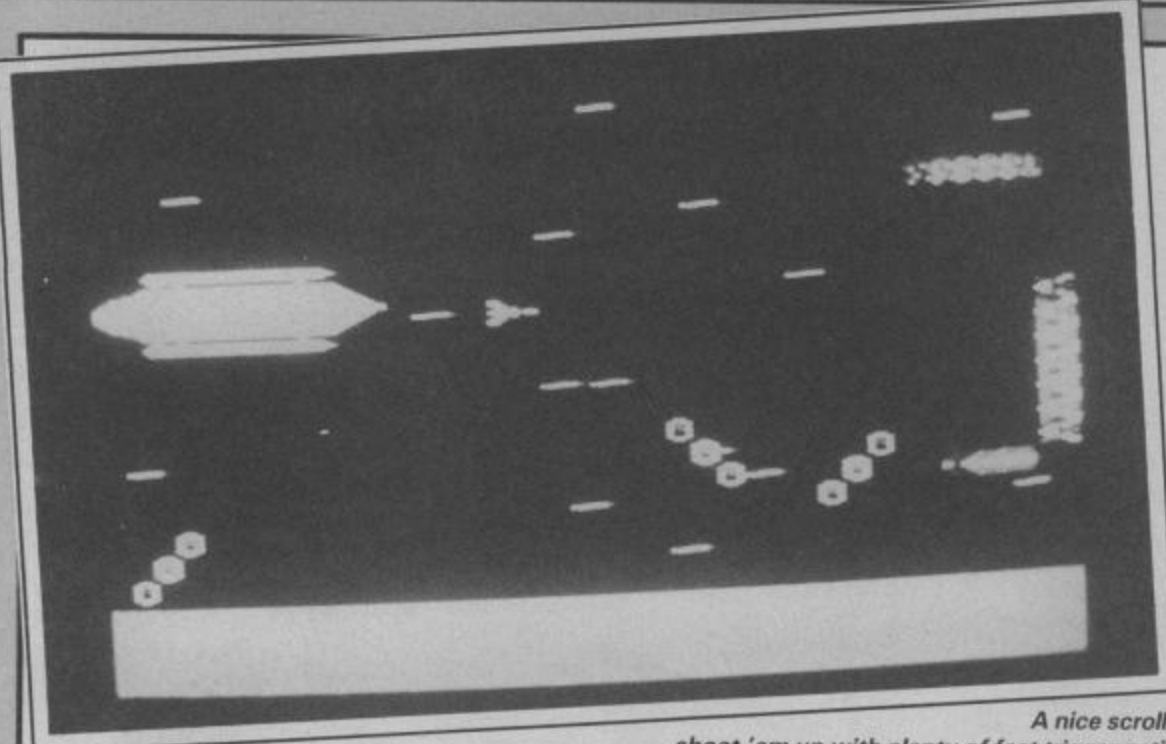
There are a couple of ways they can be disposed of. The straightforward method is simply to jump on them. Failing this Jack can pull and push the large blocks conveniently lying around the place to crush them. Push the wrong block and you could

end up under a pile of them yourself.

To keep an eye out for the smiling balloons which have an annoying habit of jumping on you when you're not looking. The object is, of course, to destroy everything that moves in order to progress to the next screen.

Certainly an addictive, high quality game, rather like mayhem on a trampoline with a few breezeblocks chucked in for good measure.





SPACE ESCORT
C16 and Plus/4
Atlantis
Price: £2.99/cass

As you will have no doubt noticed in the software charts and computer stores, cheap, good quality software is on the up and up. And about time too, not all us Commodore users are Rockafellers.

Well done Atlantis for introducing Space Escort to us. The game is fast, addictive and characteristic of those great arcade shoot 'em ups.

The inlay card describes the menacing Space Craft that blow your ship to smithereens as Space Flies, Spheroids, Xethus Spirals, Griga Kamikaz, Laser Kamikaz, Asteroids and Mother Ships. A bit of a mouthful for us lesser beings.

The idea of the game is to

A nice scrolling shoot 'em up with plenty of fast trigger action.

guide a liner through space avoiding the waves of aliens. You are given 10 lives and oh boy will you need them, especially when you are bombarded by some of the weird and wonderful sounding aliens.

To help you with your task, the liner you are escorting has been given shields — White = 0, Green = 2, Blue = 3, and Red = 4 or more. If you manage to glide your liner through space to the planet, you are awarded a bonus

of 8000. If you think that is the end of the game you are sadly mistaken. There's only 25 more liners for you to escort. Shattered! I am just writing about it. Definitely not a game for the weak hearted I assure you.

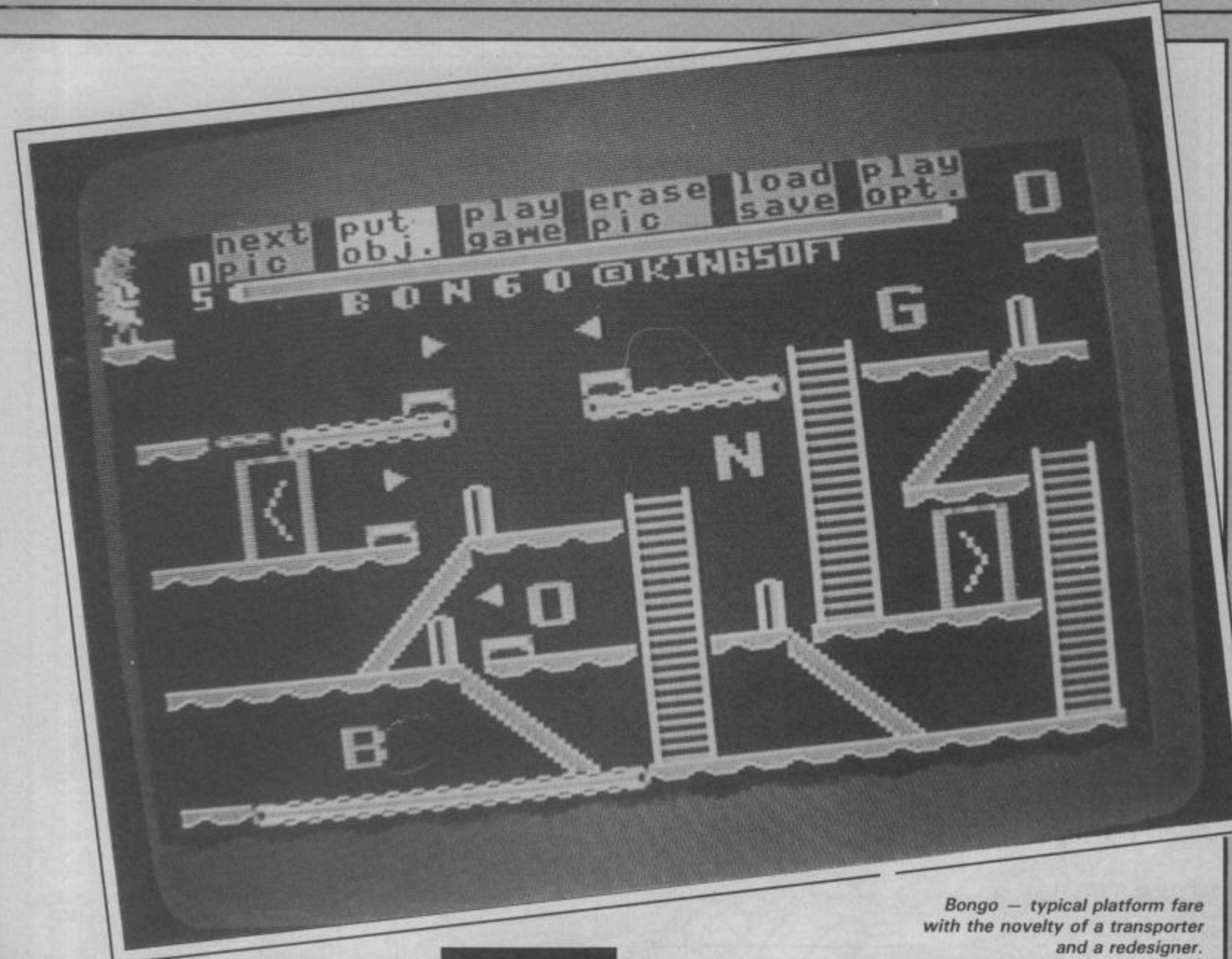
The only real criticism I can make is the explosions, they really do take too long to disappear. It's a bit annoying when you are being attacked by a fleet of marauding aliens, especially when you are on your last life and you can't see a missile hurling towards you because an explosion is covering it.

A feature I found most useful was being able to "continue old game". Great when you are on your last life and a surprise attack blasts your ship out of recognition, you just start that particular phase again.

Congratulations to Atlantis for a highly entertaining shoot 'em up which, at only £2.99, does make you wonder how some companies have the nerve to ask for up to £7 for their inferior games.

James Pickering

Graphics	★★★
Sound	★★★
Toughness	★★★★
Staying Power	★★★
Value	★★★★



Bongo — typical platform fare with the novelty of a transporter and a redesigner.

BONGO
C16 and Plus/4
Anco
Price: £6.95/cass

Stuck for a game in the middle of the jungle, Anco had a bad idea and called it Bongo. Well the advert for Umbongo jungle juice goes something like that anyway. Actually though, the game comes from Germany and is programmed by one Udo Gertz, who sounds like an obscure elektromusician.

The cover alone was incentive enough to load up the game and investigate. It comes with a woman displaying a bit of leg alluringly to a few rats whilst balancing on a step ladder. It certainly conjured up all sorts of dirty ideas in my mind. Unfortunately the only truthful element of the packshot is the step ladder. It's a platform game.

Further investigation led me to wonder why the hell it was called Bongo at all. In the game your hero can use the words which are spelt out around the screen

to jump around. The thing is, your hero has an enormous nose and so do the nasties. So why Bongo? I can only conclude that Manilow was too long for the C16's memory. Rumours of a 128 version called Streisand have been denied categorically.

The woman is displayed somewhere top left and you have to reach her, first collecting some baubles on the way. The graphics are solid and chunky which is a real pity because I hate the sight of a pair of pixel knees.

Otherwise expect all the normal features of a platform game. The only novelty is that you can redesign the screen slightly to create a bit of variety when you've cracked the first layout.

The high point of the whole thing is the so-bad-it's-good rip off of Jan Hammer's duffo Miami Vice soundtrack. If you like platform games, fine. It left me cold.

Mike Pattenden

Graphics	★★★
Sound	★
Toughness	★★★★
Staying Power	★
Value	★

PANIK
C16 and Plus/4
Atlantis
Price: £2.99/cass

Panik is a bargain basement platform and ladders game. Cheap software is all very well and good but these days people want quality as well and Panik is a bit short on that.

You are a chubby little character with a red flat cap. The idea is to smash the monsters who share your platform — over the head with a large shovel — conveniently placed in your hand.

First of all you dig a hole for the unsuspecting nasties. Once they fall into it you have just a few seconds to whack them on the head with your shovel to finish them off.

If you are not quick enough, the monsters turn into what look like white sacks. Now you are in trouble because to finish these off you need to knock them through the platform and make them fall through two levels to kill them.

If you fail again then the sack turns into a green, long-legged

monster which takes three levels to be killed. This is where things really get difficult because whilst you are trying to kill the monsters your oxygen supply is running out. What do you do? Panic — well that's the name of the game. As you progress from level to level some monsters have already turned into sacks and long-legged monsters — thoughtful of them isn't it?

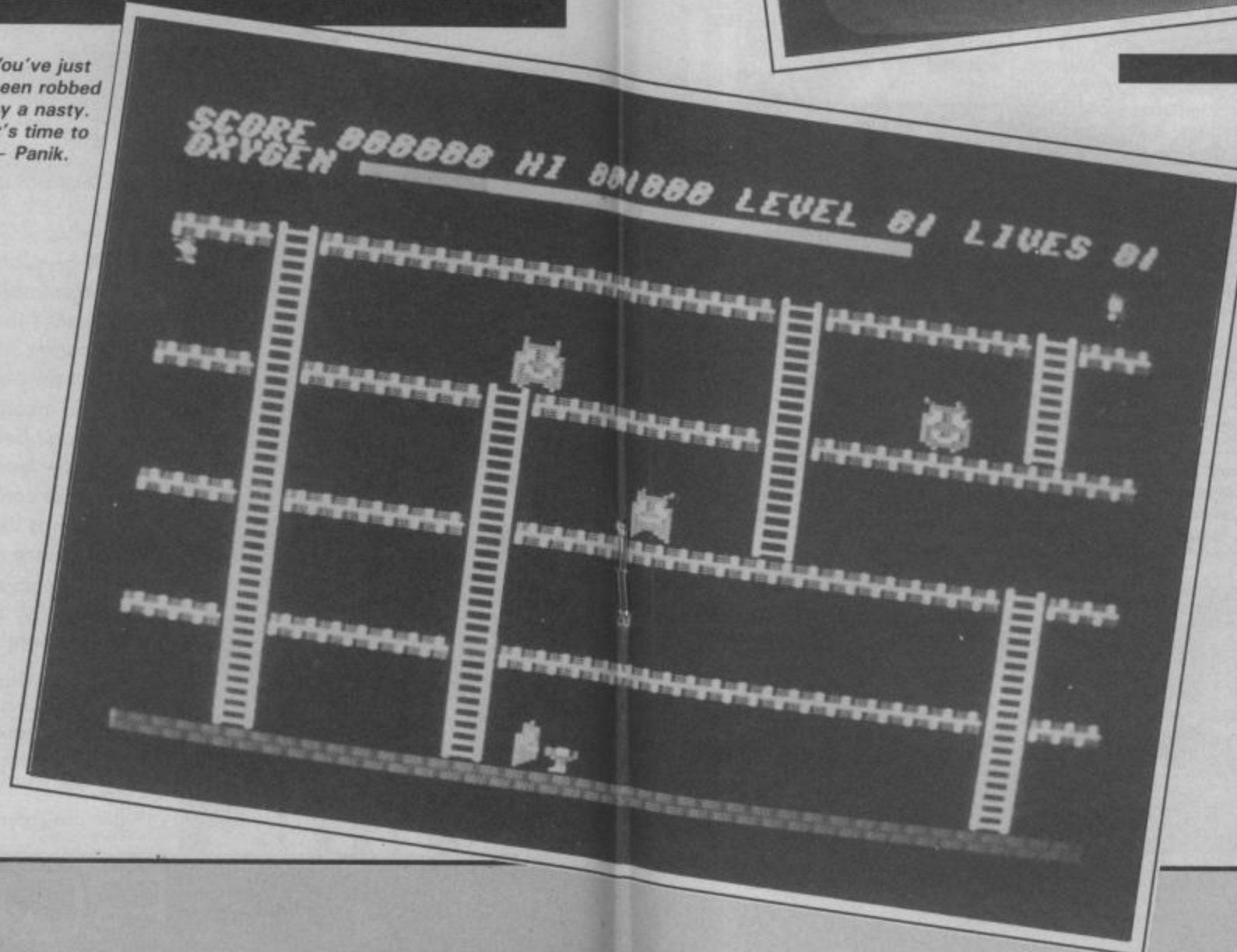
The game is really not too bad, but when you finish a level, the next level is virtually the same. A bit disappointing after all that hard work. What a pity that Atlantis didn't put a bit more time and effort into producing what could have been a fast and addictive game.

If you are really desperate for a version of Panik for your C16 then this will just about fit the bill. If you are simply on the lookout for a decent levels and ladders game then look elsewhere — check out Tom Thumb for example.

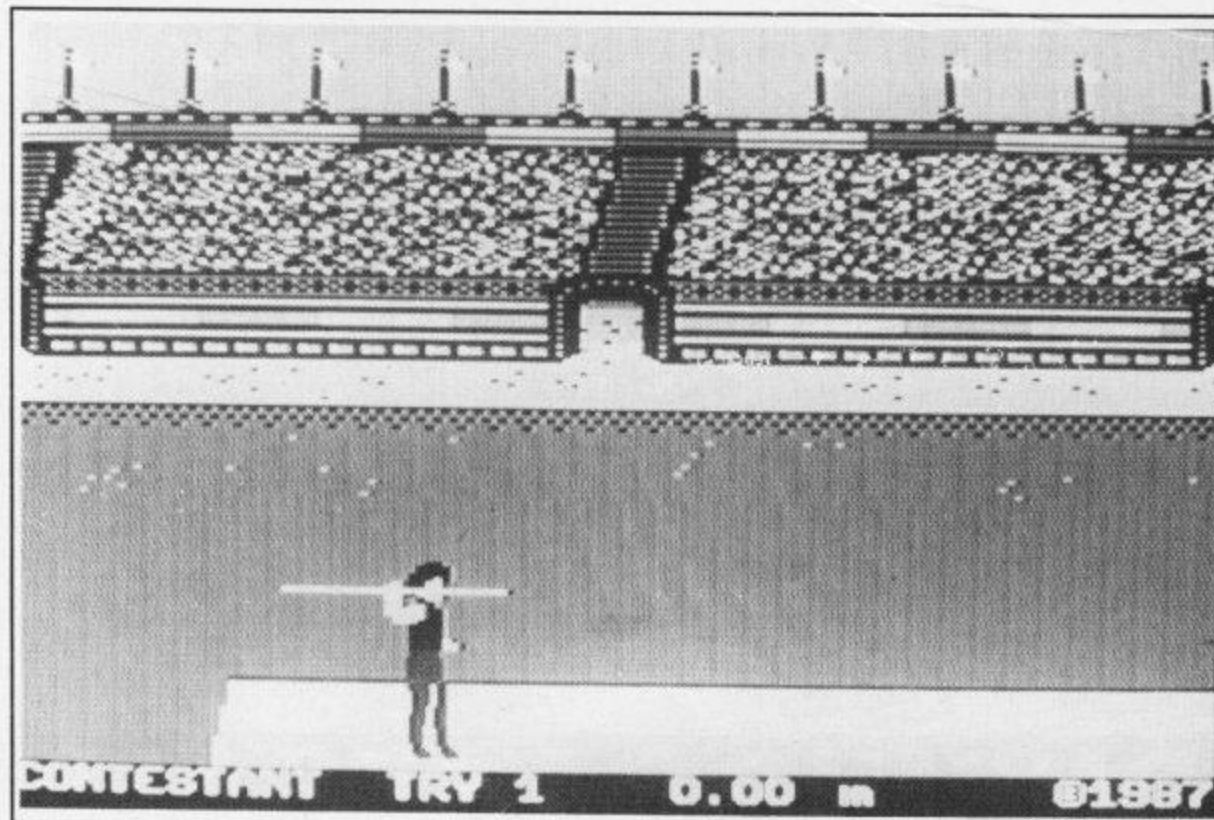
James Pickering

Graphics	★★★
Sound	★★
Toughness	★★
Staying Power	★★
Value	★★

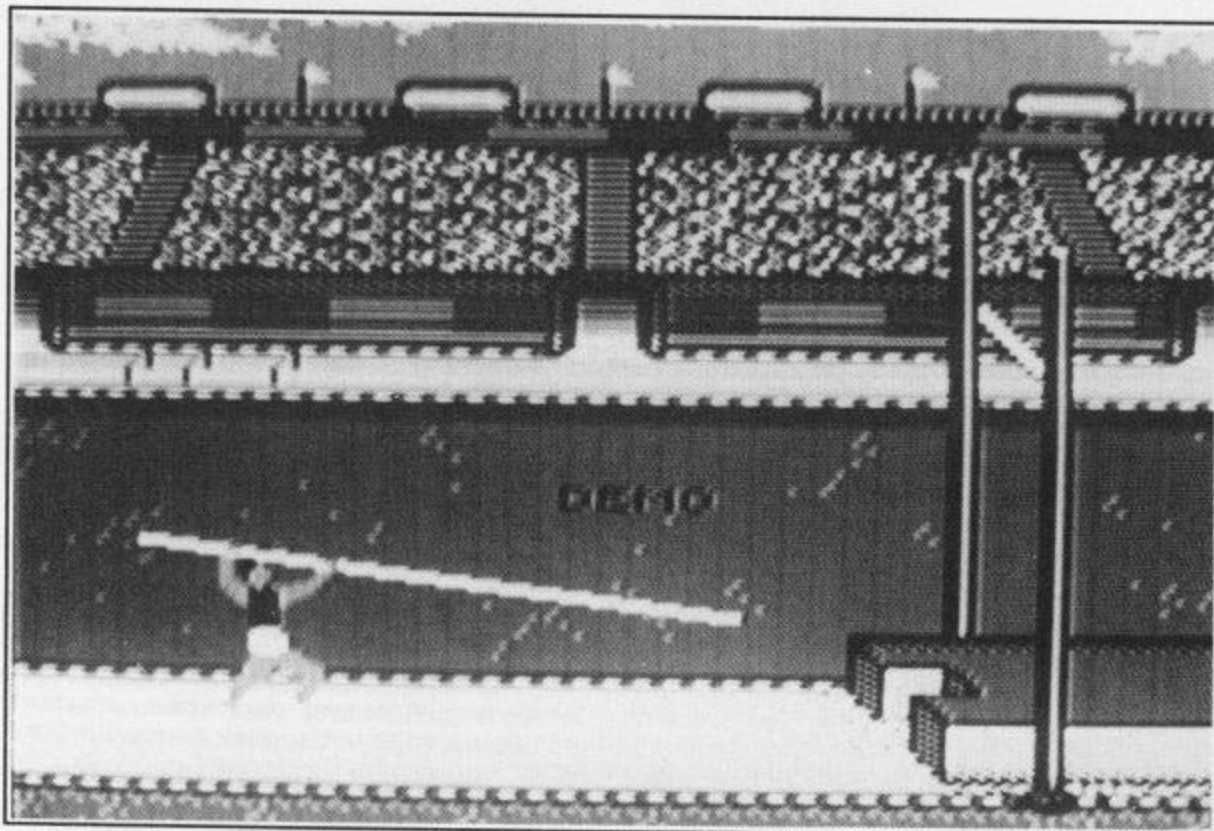
You've just been robbed by a nasty. It's time to — Panik.



● Screen Scene



▲ Lean back and lob that javelin.



▲ The pole vault will send you flying through the air.

● Anco/Kingsoft C16/Plus 4

Price:
£8.95/cass

Stand up Udo Gertz. Face the camera, and take a bow. Enormous slaps on the back are to be given to the undisputed king of C16 games for creating what surely must be the best 'little' Commodore game yet.

They told Udo to stop when he'd programmed six events: "Leave it—let's launch it now... get it on sale now... let's make money." But Udo would have none of this. The German-based programmer who brought you *Paperboy*, *Winter Events*, and many other top selling 16 games had a compelling ambition. It was to produce a sports sim so good on the 16 that it would make the Epyx fan club stand up and take notice. In all honesty I have to say that Udo has achieved his ambition.

If more programmers would stick to their guns and insist on working on their games until they wanted

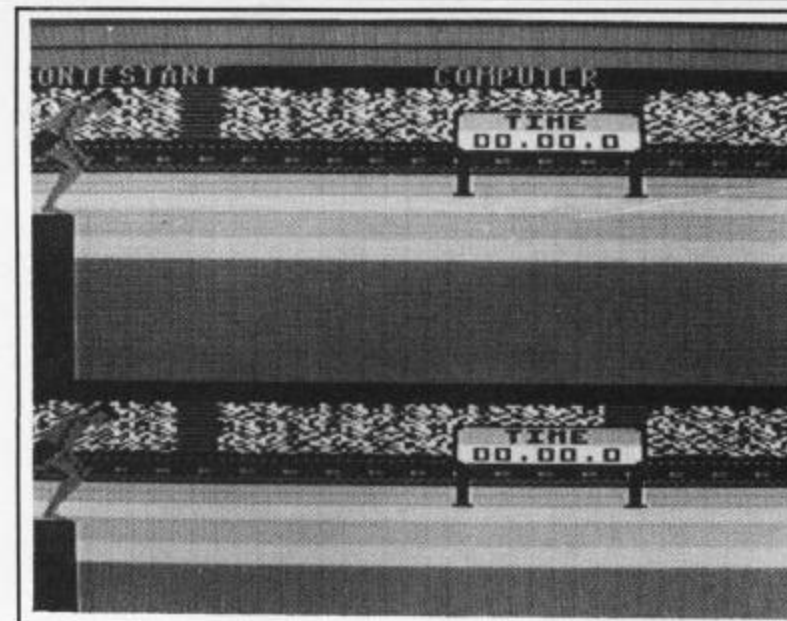
them to be launched—we gamers would get much better quality products for our hard-earned!

In Udo's case it was an extra two events that were the sticking point. Anco would have been happy to launch the game with six events—Udo wanted you to have eight for your money, and eight is what you are going to get.

I don't want to be too hard on Anco and Kingsoft though. They are just as proud of the finished game as Udo must be.

At the recent Commodore Show Kingsoft's boss stabbed a finger at the Skeet Shoot event "See that... the game fills the whole screen... he's tricked the machine into forgetting about its legal border". This is the voice of a man who is proud of his company's game—not one who is thinking how much more he could have made out of it had it been launched at the height of the C16 boom.

It's a multi-load. It had to be really—but no matter, each and every



▲ Swimming features the best animation of all the games.

event is well worth the wait.

The **Skeet Shoot** is a marvellous achievement. The play area fills the whole screen—like watching TV. Your cross hairs have a floating momentum of their own—so you have to compensate for the movement of the sights by pitching it slightly above or below the targets. Take out as many of the 'skeets' as possible—so speed as

—you have to get the rhythm of the swim, making sure the swimmer rises above the surface to take in air before punting back down and making his stroke. Excellent.

Kayaking challenges you to manoeuvre your canoe in and out of the obstacles against the clock. Again getting the rhythm right is more important than shaking the



▲ The Skeet Shoot requires speed and accuracy...

Nothing has been skimmed on *Summer Events*. The game includes an option to choose the country of your choice, and an opening ceremony in which an athlete runs on the lights the Olympic flame.

Up to four players can practice or compete in *Summer Events*. Anco claims that this will set new standards in C16 gaming. I disagree—Udo Gertz is probably the only person in the world who can program the 16 this well and this, regrettably, is his last game on this machine. All the more reason why you should rush out and buy it—now.

Eugene Lacey



Summer Events

well as accuracy is what is being tested here. One of the best events.

Pole Vault: is also impressive. The animation of your athlete as he approaches the bar is nice and smooth. You are looking for rhythm here—rather than sheer madness yanking the joystick.

Weight Lifting challenges you to grab and then snatch the weight up—just like the real thing. The trick here is to pull the joystick back at just the right moment. It's timing that makes for success in this event.

Swimming is certainly the best animated event in *Summer Events*. Its quality definitely surpasses some of the lesser sports sims that have been produced for the 64. When your swimmer reaches the end of the pool he touches the side, turns, and then swivels back into the butterfly—just like Duncan Goodhew would. The graphics impress on this event as well—the swimmer's skin is darker under water than it is above. Playwise this event is also one of the better ones

guts out of your joystick. I like this—it makes the the game a lot more challenging. After all any idiot can yank his joystick back and forth.

Javelin is an event where you have to build up strength before you throw. I found this to be one of the more difficult events. The thrower has a tendency to release the javelin before you really want. It flies through the air nicely though, smooth scrolling, accurate trajectory. Again, every bit as good as javelin throwing on the 64 sports simulations.

Cycling offers equally impressive graphics and animation. Turn your joystick through 360° to turn the wheels of the bike—as quickly as you can.

High Diving is your chance to fall like a swallow into the water—controlling your character with your joystick to make a perfect entry. C16'ers looked on enviously as 64 owners played a similar event in *Epyx World games*. Well now they need be envious no longer.

A great game like *Summer Events* deserves to be commemorated with a super CU compo.

We persuaded Anco to put up twenty copies of the

game and twenty British Olympic running vests to the readers who can answer the following questions about famous athletes.

- (1) What American athlete upset Hitler by beating all the German athletes at the 1936 Olympics in Berlin?
- (2) Where will the next Olympic Games be held?
- (3) What well known Summer sports event will be added to the Olympics next year? (Clue—many of its leading exponents are more foul-mouthed than Mike Pattenden)

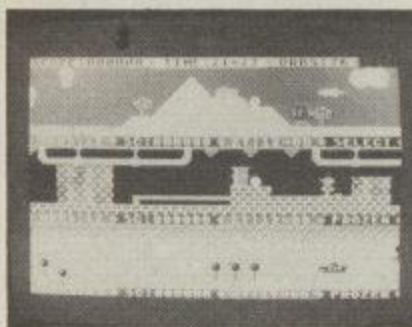
Entries must reach us no later than July 26. Send to Summer Events Compo, Commodore User, Priory Court, London, EC1R 3AU.

Name.....

Address.....

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

9
Overall



Timeslip
Commodore 16
English Software
Price £6.95/cass

Timeslip, for want of a better description, is a bit like three versions of *Scramble* rolled into one. The screen is divided into three sections or time zones. At the top is the planet surface, this is the nearest thing to *Scramble* proper. You have to manoeuvre the rocket ship over the terrain and blast literally everything that gets in your way. Whilst you score points for this, the short-term objective is to destroy the twelve orbs placed in very awkward positions.

When you've wiped out the orbs in zone one it's on to zone two and what the blurb

describes as 'jet through the underground caverns'. My version had underground caverns alright, but the 'jet' bore more of a resemblance to a sparrow. Anyway, the order of things in zone two is much the same as for the previous one. You have to manipulate the jet (sparrow) around all the nasties and destroy the twelve orbs.

You have to complete your mission and destroy all 36 orbs in 24 hours (not real ones). In addition, you must synchronise the clocks in all three zones to 00.00 hours.

If you do take a hit, or do

something stupid like crash into the mountains, you incur a 30 minute penalty. As if that weren't enough to screw you up, if you get hit five times a 'time-slip' occurs, i.e. all the clocks are desynchronised. Ha ha what a laugh. Had me in stitches after I'd spent half an hour getting them almost right. **[K.M]**

Presentation:	■■■■□
Skill level:	■■■□□
Interest:	■■■□□
Value for money:	■■■□□



Super Gran
Commodore 16
Tynesoft
Price £9.95/cass

I'm going to have to be a little more limited in my praise than I might have been. Having loaded *Super Gran*, I eagerly plugged my joystick in and proceeded to whizz around the screen on the famous 'fly cycle'. Good graphics here, I thought, and a considerable improvement on the 64 version despite inferior graphics.

Only problem was, half an hour later and I'm still there trying to avoid the imposter Gran and her deathly cannonballs. I come to the conclusion I must be doing something wrong and refer to the instructions. "Gran's only protection is to use her magic

Ray Machine. Having survived that screen she moves on to the next action."

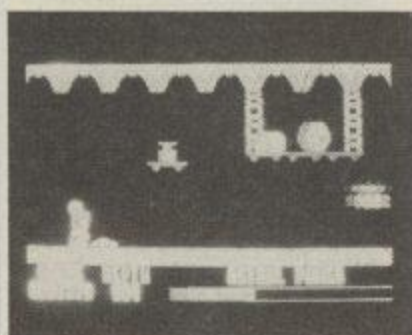
No, I seem to have got it right. I go back and have another bash, this time persevering for over an hour, but the maximum amount of time I seem able to survive is about a minute, obviously not long enough. Now I'm no wally when it comes to handling a joystick. I made Group Captain in *Spitfire 40*, I'm up there with the best, honest. But this one had me stumped.

I can understand Tynesoft wanting to make the game a challenge, but isn't this going a bit far? Apparently, if by some

superhuman feat you manage to get past the first screen, there are five more to tackle. Phew!

So all I can really say is that the first screen of *Super Gran* is pretty good in terms of graphics and sound, if a little difficult to get to grips with. If the following screens are up to the same standard then it's not half bad and should keep you occupied well into the next decade. **[K.M]**

Presentation:	■■■□□
Skill level:	■■■■■
Interest:	■■■□□
Value for money:	■□□□□



Sword of Destiny
Commodore C16
Gremlin Graphics
Price £6.95/cass

Sword of Destiny is one of those games that comes with a cassette inlay full of hype, but which in itself doesn't amount to an awful lot. Just take a look at this: 'Kelok — a master warrior of the eastern region — has been killed in battle by Xorphas, an evil warlock. Not content with killing Kelok, Xorphas has stolen his heart, leaving Kelok's soul to wander for ever, doomed to the torment of death with no peace.'

It goes on. I'm not against this sort of thing in principle, it adds an imaginative angle to games, but it has to be backed up.

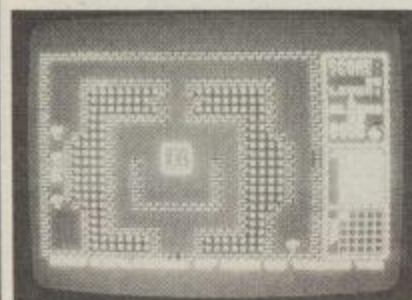
Basically, *Sword of Destiny* is

a platform game without too many platforms. You move Kelok around, killing the various zombies with a swipe from the old sword. As well as this you must pick up certain objects as you go to open up other sections of the Abyss. Killing the zombies is an activity which must be executed with a certain amount of gusto otherwise you run out of Astral Power and it's start again time.

Graphically it's not at all bad. Kelok himself looks a bit like a Roman Centurion and moves quite smoothly. The zombies bear a remarkable resemblance to flying telephones.

Apart from anything else the game seems to lack any kind of structure. After half an hour of killing telephones I began to think: why am I doing this? The answer? I was trying to work out why the music kept turning itself on and off for no apparent reason. Maybe Gremlin should get the people who write their inlays to design the software. **[K.M]**

Presentation:	■■□□□
Skill level:	■■□□□
Interest:	■□□□□
Value for money:	■■□□□



Dork's Dilemma
Commodore 16
Gremlin Graphics
Price £6.95/cass

Dork's dilemma is that he has crash-landed on a strange planet that looks remarkably like a maze. He leaves the tangled wreckage to take a nose around and in his absence the aliens, or natives depending on how you look at it, have dismantled the craft and hidden the bits.

This is where you come in. You have to guide Dork around the maze to retrieve the fragments of his ship; there is one on each screen. They are not too difficult to locate because each part is smack in the middle of the screen. The difficulty arises in avoiding the Zobwats — little

creatures which follow you around and attempt to entrap you in cul-de-sacs. Contact with a Zobwat spells instant death.

Another thing in your favour is that you can convert Zobwats into alien pulp by employing the lazer splat time bomb (their spelling, not mine). The only problem with this device is that it's fairly indiscriminate. It has a very short fuse and unless you're quick on the retreat you'll end up pulped along with the hapless Zobwats.

If you get to the centre of the maze you can pick up your spare part and then move on to the next screen. Should you get to

the stage where you have all the bits they then have to be assembled in a jigsaw on the far right of the screen. I didn't actually get this far — I got bored.

On the whole, Dork is a pretty average game. There's nothing *wrong* with the game, at £6.95 even the price is average. I just wasn't inspired. **[K.M]**

Presentation:	■■□□□
Skill level:	■■□□□
Interest:	■■□□□
Value for money:	■■□□□

C16 and Plus/4 BUBBLE BUS

Price:
£2.99/cass

TRIZONS

The gameplay here is a bit dated and is a matter of going up and down, firing all the time. I've got a tip for you. I was thinking of selling it to Play to Win, but I'm a nice guy and I'll give it to you here. Go right back and hold down fire, jam your joystick somewhere, so that the fire button is down. Now go to sleep, when you've woken up in the morning you can see how well you have done in your sleep. (Nice one Fikret — Ed).

The top of the screen has a scrolling landscape, which looks a bit

strange. On the actual game are lines that come down in a weird way, which goes to explain why they have called the game *Trizons* — it has three zones, the scrolling background, the lines and the game area. The graphics are average and the aliens look like, well, aliens. As for your ship, I'd say it looks like the Millennium Falcon. It's time to be a superhero (yet again). So hop into your spaceship (yet again), go burning off and blast those nasties into space dust (yet again).

The game is hardly original and I've seen several other games which look very much like it and play the same. That's the problem with shoot ups, it's very difficult to make them look or play different.

Your spaceship is the great big craft on the left of the screen. It can move in four directions and has autofire so your trigger finger doesn't get worn out.

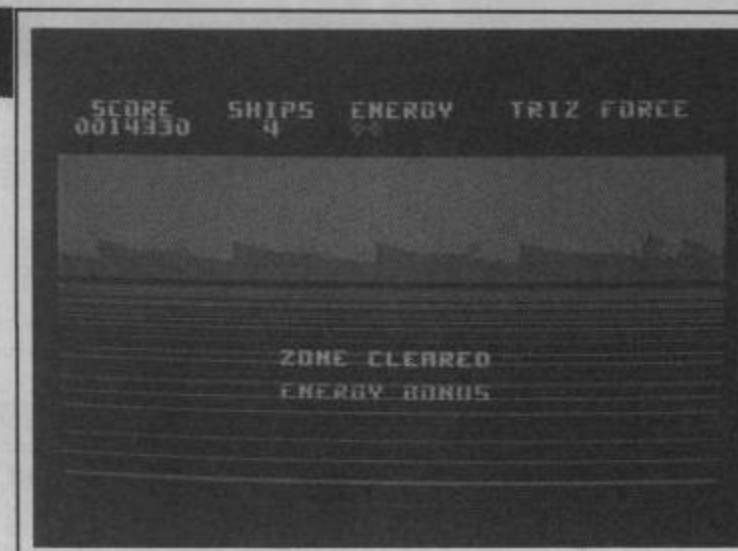
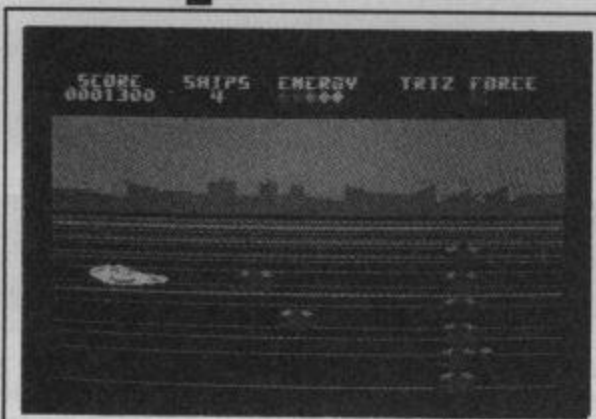
See that white ship on the left and those aliens in front of it — well the idea of the game is to shoot the hell out of the aliens.

The aliens appear from the right-hand side of the screen and just waver about for a while until you let them have it. If you hang around for a few minutes (yes minutes) it will slowly go past you. This is meant to be bad according to the very limited blurb — less than 50 words.

The sound is a bit messy and caused me to reach for the volume control. I suppose the author Richard Clark had to put something in to keep you from falling asleep, although you may have dozed off before the game even began. The loading time is interminably long, which is daft, because there are several fast loading utilities around now.

I think you've noticed how mindless this is. It's one of those games that you play for one day but then after it's all over — never again. Even at the budget price I wouldn't recommend it.

Now here's another brilliant tip I found out. Put your hand on the right hand side of the computer, search for a little white button.



Zone cleared, eh, s'pose you think you're mean now then, Fikret?

Found it? Press it. Dara!! Now all your troubles are over.

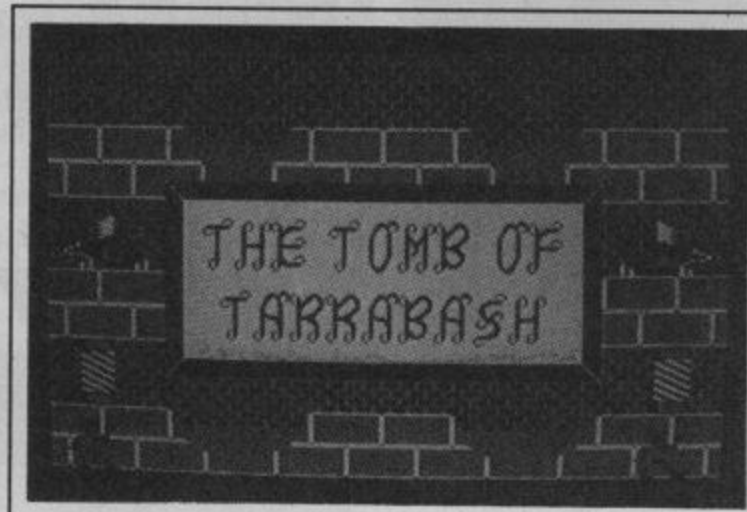
Fikret Ciftci

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10
Overall										3

C16 and Plus/4 AUDIOGENIC

Price:
£4.95/cass

TOMB OF TARRABASH



Nice red bricks in the title screen — shame it was followed by very average platform fare.

ceiling. For a laugh I head-butted it — surprisingly it turned off. I carried on searching until I came to a dead-end. I turned back and noticed the spikes had slowed down. I made my way past it and nipped another of those bulk head lamps. Just as I did this I noticed the stone block beneath me slow down — so that's the idea of the game. Go around the tombs nutting lights to affect certain areas of the game.

Later on I came across a kind of pond that seemed to be full of acid — you should see what it does to you. It is possible to jump over these but with the joystick you have to yank the stick into the diagonals.

When you manage to get down into the next section of the tomb, you go up a level. This is the only original part of the game. By going down, to go up a level you also gain an extra life — I made it to level three. I'll give you a small tip, to go past the stairs without going up them, go half-way up the stairs

It quite often happens that one software house decides to bring out a game to compete directly with a similar game from another house.

What I mean is that *Tomb of Tarrabash* is a bit like *Ghosts 'n' Goblins*. When *Tomb of Tarrabash* has finished loading, you are confronted by a pretty page with the title written in fancy writing surrounded by some rather well designed stone lions looking on.

Pressing any key sends you into the tombs to go around searching for treasure. Whilst playing I noticed that there was nowhere to head off

ground. Great big stone blocks which go up and down can easily turn you into a human pancake.

The problems are accentuated by the fact that your character plods along slowly. I think it could be due to the screen scrolling away behind you slowly but smoothly. I consult the blurb which calls your character 'Indiana Bloggs'. It doesn't give much away. The best thing I could think of was to explore the tombs. On my travels I noticed there were objects in the way. These took the form of spikes which periodically stab at the same bulk head lamps stuck on the

and then jump straight up and you will fall down behind it.

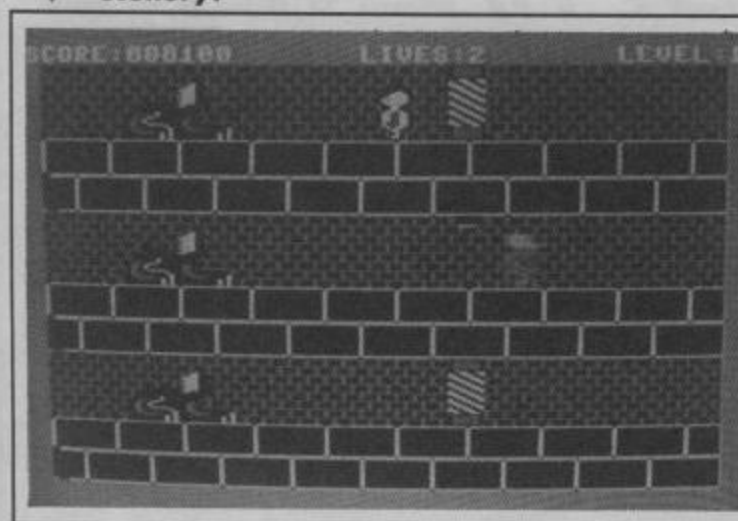
The kind programmer has included a feature to the game whereby you can press 'F1' to go down a tomb, but only if you've been there before.

There are only four levels to the

game so it may have a limited life span. If you fancy going around tombs hunting down treasure then this game would suit you, but otherwise it doesn't have much to offer.

Fikret Ciftci

Don't worry about those lions they are just part of the scenery.



Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10
Overall										5

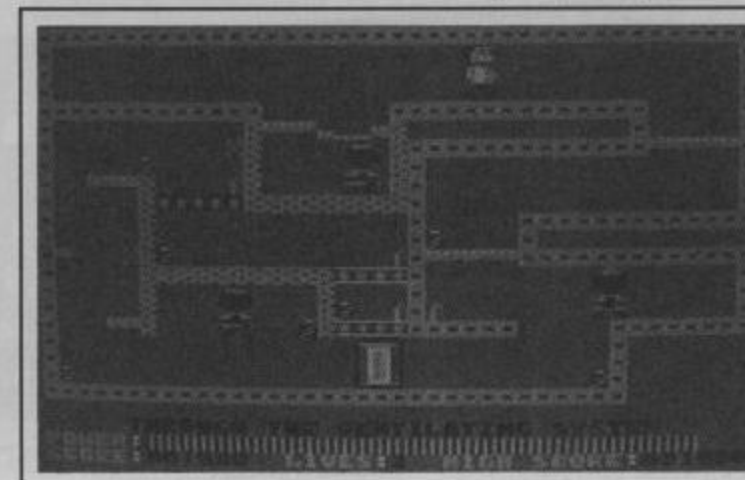
LEAPIN' LOUIE!

C16 and Plus/4 AUDIOGENIC

Price:
£4.95/cass

be out to conquer the whole game. This game is no exception and it lost me a lot of sleep. But don't let that fool you, most platform games have this addictive effect on me. There is also the fact that after you've cleared the game there's not much chance of you deciding to go

Think this looks like another mediocre platform game?



Special agent Louis Mooney (Leapin' Louie as his friends call him) has been captured by the evil Grong Empire. To top that off he's been imprisoned in their ship.

Now this is where we get on to the game. Guide Louie around the screen collecting batteries. When you've done that your next job is to get into the teleport machine. After you shove the batteries in you go onto the next screen. The problem is that the batteries are those cheapo ones that conk out without even being used. The batteries wear out quick, but there is no need to worry because Louie is a world class sprinter, and boy does he go.

In case any of you are still reading and haven't guessed, I'll tell you this is yet another platform game. Oh no! Now look how many of you are left. You see Audiogenic, non-one is interested in this type of game anymore. The screens are populated by the usual weird looking nasties except on screen three I think it was, where they looked like American Football players.

The screens are well made up and I'll tell you that screen four kept me up well into the early hours of the morning. As for screen five well that takes some beating, the thing with these platform games is that when you've done one screen you'll

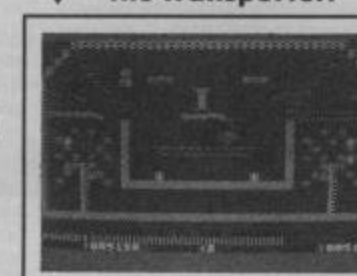
through all that aggro again.

The actual graphics are not bad and they move around smoothly. The colours are a bit wishy washy, which shows how little care the programmer took in the design. I noticed a few bugs where I died due to a collision with a nasty when I was sure I missed it. I can only deduce that the programmer had done an x and y axis check for collisions — which isn't very reliable. The game boasts music and it's a good job you can turn it off though.

The in-game sound effects are much better. Now before you might decide to buy this just think, it only has ten screens and it took me one day to get onto the fifth. If you can face up to another platform game then this will go down alright, as it does have a high difficulty level.

Fikret Ciftci

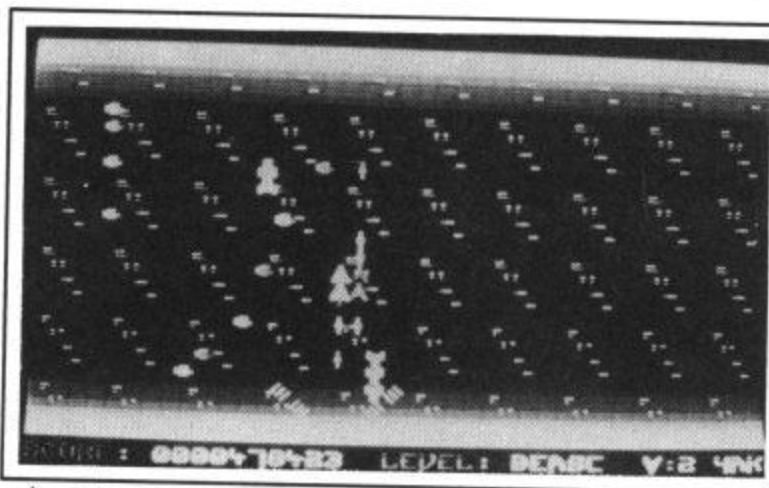
That's Louie, just about to hop into the transporter.



Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10
Overall										6



▲ Fikret reckons Voidrunner is as colourful as Psychedelia



▲ There are at least seven different types of nasties to fire at

out the first 16 from the title screen.

One thing I must not forget to mention about *Voidrunner* is the frilly bits, it's full of them. There is the introduction to the level you are about to enter and the curtain-like opening of the playing field all done with the eight shades of certain colours. But the highlight of the frilly bits must be the dots, these dots are just totally amazing. They make helix patterns, some weird swinging rows of dots and swirling clusters. The swirling dots were the best to look at and I actually sat and watched these on the title screen for about one hour — they're a bit hypnotic.

VOIDRUNNER and HELLGATE

C16 and Plus/4
LLAMASOFT/
ARIOLASOFT
Price: £6.95/cass

For nearly two years the best thing I liked doing with my computer was loading Psychedelia and messing about with a Jean-Michel Jarre LP giving my eardrums a good workout. I suppose you are wondering why I've just gone and said that, eh? I'm not really sure myself, it's just that *Voidrunner* is so colourful that it reminded me of Psychedelia.

package, is the one to rave about. The story goes that there is intense activity on the planet Void, where all of your enemy (the droids) live. They're planning to send out nuclear attacks on Earth and as with all shoot 'em ups you're the nutter out to prevent this from happening.

Fortunately three joeys have been supplied to help, they either move around the leader ship (you — which is green) in a cluster or in symmetrical patterns.

On the planet you will be attacked by various nasties, which include:

Droidsegs: These move around the screen in centipede type rows.

Cenheds: Similar to Droidsegs, but leave a pod when shot.

Pods: Just there to be blasted, some need more than one shot.

Laser: Looks like a pod, but fires a leader ship if in line of fire.

Bombs: Fall up or down the

screen. The white ones must be avoided, but the others can be shot.

Vortices: Aliens that shift about the screen in a neat pattern, they drop bombs on to you when shot.

Camels and Goats: Can be used as smart bombs, turns into a laser once shot, but it's no ordinary laser.

If you thought that was bad then you wouldn't like to face up to the zapper. The zapper is, in fact, a raster interrupt line that moves down the screen leaving a pulse (line of death) for a second which if hit by your leading ship will kill off your current fleet. You have got five fleets and you gain one extra to a total of nine for clearing each level.

Oh yes, the levels. They are not your usual level 1, level 2, etc. They have all got their own names, their own attack waves and your own attack formation changes. There are 30 levels and it's possible to check

On the sound stakes *Voidrunner* is top notch, no music but plenty of echoed sound FX and blasting sound. OK I know I said there is no tune, but there is that horrible ear-grating rendition of that five-note tune played in *Close Encounters of the Third Kind*. The graphics won't seem much in the screen shots and are not the kind that take your breath away, but they are colourful and each nasty is easily identifiable.

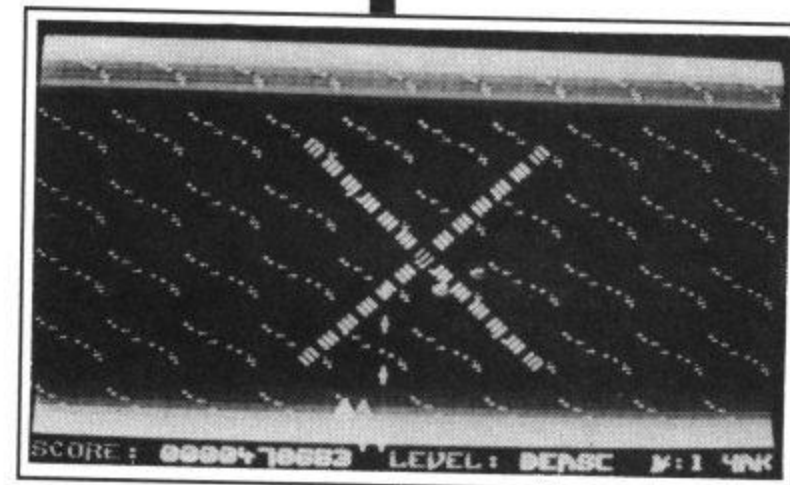
Hellgate is a conversion from the 64 and this was the first time I'd seen it and I didn't get much enjoyment out of it. It's like an extended version of *Laserzone*. The graphics are smaller, but you now control four ships along four axes and have multiple fire power.

I don't want to bore you with any details so I'll just say that this is a save the Earth play. The best thing I liked about this game was the zany blurb, not surprising since both games were programmed by Jeff 'Yak' Minter and include many weird and wonderful aliens.

I got the idea that this game was rushed — the sound wasn't good either.

Voidrunner is the most incredible blaster I've played, it plays upside down, sideways and even symmetrically. I was going to give it a 10 but I experienced a crash, all the same its addictiveness will get hold of you and not let go for a very long time, it deserves the Screen Star.

Fikret Ciftci



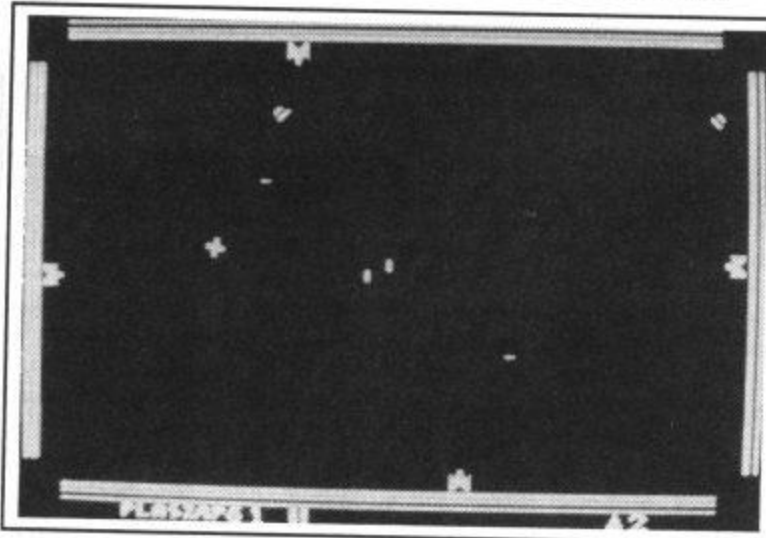
▲ Nothing touches Voidrunner on the C16 for sheer speed

But both *Voidrunner* and *Hellgate* are actually sequels to *Matrix* and *Laserzone*, respectively. The last two were sold in a similar package (two for the price of one) and must have done quite well to convince Ariolasoft to release this sequel.

I didn't get to see much of the last two games, but it seems to have pleased a lot of people. I've seen enough to warn you about this game — nothing else touches its speed.

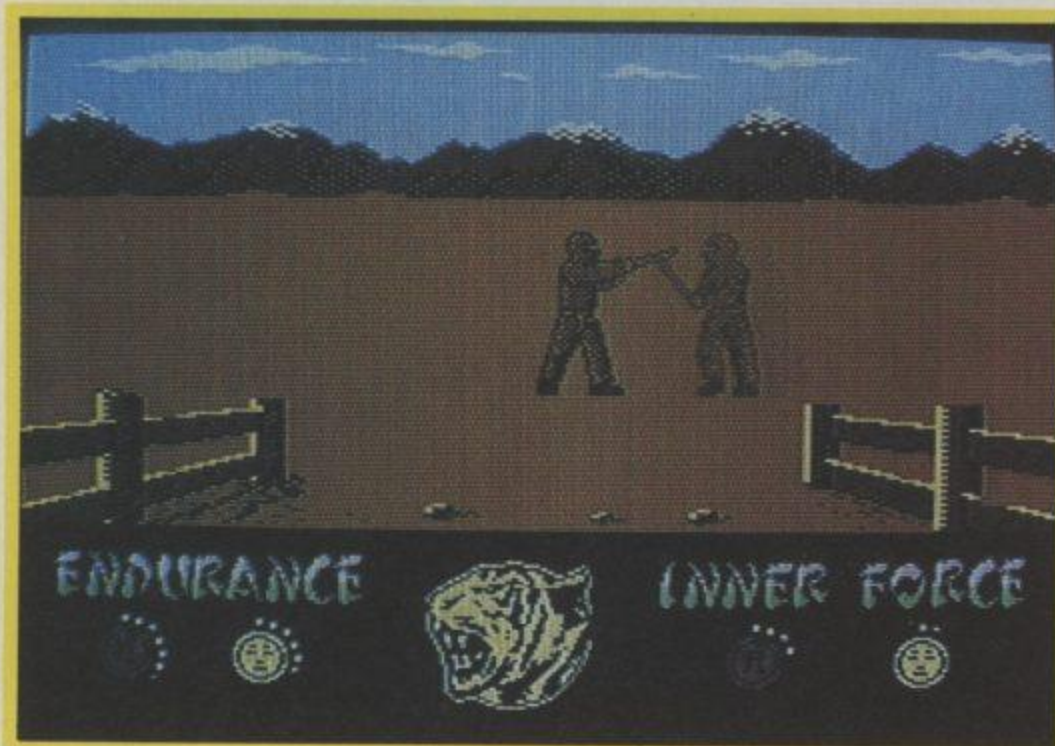
Voidrunner, the star of this

▼ Hellgate — not brilliant but a nice little bonus



Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

9
Overall



◀ You'd be hard pushed to distinguish these graphics from the 64

three actually. Najishi (that's the head bloke), has set you three tests in which you must overcome some formidable adversaries.

The three tests consist of unarmed combat, pole fighting and samurai sword fighting. Each section loads from tape or disk once you've completed the previous one. Or at least it should do. My copy proved to be a little temperamental in this respect.

Unarmed combat is carried out in much the same way as in other martial arts games. You can attempt one of 14 moves by pushing the joystick in various positions either with or without the fire button depressed. For some reason there are no moves associated with the seven o'clock position, so you don't get the full 16. That's not the case with pole and sword fighting where you

● WAY OF THE TIGER

**C16 and Plus/4
GREMLIN
GRAPHICS**
Price: £6.99/cass

The Way of the Tiger was first released by Gremlin for the C64 last year. I must admit to having a slight bias towards Gremlin for the simple reason that everything they do on the C16 lately is completely brilliant, well, most of it anyhow.

TWOT is no exception. It has the best graphics and combat of any of the martial arts games for the C16. Come to that it's better than a few I've seen on the 64. For a straight conversion it's extremely well done and the game is remarkably faithful to its 64 counterpart.

For those of you who like the background detail, the story is set in the magical world of Orb. The blurb goes on a bit about People of

Manmarch, mystical islands of tranquil dreams, golden shores and emerald rice meadows. What a road of cobbles as the great comic genius of our time, Benny Hill would put it.

Stripped of the purple pagodas and emerald paddy fields, the script goes something like this. When you were knee-high to a glasshopper, you were dumped on the steps of the local temple by your (loyal?) servant who wasn't too sure where the hospital

Like the 64 version, you get to knock the bloke off the bridge

was. Incidentally, the servant was old and dying of a hideous curse. Serves her right if you ask me.

The monks who lived in this temple, being a fairly OK bunch of guys, took you in and fed you on Farley's rusks for a few years. In no time at all you became an acolyte, which contrary to popular belief is not the stuff you put in car batteries, but a sort of glorified altar boy.

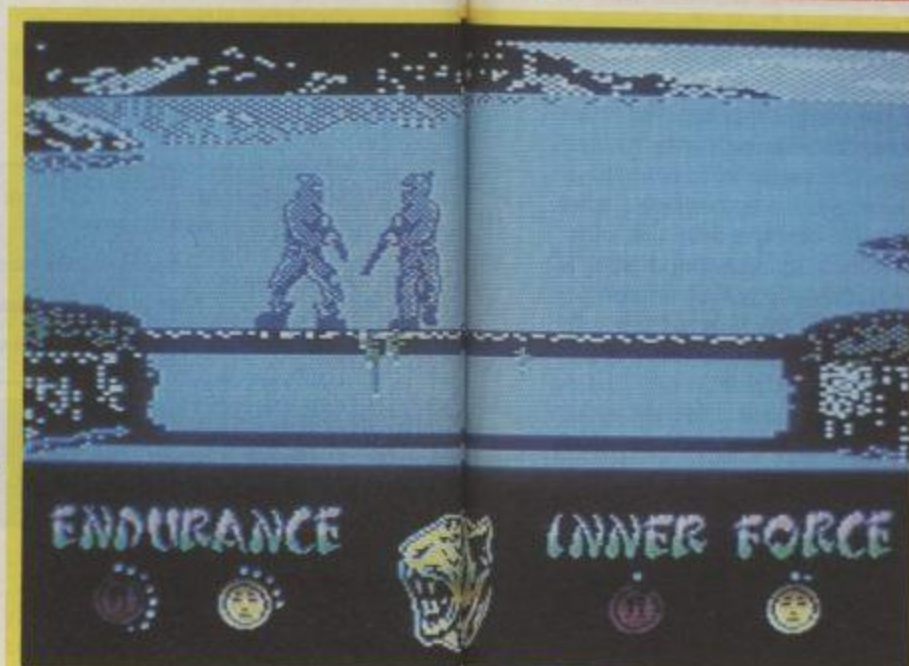
Now, because of this funny birthmark you have, the monks think you have some special significance, ie, that you wouldn't half be good at murdering people with your bare hands, or if it came to it, a large piece of wood, or even a sword. So they set to work at training you to become a ninja.

With the preliminary training out of the way, there is only one obstacle to be overcome before attaining your full Ninja licence. Well there are

get 15 and 16 respectively.

Animation is pretty smooth, even if your man does look like a cross between a mummy and a soldier in full chemical warfare get-up. The backdrop for unarmed combat is pretty impressive. Clouds pass over the mountains in the far distance, while in the foreground there is a smattering of vegetation.

As far as the combat itself goes, let's be honest. The basic idea is to beat the living daylights out of the other guy before he does it to you.



There are two ways of doing that. Either you kick him in the head until his eyes drop out, or you can go for the aesthetic approach and try out some fancy tricks.

You can do it either way but it's more fun the second. And for once the opponents are good enough to make a fight of it. They're not brilliant and you can get away with clubbing some of them to death, but there are the more skilful ones.

I expected pole fighting and Samurai sword fighting to be

At last, a C16 combat game that gives you beefy opponents

unarmed combat with a stick in your hand, but there are significant differences. For one thing the backdrops are all different. Pole fighting has to be the best. The two of you fight it out on a log bridge

Nothing like a bit of practice to sharpen up the inner force

THE WAY OF THE TIGER SWORD FIGHTING

1. PLAY THE WHOLE GAME
2. PRACTICE UNARMED COMBAT
3. PRACTICE POLE FIGHTING
4. PRACTICE SWORD FIGHTING

C16 CONVERSION BY DEREK REYNOLDS



Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

8
Overall

● Screen Scene

over a river and the loser ends up in the drink. One big difference with the final two screens is that they are just that — single screens. When you reach the edge there is nowhere left to run, whereas unarmed combat gives you a scrolling panorama.

Of all the 'beat 'em 'ups on the C16 the major criticism has been that the quality of combat has left a lot to be desired. You'll all remember my disappointment in Way of the Exploding Fist. The scenery was brilliant, the animation was brilliant but the competition was so weak you could have knocked them over with bad breath. In that respect alone Way of the Tiger comes out on top because, however good you are, you will eventually meet your match with one or other of the Ninja bashers.

The combination of Gremlin's skill

and attention to detail in other aspects of the game makes it a clear winner.

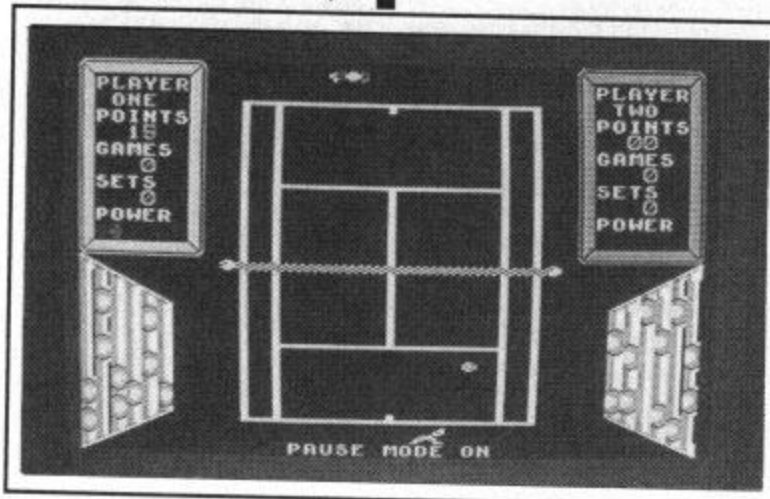
Ken McMahon



C16 and PLUS/4 GREMLIN GRAPHICS

Price:
£7.95/cass

Aerial view of the
court — no graphic
frills here.



WIMBLEDON

Just when you thought you had seen the last of Wimbledon and all the other major tennis tournaments, Gremlin Graphics — showing all the timing we've come to expect on the pro software circuit — try to take advantage with *Wimbledon*.

No 3D graphics or entertaining gameplay here. It will take a lot more than a bowl of strawberries and cream and John McEnroe's outbursts to get you to enjoy this one.

If I had the space I would write a serial about the criticisms of this game, but I will relieve you of the boredom, after all, why should everyone else have to suffer? I shall mention but a few.

15-love

After the game has loaded you are given a prompt to press the fire button to start! But to start the game you have actually to press the space bar. Good start. Now you can select the Number of Players, Game Difficulty, Number of Sets and Game Speed, when you have selected which four options you want, it's time to start playing tennis — or is it?

30-love

According to the instructions, if you are using the one player option

which I was, you have the opportunity to play the computer. It took me five or six sets to find out what was supposed to be going on. I reread the instructions and according to them I play against the computer. Once I had served to my opponent I waited like all good tennis players, for him to reply with a shot — but nothing happened. I'm left standing there with a blank expression on my face and a few choice McEnroe words oozing out of my mouth. So it was back to the drawing board and I worked out that after you have served, the computer then moves you to the opponent (which is you anyway). This rally keeps going until one of you misses the ball.

If this isn't tedious enough, the court is just as boring, consisting of black graphics and spectators in the terraces looking like faceless dummies. And the sound, well that is pretty basic, no cheering from the crowd or entertaining music.

40-love

I just cannot understand how Gremlin

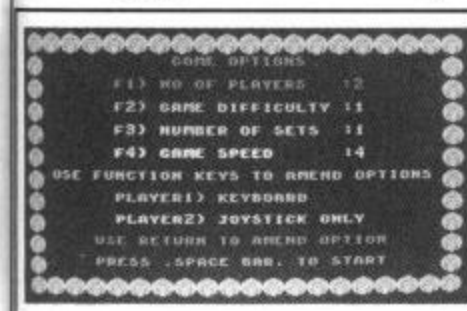
Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10
										3
										Overall

Graphics have allowed such a shabby piece of software to be released, when they are capable of producing some excellent games. Releases like this cannot do their reputation any good. If you really do enjoy a game of tennis then my advice is take a look at *Championship Tennis*. I haven't played this one yet, but I can only imagine it must be better than *Wimbledon*.

I refuse to go on any more about this game, I got far better entertainment watching 'Open University' with the sound down. The only comfort I got was that I didn't buy it, at around £8 for five minutes entertainment it must be the most expensive game Gremlin Graphics have ever released.

Game, set and match to Pickering.
James Pickering

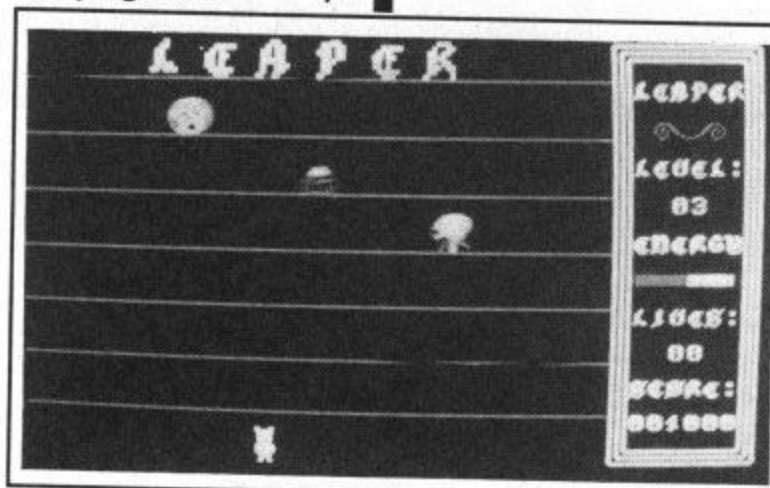
Plenty of options —
shame their all so
naff.



C16 and Plus/4 BUG-BYTE

Price:
£2.99/cass

Leaper —
immediately
recognisable as a
rip-off of the early
Imagine game
Jumping Jack.



LEAPER

This platform lark is getting a bit out of hand. We've been reviewing C16/Plus 4 platform games every month.

As you may have guessed by now Leaper is yet another to add to the lengthy list. All of the basic ingredients are in there — well the platforms and the nasties.

On the back of the cassette inlay there is a dull looking screen shot taken from the game. Bug-Byte should be told that this will only make potential buyers throw the game on the floor screaming "Not

another platform game".

When Leaper is loading you are in for a shock and I mean it. It is the first C16/Plus 4 game to have a high-res loading screen.

Programmer Martin 'Och aye, it's great' Gannon (strange name), has bunged in the theme tune of the South Bank Show. How thoughtful of him. Incidentally, when you get up to this stage in loading don't stop the dataset as the computer is still hungry for more loading. I didn't know about this and it took me several loads to notice.

Soon after the computer bursts into life playing the Can Can. Instead of a screen full of dancing girls, there is a Leaper doing a slow bop.

The programmer has thoughtfully included some blurb within the game, and there is no escaping it.

The story goes that you control Leaper up to the top of the screen

to get his name in lights. To get there you'll have to jump the gaps that move across the platforms. Every jump you take another gap is added to platforms until the playing area is swarming with them. To start off there is only one nasty patrolling the platforms and for each letter you light up another nasty is added to a total of six. The nasties don't look too bad graphics-wise and are well animated. My favourite nasty is the Last V.W. Which is a Volkswagen car with a serious suspension problem, making it bounce along.

Also the nasties have mastered a method of defying the laws of gravity by casually crossing over gaps without falling down. Every time you die or start a new game Leaper goes charging off to the right of the screen only to come back from the right (What a weirdo). As he comes on there is a circus type

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10
										6
										Overall

welcoming tune, suddenly Leaper stops, puts his hands on his hips and starts to dance. The noise in the background changes to a quite good version of 'Popcorn'.

At first the game seems very hard, but after a few goes I got one of the letters lighted up. After a few hours I learnt how to master Leaper and lighted up every letter. To my disgust nothing happened. I tried going up and only turned one of the letters off. After killing off my remaining Leapers I read the instructions again. Nothing wrong. I did everything correctly. I turned off the computer to write the review. Despite the game not working properly I would recommend it to most owners, because it's got good graphics and the tunes are the best around for the C16/Plus 4.

Fikret Ciftci



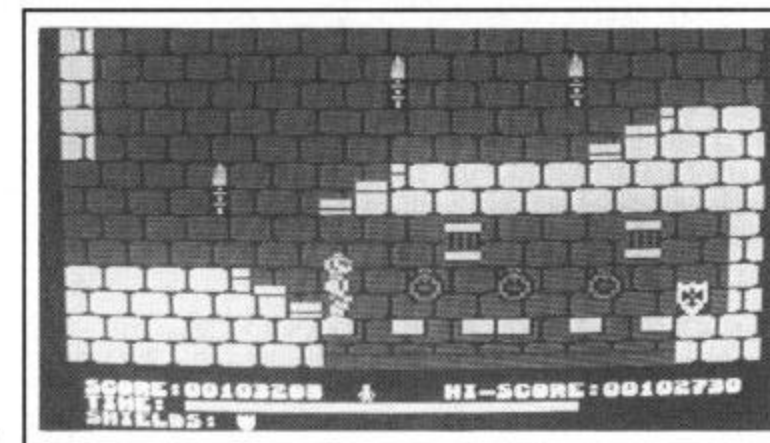
ROBO KNIGHT

C16 and Plus/4 AMERICANA SOFTWARE

Price:
£2.99/cass

If anyone's looked at the C16 and Plus/4 Software Chart recently they will have noticed that Mastertronic dominate the top nine places. Well here's a company that might rock the boat a little. This company also makes 'Cheapo' games and comes in the form of 'Americana Software' a division of US Gold.

Robo Knight then, is American Software's first release on the C16/Plus 4 and at under £3 provides lasting entertainment. The game is



Hop across the
platforms to get the
shield. It's a doddle,
take it from me.

the walls to go up. But that's not the end, we also have ladders which can only be used to connect platforms.

To hinder completion of the game most rooms have at least one drill,

the stepping stones don't put a foot out of place or you will fall down the well. If that's not bad enough you are also under a time limit.

Graphics have been well defined and attention to detail is very good. When entering the dungeons there are barred windows and iron rings in the wall, and on practically every screen, burning torches are placed on the wall. It is all very authentic.

The only criticism I have (and it is very slight) is the sound and movement. Sound is kept to the minimum bleep for collecting a shield and a sort of crash noise when Robo dies. Unfortunately Robo's movement is a bit too fast. This can be frustrating when only slight movement of the joystick is needed. Generally speaking these are only minor faults in a really addictive game that gives you hours of soul-destroying entertainment.

Let's hope that American Software convert more titles and keep supporting the C16/Plus 4.

James Pickering

Now there are two
shields.

an arcade adventure (always popular) and the setting is an old mediaeval castle, which boasts thirty-two rooms for you to negotiate.

You play the role of 'Robo' the brave knight, who's task it is to collect the Magical Shields which are found in certain rooms of the castle. Once you have collected all your shields, you make your way to the exit which surprise, surprise, is unlocked. You are now awarded the Sword of Power. But wait for it — the exit is relocked and it's back to the beginning until you reach the Sword of Power once more (the second time is to gain points).

To help brave old Robo with his ordeal, he is given three lives (not many I know but they weren't very generous in those days). And he certainly does need them as there are doors in the floor and the walls. And just to complicate matters further, the doors in the floor are to go down to a room and the doors in

stepping stone and well, or a combination of all three. The drills move up and down quite quickly, so timing has to be just right if you are to pass under them. When crossing

Nice title screen for
US Gold's second
stab at a C16
game.



Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10
										7
										Overall

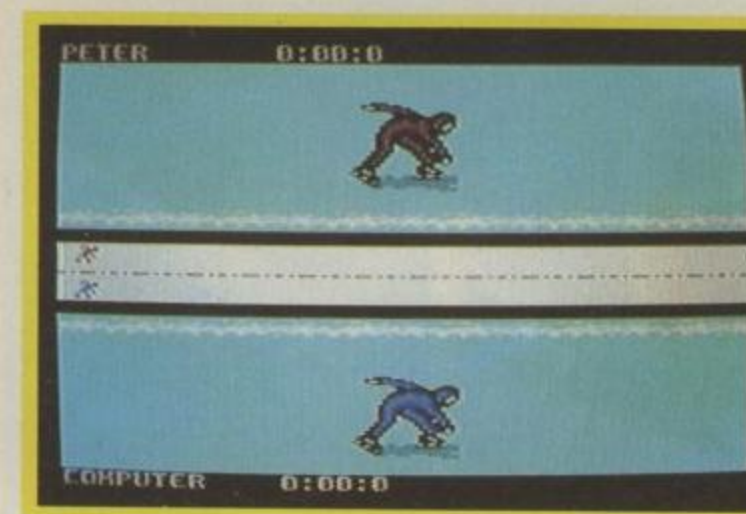


Screen divides in the Tobogon event to show the action left as you hurtle down the course. The right section of the screen records your progress on a map of the course.

One to four players can compete against each other. If you're on your tod it'll have to be you against the machine. Each player must enter their name and country, though wherever you're from you'll get a rendition of the West German national anthem, nice one Udo. You can practise, or compete in a selection of some, or all of the events.

Biathlon

Renowned as one of the most gruelling winter events, the biathlon is no pushover with a joystick. Well synchronised waggling is required if you want to do more than just grind snow. After what seems like an eternity you must put in some



Speed skating is one of the less exciting events.



Bobsled

You have two views of the sled as it careers at breakneck speed through the bends. View one is from directly behind, view two, a plan so you can see what's coming before you get there. In practice it's difficult to look at two things at once, so get a friend to keep an eye on the map and shout left! or right! as appropriate, until you know the course.

Udo Gertz has done a great job to make *Winter Events* one of the best sports simulations around and the only one worth considering for the C16. The background graphics, traditional alpine scenes complete with mountains, are superb and add to the sense of realism provided by the excellent animation.

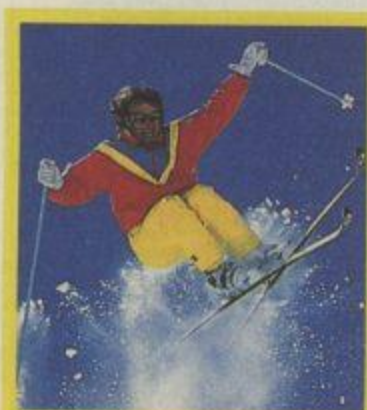
If *Winter Events* doesn't make the charts then I'm prepared to hang up my skis for good — without taking them off.

Ken McMahon

WINTER EVENTS

C16 and Plus/4
ANCO
Price:
£7.95/cass

**Screen
Star**



It was, I think, US Gold who started it all off in the amazing *Summer Games* I and II. The second game was such a success that four months after, as the nights closed in and the attraction of sport simulation in the sun withered, US Gold released the seasonal sequel, *Winter Games*.

Since then, virtually everyone has jumped on the bandwagon. But, until now, no one has produced a really worthwhile variant for the C16. Tynesoft had a go with *Winter Olympics*, but it was a big disappointment. Half the events called for minimal participation by the player and the curling was totally unintelligible.

Anco obviously thought they could do a lot better and they were right. *Winter Games* is, without doubt, one of the best sports simulations to appear on the C16 and, in some respects even surpasses the Commodore 64 versions.

Winter Events follows pretty closely the format of the original. Only the two ice-skating events have been dropped, which is just as well because they were boring, and have been replaced by something better.

The line-up of events is: Biathlon, Slalom, Ski jump, Speedskating, Downhill and Bobsled.

Each of the events is loaded separately from the cassette; there's no way you'd ever cram all that code into the C16's memory all at once. But before you get the skis on



Cross country skiing is a test of stamina and rhythm. Its synchronisation that's the key here — forget wrenching the joystick.

it's time for the opening ceremony. The torchbearer runs across the screen and lights up the *Winter Events* flame — very pretty. All this happens to the accompaniment of a mishmash of tunes, none of which I could recognise, other than the Dallas theme.

Seasoned C16 gamers will spot the programming handiwork of the prolific Udo Gertz, author of *Ghost Town*, *Tom Thumb*; dare I mention it, *Bongo* and around a million other C16 games.

The ski jump is "one for loonies" but you must look graceful as you jump.

accurate shooting to increase your score. Not easy when your fingers have gone blue at the ends.



Slalom

Steer your way down the slopes from top to bottom without trying to uproot the trees. The idea is to steer round the gates without hitting them. If you collide with more than three you can still finish the course, but you aren't given a time.

The graphics on this section are stunning. In fact this is the best ski simulation I have seen on any machine. The 3D perspective is spot on and the animated skier performs manoeuvres with all the style of Franz Klammer. (Who? — Ed)

Ski Jump

One for the loonies without a doubt. Push the joystick button and your skier starts a long descent down the



The downhill — hang on and watch out for the bumps.

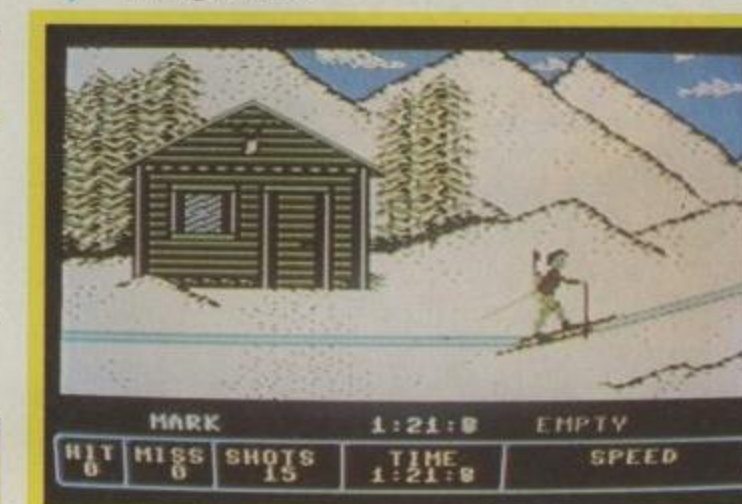
slope. Seconds before reaching the end, press fire again and the skier roars into the air. Now it's a question of matching the movements of the computer skier in the inset, who of course does everything perfectly. The closer you are, the further you get. Points are also awarded for style, so it helps if you at least look a little graceful. Put your helmet on for this one.

Speed skating

Another *Winter Games* clone and probably the least exciting at that. You against the computer, or a friend, joystick waggling like mad to reach the finish line first. This is more a question of co-ordination than sheer speed so try to work for a steady rhythm.

Downhill

I was expecting the usual ripoff — slalom without the flags, but the downhill is in fact quite different.



Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

9
Overall